

PRIME DIRECTIVE



**THE STAR FLEET UNIVERSE
ROLE-PLAYING GAME**

**TASK
FORCE
GAMES™**

PRIME DIRECTIVE

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ROLE-PLAYING GAME**

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PRIME TIME — THE PRIME DIRECTIVE NEWSLETTER

Task Force Games also publishes **Prime Time**, a bimonthly Prime Directive newsletter. This four-page missive contains playtest rules, equipment, scenarios, etc., along with a regular letter column which endeavors to answer your more popular questions. (Issue #1 is the February 1994 edition.)

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•THE PYLARA QUADRANT•
USS SARATOGA—MISSION DATAFILE

A shimmering band of gold appeared on the transporter pad and expanded into a group of humanoid shapes. The disturbance sparkled and snapped before resolving itself into the Marlovian Ambassador and his entourage. Albert Howard, the Federation Captain, walked forward and extended his hand in greeting.

"Ambassador Killaine, I have looked forward to this meeting."

The Marlovian looked down at the proffered hand and openly ignored it before replying.

"Killaine is my Given name and is reserved for my family members and close friends, Captain. You are neither." His sudden flashing grin had an icy edge to it. Then, not giving the Federation Captain a chance to recover his balance, the Ambassador feigned sudden weariness and looked away as if in boredom. "I would like to see my stateroom now." His pale hand waved dismissively.

Captain Howard nodded and, withdrawing his hand, led the Ambassador into the turbolift. As the doors slid shut, he could see the stunned expression on his Transporter Chief's face. Silence reigned in the cramped turbolift as they dropped the nine decks to the VIP quarters. Things weren't looking as cut-and-dried as they had when the orders had come in from Star Fleet just days ago. In turbulent times such as these, Howard knew that he could be sure of only one thing. He hated diplomatic missions!

♦♦♦♦

The Ambassador entered the Conference Room with his entourage and sat down at the meeting table. He waited until the Captain had taken his seat before he spoke.

"This will surely be a difficult time for both of us, Captain, and I am sure that you will do your best to show me the good side of your Federation. However, I am not certain that what is offered by your Federation will prove to be to the general benefit of my people, and my advisors have been unable to convince me otherwise. Suppose, Captain, that we decide not to negotiate with your Federation?"

Howard sat in silence for several moments, his eyes on the arrogant man who sat across from him, weighing the tone of his voice, the set of his shoulders. Finally, he spoke.

"Suppose, then, that we withdraw and you reopen negotiations with the Klingons?"

"Suppose I reconsider...?" The Ambassador replied, his bluff called.

"I thought you might."

♦♦♦♦

In the lower levels of the same ship, Peltier led his Team through another Close Combat Drill session. He watched as Sgt. M'eins threw Lt. Massing yet again and then smiled as Massing rolled out from under the Rigellian's foot and held her knife at his throat.

Peltier clapped. He found the opportunity to egg on his Rigellian companion irresistible. "Don't underestimate the female of our species, M'eins. That's two out of three she has over you now!"

Massing seemed completely relaxed, as if she hadn't just gone hand to hand with a 130 kilo combat machine. She turned and smiled at Peltier. His jibe had struck home with Rusty M'eins, and he scowled in response to Massing's smirk.

"Next time, Minx," he began in his usual deep and unhurried voice, "I *will* get you. Your escape can only work so many times. I already know how to beat it. Next time you will sing a different..."

He was interrupted as the doors whisked open, and Marko Kosov, their Briefing Officer, walked in. The six Prime Team members turned to face the new arrival and snapped to attention.

Lt. Commander Peltier, their leader, was dark and angular with obvious North American Indian lineage. Peltier had grown up on Earth, spending his youth in the wilds of the Blackfoot Preserve. He was a shadow and a whisper in the field, having learned the craft of the wilderness from the Elders.

Lt. Minx Massing, Medical Officer and second in command, was deceptively fragile looking. She was whipcord fast and could turn her small size greatly to her advantage in a fight, as Sgt. M'eins knew to his dismay.

Sgt. H'Ruusti "Rusty" M'eins, the combat ready Rigellian, was big even for one of his own. At over two meters in height and almost 130 kilos (and not a speck of fat), he towered over the others in the room. Even when he wasn't toting one of his beloved heavy weapons, he still exerted a powerful presence.

Sgt. Major Adrianna Bansett, an ex-Federation Scout was the Black Eagles Combat Specialist. She was Alpha-Centauran, coming from a world where the women lead and fight. She was lean, well-muscled and dark haired. There was always a tight mask of self control and composure on her face, and she gave away nothing that would indicate to an observer whether she was angered, amused, or enraged. She spoke only when necessary, and even then it was to the point—no chatter, no nonsense. And, even unarmed, she was the deadliest person in the room.

Azundur'kar was the Cygnan Technical officer. With his pale milky white skin and piercing jet black eyes, he might have seemed a strange and daunting figure, cold and distant, until you saw the smirk on his face. There was a mischievous glint to his eyes, a knowing half smile continually playing on the corner of his lips.

And then there was T'Pon, the Vulcan Psionics Master. She was a slight woman, lean even for a Vulcan, and very young. She had mastered the Path of Mey'lar, the most rigorous telepathic discipline in the Vulcan canon, as a child. Her decision to join Star Fleet had been a boon for the Black Eagles. The power of her discipline was immense, as was her ability to concentrate. Always receptive to new information, always watching and assessing, she was the perfect complement to an already powerful team. Her ability to synthesize data and turn it into a course of action was respected by all.

Together they were the Black Eagles, neither the newest nor the oldest of the Federation Prime Teams, but unquestionably one of the best.



Their Briefing Officer stood before them. From the data disks in his hand, undoubtedly containing their briefing composites, the Black Eagles could tell that something was up...and that their training sessions were about to take on a harder edge. Kosov returned their salutes and bade them at ease. They all gathered around him as he began to speak.

"As you are all aware, the *Saratoga* is currently escorting the Marlovian Ambassador to the summit on the Telyar 7 station. While we all thought that this would be a breeze mission, a Code 3 alert has been issued from Star Fleet HQ, detailing a potential 'situation', and the *Saratoga* is the only ship in position to respond. Details are on the disks," he said handing the set to Peltier, "and there will be a briefing at 0730. Why don't we try to clean up a bit more before reporting this time...especially you, Azundur'kar! My ready room is not a gym locker. Understood?" They all nodded.

"Excellent. Peltier, see to it that your team is prepared for the briefing. Carry on." He turned to leave.

"Sir?" Peltier ventured.

"Yes, Peltier."

Peltier strode up to him, and their voices lowered in tone. "Is this a solo mission, or do we have backup this time?" Peltier asked.

"Captain Howard has other things for his ship to do. This time you earn your hazard credits. You go in solo."

Peltier nodded and turned back to his team. "You heard the man. I want those disks reviewed and equipment and tactical plots locked in by 0700! And you, Azundur'kar...I want you in a fresh uniform, pronto! And, Az, make it a Star Fleet uniform this time. If you get caught in that Romulan Grand Admiral's get-up one more time, we're going to court martial you and execute you as a spy, got it?"

Peltier's joke had broken the tension in the room, and the team seemed able to focus on the task at hand once again. Sgt. Bansett was still impressed that a *male* could be such a gifted command officer. The others had started to move toward the showers when Kosov put in a parting shot from the doorway.

"Oh, and one last thing, Black Eagles..." He met each of their gazes in turn and spoke slowly. "Try not to embarrass me too badly this time!"

They smiled broadly and nodded their assent. As Kosov passed completely through the doorway, he heard Peltier cry out "TEN--SHUN!"

Back in the training room, the team stepped down from attention.

"Another day, another 10 credits hazard pay!" Minx said as she began to strip off her training gear. "What will I do with all this money when I hit Prime Central again?"

"Probably the same as last time...donate it to that worthwhile charity known as the Decades Bar!" Azundur'kar called back over his shoulder, and the rest joined in the laughter as the showers cut in.

Silhouetted against the blackness of space, Captain Howard stood gazing out the viewport in his ready room and then considered the report Kosov had handed him.



Tanquar Mell, attending the conference on behalf of the Sevarian Alliance, had disappeared. Conference security staff had begun a search of the facility and had determined that F'Vaion Vax, the Blaxian Representative, was also missing. The local security had foiled F'Vaion's attempt to steal a shuttlecraft, but had lost four security members in the ensuing firefight. The renegade had incapacitated the base sensors and was now secreted somewhere on the base, undoubtedly with Tanquar Mell in tow. This was meant to be a small-scale conference, but this incident would soon make it one of serious importance.

"This doesn't look good, Marko. Has the local security been alerted of our presence?"

"Yes, sir. They are willing to accept our aid and have placed the base on full curfew." Briefing Officer Kosov replied.

"Good. Send in the Black Eagles."

The corridor was deserted, lighting reduced to minimal, as the six figures made their way through the plasteel maze

which passed for crew quarters on this desolate base station. They made no sound, and the eerie quiet was unnerving.

"There!" Minx Massing pointed down the corridor and Peltier turned, in time to see a plasteel door sliding shut. "He went into that room, sir, and I believe the Ambassador was with him, but I can't be certain."

"M'eins, Bansett...let's get inside that room," Peltier ordered, and the two Prime Team members rushed to the sealed entry and struggled with the door release, but it was sealed tight, and even their combined strength could not open it.

"T'Pon, confirm that the Severian Ambassador is in this room," Peltier said to his one Vulcan team member. T'Pon stood by the side of the door and concentrated, her forehead wrinkling as she used her mental powers. She turned back to Peltier.

"Sir, I sense the presence of two individuals but one is blocking me. I cannot confirm that the Ambassador is in there."

Peltier considered this for a moment and said, "Az, see what you can do to trigger the release."

Azundur'kar threw open the override panel and his hands practically blurred as he tried his wizardry but he, too, was foiled. "Sir, the override has been disabled. I cannot access the correct code sequence."

"Well, we have no choice then. If the Ambassador is hurt, there will be hell to pay...and I don't mean just for us. M'eins, you have the charges."

Peltier motioned for the others to back off from the area of the door, and M'eins set a plastipolymer charge in place. The Prime Team flattened themselves against the corridor walls and awaited the explosion. They didn't have to wait long.



The entryway buckled under the force of the blast. M'eins pulled the door open, threw in a flash grenade, and then motioned the Primes to enter. The room was filled with debris as though it had been open to the elements, but there was no sign of the Ambassador. Peltier heard a noise from deep within the chamber, and he motioned for the Team to continue inside. All at once, the door in front of them flew open and a shadowy figure stepped out, his weapon at the Ambassador's throat.

"You seek me perhaps? Make one move, and I will kill this, this...thing which calls itself 'Ambassador'." He tightened his grip on the Ambassador's throat, and the diplomat grimaced but remained silent. "Where is your lady friend, Peltier? Too dangerous for her, I suppose."

Peltier stood his ground and struggled to remember where he had seen this renegade before, and how he knew him by name, but to no avail. His Prime Team remained alert and ready behind him, ready to back him up if the situation changed from the current standoff.

"Release the Ambassador," Peltier said and then drew his phaser. "I don't want to kill you, and you don't want to be dead."

"Stop your posturing, Peltier," the renegade replied. There was a hard light in his grey eyes. "You know that you would like to kill me now...and the Ambassador if he gets in the way. I was at the Pandaluvian Summit, too, remember?"

He paused, as if for effect, then continued. "I see that you've brought your so-called 'Prime Team' with you. Whatever happened to one-on-one? Have you forgotten how to be a real man, Peltier?" He reached into a pocket and pulled out a strange device. "This is a Time Displacement Grenade. If you come any closer, I will activate it. This room and all of us within will be transported 30 minutes into the future. Unfortunately, the planet this station is on will have continued to move through space, and we will all be floating in vacuum. We will all die. I am willing to give my life for that which I believe in. Can you say the same for your Prime Team?"

Azundur'kar shook his head and said, "You're bluffing. There's no such thing as a Time Displacement Grenade. Now hand over the Ambassador."

"This is a Blaxian device!" He was visibly angered by the Cygnan's comment and pulled the Ambassador closer to him. "Just because your feeble technology has not developed it does not mean that it doesn't exist! Now move away from the door."

The renegade moved to activate the device when, all at once, a phaser blast came from the direction of the ceiling and he screamed. The phaser blast had destroyed the device along with most of his right hand. He dropped to his knees and looked down in horror at his wrist. Peltier moved forward to restrain the renegade as Massing dropped down from a ceiling panel.

"Nice work, Minx, and you, too, Az!" He had managed to keep the renegade occupied while Massing got into position. "Chalk up another victory for the Eagles." Peltier smiled as Massing began to treat the renegade's injury.

"Now, would someone like to give the Ambassador a hand?"

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What is a Role-Playing Game?

To those gamers not familiar with the concepts of Role-Playing Games (or RPGs), the following should serve as an introduction to this unique form of play. Scattered throughout this book you will find detailed examples—both Basic and Comprehensive—which will walk you through the more difficult rules sections. (Veteran gamers may feel at times that we are “stating the obvious,” but they should remember that new players will often need more detailed instructions than old hands!) There are also Optional Rules—which can be ignored if you want a more streamlined version of the game.

RPGs are, in essence, a form of acting, as they involve the players in situations which require them to “act out” what the character is doing. Role-Playing groups must choose one player to act as Gamemaster, someone who will control the game, and he is the one person who needs to know the rules, and the missions you are about to attempt, inside and out. He controls the action and pacing of the adventure, but he does not actually assume the role of a player character in the game.

Rather than moving counters around a board to show movement, you would actually say to him, as if it were your character speaking, “I go down the corridor and check the airlock. Is it locked?” The Gamemaster, called the Briefing Officer in Prime Directive, would then consult his Mission Datafile, maps, charts, etc., and tell you what has happened. If the airlock was locked or sealed shut, he would tell you that and ask you what you would like to do next. If you attempt something, he may ask to see your Character Datafile to be sure that you have the equipment necessary for the task at hand. (In RPGs, players keep track of everything that affects their character, such as bodily damage, what equipment they have, what their characteristics and skills are, etc., on a Character Sheet—in Prime Directive this record sheet is referred to as a Character Datafile.)

In Role-Playing Games, you create a gaming character, complete with physical and mental characteristics, and use the rules (and your imagination) to fill in his (or her) character's history, special skills, and any talents he might have. Your character's history is where you can really let your imagination run wild. The rules of the game, and your dice rolling, will determine what and where your character is now, but the background history you create will fill in his background and let you really get to know him. Events in his past will influence how he relates to any given situation, and only you can decide if you want him to be a straight-laced and average career officer or a wild, carousing, ne'er do well out for adventure or hungry for glory and excitement. Role-Playing Games are primarily designed for group adventure, so once all the players in your group (usually 4-5 people) have created their characters, it's time to start the game.

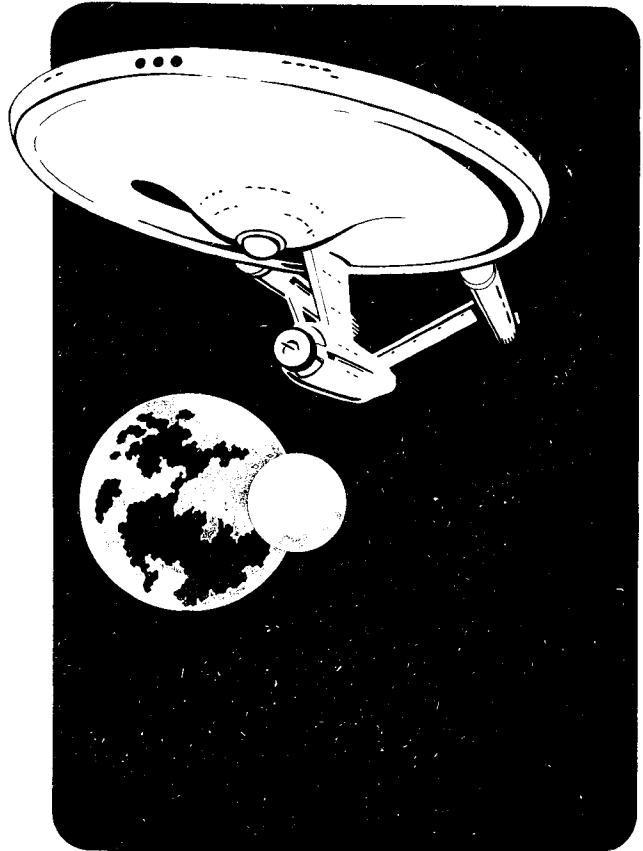
In Prime Directive, you will be playing members of the elite special forces of the Federation — The Federation Prime Teams. Prime Team members can be from any of the numerous races in the United Federation of Planets (detailed in Section Nine: Racial Backgrounds and NPCs), and each race will have its own unique strengths and weaknesses relative to the others. Your character can be from any of the major Service Divisions (Command, Medical, Science, Engineering) or pulled from the ranks of the Marines. Psionics—powerful mental abilities—come into play when you create Vulcans, and in certain other special situations.

Each adventure, or Mission, you participate in should be viewed as if it were an episode of a continuing television

series, while Campaign Missions are like multi-part mini-series with a climax and resolution.

When you start a Mission, your Briefing Officer (Gamemaster) will present you with the information which sets up your adventure. As you are playing Prime Team members, these will usually be “military-style” operations you are sent on, such as exploration, reconnaissance, or rescue or covert assault or operations missions. They could also be covert assault actions. While most adventures take place within the framework of a duty assignment, it is, of course, possible for you to deal with personal agendas, such as rescuing a loved one, searching for a friend who has gone AWOL while on Shore Leave, etc. Whatever you decide, your Briefing Officer will give you his info and your Team will be off to adventure.

A typical game session will feature 3-4 friends sitting around a table with their Character Datafiles in front of them and the Briefing Officer with the details of the upcoming adventure laid out before him. He will give the players an overview of the mission they are about to undertake and then fill them in on the details, assuming the role of the Briefing Officer aboard their starship.



Your characters will then equip themselves from the Equipment lists and discuss their plans, choosing a Team Leader if they haven't already decided, and prepare themselves mentally before they beam down to certain peril and excitement! When you are beamed down, the Briefing Officer will describe your surroundings. The rest is up to you. If you decide that you would like to ask that gruff looking Representative just what exactly is going on, or where the Marlovian Ambassador was seen last, the Briefing Officer will play his part and answer your questions. If you are alone at your arrival point, you will have to tell the Briefing Officer

exactly what your Team does—walking down deserted corridors, accessing computer consoles, asking the natives directions—there are no limits to what you can do in an RPG.

Depending on your group's inclinations (and the number of players in your gaming group), each player might play only one character (at a time) or could conceivably control several. (Controlling more than one character at a time is, of course, something that should happen when you are fully conversant with the rules.) If each player has two or more characters, the group might operate with each player using only one of those he has to pick from or might allow a veteran player skilled enough to handle two characters to play them.

It is not a bad idea for a gaming group to create a set of "stock" characters which any player can "borrow" now and then to balance a team. It all depends on how many players are available to play, what characters they have, and what types of personnel the selected mission requires. If none of the players present has an "engineer" character (or a "medic", etc.) and the mission clearly needs one, one player (perhaps a new player who has yet to decide if he will join the group and has yet to create a character) might be assigned to control a "stock" character of the "missing" type.

If there are only two or three players at a particular game session, each might have to control two or three characters in order to have a complete team with all of the required skills. Just remember—there is no single "right" way to do this. Whatever works for your group is perfectly fine.

For your first missions, you might want to skip the creation of characters and just use the Black Eagles—the sample team provided in Section Twelve. You won't want to do that more than once or twice, however, because to truly understand and use the motivations of the characters you are playing, you need to have the goal of gaining a reputation and experience points, in effect getting better after each mission.

Your reward for a mission well done is a better chance to successfully complete the next mission (or the ability to handle a tougher mission). Having a 'past' will make the character come alive, and having a potentially exciting 'future' will make you want to KEEP that character alive.

Many adventures will feature pre-generated characters which you can use for that mission, presented in much the same way as the sample team in this rulebook, and you will have the option of either using these characters or designing specific characters which will suit the parameters of a particular mission. (If you decide not to use the pre-generated characters, your GM will always have the option of allowing you to use one or more of them if the mission warrants it.)

Over time, as you play Prime Directive, your character will grow and change. You will gain a reputation as the stories of your exploits become known, and your character who started out as a brash, young ensign fresh out of Prime Central may mature into a seasoned, confident lieutenant. Your character may develop relationships, both positive and negative, with other characters in the game, or you may set personal goals and, through the course of several adventures, achieve them. In Role-Playing Games, your character and the situations around him will constantly grow and change, but you will always be in control.

"He" and "His" in Prime Directive

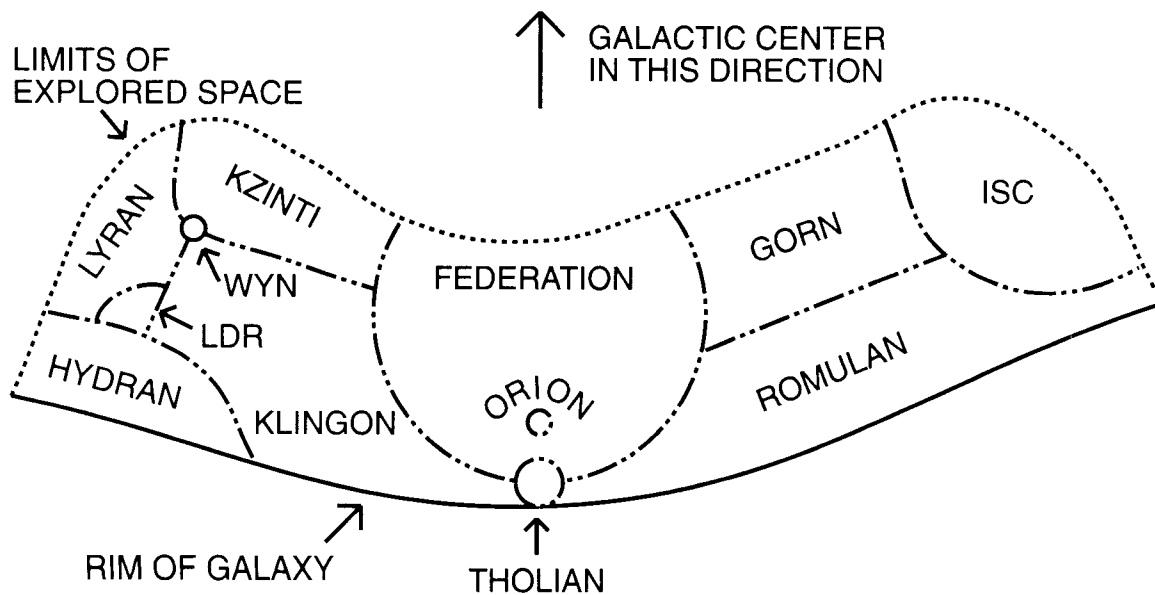
An editorial style has been chosen for this book, in which we use "he" rather than "he or she" and "his" rather than "his or her". Please assume that unless something in this book refers specifically to a male or female character, all uses of "he" or "his" can refer equally to both sexes—or all three sexes, in the case of Hydrans!

Units of Measurement in Prime Directive

Prime Directive uses the metric system for measurement purposes, and for those of you unfamiliar with the metric system, the following (approximate) conversions might be useful.

- One **KILOMETER** is equal to approximately 1056 yards, or six-tenths of a mile. An easy way to convert large distances is to remember that 10 kilometers is equal to approximately 6 miles.
- One **METER** is equal to approximately 39.5 inches.
- One **KILOGRAM** is equal to approximately 2.2 pounds.

MAP OF THE STAR FLEET UNIVERSE



Glossary of Terms used in Prime Directive

Prime Directive uses several terms that will be unfamiliar to players. The following introductory glossary will familiarize you with some of the terms you will be using on a regular basis.

A/I ROLL: This determines the amount that your character can accomplish in one turn (also called the Action/Initiative Test).

AMA: This stands for Advanced Martial Arts.

AR: This is the Armor Rating assigned to a specific piece of protective gear, measuring its ability to absorb damage.

ARMOR: Armor lessens the force of an attack, possibly reducing the amount of damage a character will take from an attack.

CHARACTERISTIC: A numerical rating that measures your player character's ability in a specific area, such as Strength, Intelligence, Discipline, etc.

CHARACTERISTIC TASK: A task that relies solely upon the value of one of your characteristics, such as Strength or Perception. Also see Skill Task.

Character Improvement Points (CIPs): These are the points used to improve your character's Skills and Characteristics after the Character Generation process is completed. A character receives a certain number of CIPs after each mission.

D6: This is the RPG abbreviation for a single six-sided die. When you are called upon to roll 2D6, this means two six-sided dice, 4D6 means four six-sided dice, etc.

D#: The abbreviation for Damage Number, detailing the damage a weapon (or attack) will inflict. (The D#s for a phaser set to Stun-1 are 2/4/6; the D#s for a phaser set to Lethal-2 are 4/6/8. The higher the D#, the more powerful the attack.)

DEFENSIVE ACTION: Defensive Actions are those which attempt to get the character out of the way of the attack, perhaps avoiding it entirely.

GAME MASTER: Also called the GM, or Briefing Officer, this is the player who referees the game and controls the non-player characters, as opposed to the players who control the player characters in an adventure.

I-CIPs: A special block of Character Improvement Points which are allocated to improve your character as he goes through the Character Generation process.

INITIATIVE: This determines which character acts first in a given situation and is decided by die rolls.

LETHAL DAMAGE CAPACITY (LDC): Sometimes called simply Lethal Capacity. This measures the overall amount of Lethal Damage that your character is able to withstand before he dies (...and remember, there are no resurrection spells in this game!).

NON-PLAYER CHARACTER (NPC): Any character in an adventure controlled by the Game Master. NPCs are normally used in only one adventure and do not accumulate experience improvement points that would improve their skills in subsequent adventures.

ODC: This is the acronym for the Operational Damage Capacity of a device, piece of machinery, etc., and operates in a similar fashion as the character's Lethal Damage Capacity. Whenever a device takes damage, it must take a test to see how badly it is damaged.

PLAYER CHARACTER (PC): Participants in the game directly controlled by the player (i.e., Prime Team members).

RANGE TYPE: A Character's Range Type (RT) determines his innate ability to hit targets at great range. A character determines his RT during Character Generation, and it remains fixed thereafter.

RECIPROCAL RESPONSE TEST: Any task described as a Reciprocal Response Test is one that allows the target or object of the initial task attempt to resist or in some other way directly reduce or undo the Success Level (SL) of the initial attempt.

SKILL TASK: The use of a skill that you possess.

SL: The acronym for Success Level, this measures how successful you are in achieving a particular goal and is broken down into five levels: Complete, Moderate, Minimal, Failure, and Botch.

STUN DAMAGE CAPACITY (SDC): Sometimes called simply Stun Capacity. This is used to measure your character's ability to resist and reduce the effects of attack and also measures the overall amount of Stun Damage that your character is able to withstand before he succumbs to unconsciousness.

TASK: Anything that requires you to roll dice to measure success.

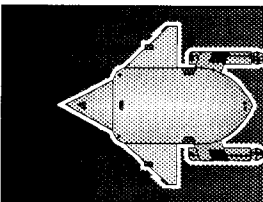
TASK DICE: A task might be the use of a skill that you possess. This is called a Skill Task. In this case you roll a number of D6 equal to the average of the character's Skill and the Characteristic which supports it (i.e., add the skill and characteristic and divide by 2 and round down). The resulting number of D6 is referred to as the Task Dice for that task.

TICs: TICs are used to determine the time required for tasks performed in combat, or in other circumstances where seconds count! TIC is the acronym for Time-In Combat.

TOCs: TOCs are applied to tasks that take minutes, hours, or days to complete, and as such, TOCs can be assigned any length of time appropriate to the task involved. TOC is the acronym for Time-Out of Combat.

TRICODE: Tricodes measure the increasing levels of difficulty you might face when attempting to successfully complete a task. A typical tricode would be 4/6/8; see Section 2.3.

TRICODE MODIFIERS: To reflect differing levels of difficulty in performing various tasks, the GM will assign Tricode Modifiers (also called Mods), which increase or decrease the numbers you need to roll to achieve various success levels.



WYN ORCA-CLASS
LIGHT CRUISER

WYN DEFENSE SHIP
GREEN SWORD

An Introduction to the Star Fleet Universe

There are hundreds, perhaps thousands, of sentient races in our galaxy, each possessing their own unique racial identity and history. Owing to the vast areas of space which still remain unexplored by our local group of races, there are undoubtedly many intelligent races in our galaxy still ignorant of our existence. Even so, the diversity of form and psychology represented within the Known Races is staggering, and the Archive records duplicated here represent merely the tip of the iceberg. There are methane breathers, silicon composites, colony hive minds, vegetable kingdom intelligences, shape shifters, cohesive plasma entities, and more, many of which simply defy description. And yet, for all the apparent diversity, there is still a tremendous predominance in the number of oxygen/nitrogen breathing, roughly humanoid races to be found populating the stars of our part of the galaxy.

Situated near the outer rim of the galaxy, away from the older and now declining star systems near the galactic core, are the home worlds of local races. Why is it that the local races should predominate in humanoid life forms amidst such potential diversity? Why is there a commonality of myth and religion among the local races? Why is it that so many of the local races reached the level of star flight technology at almost exactly the same time? And, on a more troubling tangent, why is it that there are numerous, less advanced but undeniably related analogs of so many intelligent races present on the home worlds of other races? It is, of course, understandable that the Kzintis, Lyrans, and Korlivilars were astounded to discover the state of feline development on Terra, Vulcan, and the Klingon Home Worlds. The Gorns, Pronhoulites, and Hilidarians must have been equally surprised to learn of the extinction of the dinosaurs on Terra and of the huge, intelligent reptiles hunted to extinction on the Romulan Home Worlds. These questions, and many others, will face you as you represent your Home Worlds as members of the Federation.

Fans of the popular television series and movies will find the Star Fleet Universe familiar, and yet different, in many ways. The United Federation of Planets and its Star Fleet is here, along with your old friends the Klingons, Romulans, Tholians, Gorns, and Orions. The Federation fires photon torpedoes, the Romulans cloak, and some pretty bizarre people can get into some very unusual circumstances and then think their way out of them.

The Star Fleet Universe was created in the late 1970s as a separate gaming and literary entity, a larger background of governments and military organizations in which the original television series could be considered as the most unique individuals and events. As the years have gone by, the two reflections of the same universe have diverged slightly, and yet remain closely linked. Our Klingons fire disruptors, don't have cloaking devices or bumps on their heads, and, while ruthless and brutal, are not so foolish as to promote by assassination. The Klingons remained enemies of the Federation for most of our history, but allied with them against the threat of the Andromedans near the end of the gaming timeline (long before they allied on the screen). While Star Fleet Battles invented the Klingon Imperial Council, ours is headed by an emperor, not a chairman. (Interestingly, they added an emperor.)

Our Romulans fire the original plasma torpedoes, are organized into powerful families, buy ships from the Klingons on occasion, and cloak whenever it suits them. Our Gorns eventually became Federation allies against the Romulans, and our Tholians remain fiercely neutral at the juncture of the

Klingon and Romulan Empires and the Federation itself. (When threatened with invasion late in the General War, our Tholians did become temporary Federation allies.) Our Orion Pirates (composed of both native Orions and renegades from across the galaxy) fly stealth ships (often with cloaks) fitted with whatever weapons they can buy or steal.

The Star Fleet Universe includes other races: the feline Kzintis (Federation allies), lynxoid Lyrans (Klingon allies), tripod Hydrans (who breathe, or perhaps eat, methane), unknowable Andromedans (from another galaxy), reclusive WYNs (Kzinti, Lyran, and Orion refugees hiding in a radioactive star cluster), the peace-loving Interstellar Concordium and their fascinating member races, and the Seltorians (insect-like creatures from outside our galaxy).

The Games of the Star Fleet Universe

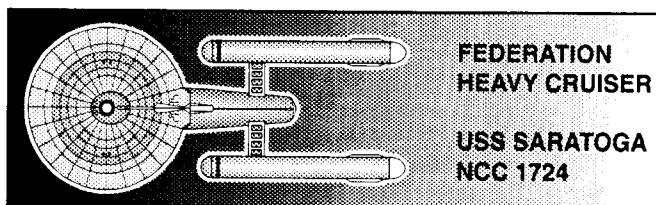
As Prime Directive was being developed, we began to realize that there will be many of you who are experiencing the wonders of the Star Fleet Universe for the first time. You may not realize that Prime Directive shares its gaming background with several entirely different games, and the following information is presented for your benefit.

STAR FLEET BATTLES (SFB), the original flagship game of the universe, was first published in 1979 and is now in its fourth edition. SFB is a starship combat game, with each player controlling one (or more ships). Each ship is represented by a diagram with dozens of boxes, each box representing a particular system or weapon on the ship. As the ship receives damage, some of these boxes are marked as destroyed. SFB is a rather large and complex game, and new players might want to start with the **CADET TRAINING MANUAL**, a step-by-step set of instructions for commanding a starship. Players with experience in games of this type might want to begin with **BASIC SET**. From either point, the SFB game system is as vast as space itself.

FEDERATION & EMPIRE (F&E) is the strategic complement to SFB, with each player representing the emperor of an entire race controlling hundreds of starships in a battle for control of the galaxy. This game is far less complex than SFB, but there are a great many things to do each turn, even if each is fairly simple. The expansion kit **CARRIER WAR** provides some small scenarios that can be played in a single session.

STAR FLEET MISSIONS is a basic card game in which players draw ship cards from one deck and send them on exciting missions determined by a second deck of cards. You can learn this game in 10 minutes and play it in an hour, but it's different every time you play.

STAR FLEET WARLORD is a play-by-mail campaign based on Star Fleet Battles. Each turn you buy ships, explore planets (to get money to buy more ships), fight your neighbors to protect your planets and grab theirs, negotiate treaties and alliances, and finally conquer a galactic cluster. As many as 50 players are involved in each game, mailing in their turns every two weeks.



The United Federation of Planets



The United Federation of Planets, or simply the Federation, is composed of many member races, including Human, Vulcan, Andorian, Rigellian, Alpha-Centauran, and Cygnan. While two dozen other races are associate members of the Federation, only the races listed above sit on the Ruling Council.

The Federation is dominated by Humans, including those of Earth parentage who were born on other planets, and they make up over 70% of all Star Fleet personnel. The Federation is, perhaps, the most idealistic of all the empires, and their starships never attack without warning. While the Federation has fought wars with all its neighbors, it has never started one.

Action Teams, Strike Teams...and Prime Teams!

Arguably the finest warships in the galaxy, the dreadnoughts, cruisers, and destroyers of the Federation are armed with a formidable array of phasers and photon torpedoes which could easily reduce a planetary civilization to radioactive rubble in a matter of hours. However, the use of such force often does not fall within the purview of Federation doctrine, and captains must turn to subtler means to achieve their objectives. Where the might of starships cannot be brought directly to bear, in the exploration of derelict space hulks whose hulls prove impervious to sensor scans, in the rescue of headstrong explorers hopelessly lost in forbidding alien landscapes, in providing for the safety of ambassadors and dignitaries when their duties call them out of their well lit meeting halls and secure star bases—in situations such as these, and scores of others, half a dozen highly trained Prime Team members can hope to achieve what a starship could not.

Every starship has an officer in charge of landing parties and other detachments of personnel sent from the ship for various missions. This officer, known as the Briefing Officer, has several personnel assigned to his department and draws additional specialists from the ship's other departments as required for a specific mission. In this regard, most landing parties (known as Action Teams) are temporary 'task forces' organized for a specific mission and disbanded when it is over.

Typical Action Team

- Naval Lieutenant from Action Team department
- Naval Technician from Action Team department
- Medical Technician borrowed from Medical department
- Engineer borrowed from Engineering
- Two Marines borrowed from the Security Department

In some cases, however, ships which consistently face this type of mission (e.g., most cruisers) and which have suitable personnel available form more or less permanent Action Teams which remain together for extended periods and have personnel with a sufficiently wide variety of skills to handle any (or at least most) missions.

When these teams reach a certain level of competence and cohesion, they may be recognized by Star Fleet as a Prime Team and will spend time at Prime Central before returning to their Duty Assignment. They may then adopt a unit name, logo, etc. In some cases, Star Fleet (or the numbered tactical fleets) specifically form and train potential Prime Teams. Prime Teams are considered the elite of the Star Fleet special operations corps.

Some Prime Teams are permanently assigned to a given ship and are under command of the captain just as the gunnery or navigation departments are. Because of their independent missions (and attitudes), however, members of the ship's Prime Team may show slightly less deference to a senior officer of another department than would be the case elsewhere in the ship.

Other Prime Teams belong to the commanders of squadrons or numbered fleets and are transported by various starships to specific missions. Captains who have Prime Teams jealously guard them, just as they would guard a skilled engineer or sublime chef, lest an admiral or commodore "borrow" him more or less permanently.

Sometimes a Prime Team is disbanded because too many personnel have been retired, transferred, or lost in action. Sometimes a Prime Team is divided to become the nucleus of two new Prime Teams. Sometimes a Prime Team

member is assigned to lead an Action Team consisting of personnel who are not "Primes" in their own right, but the emphasis of a Prime Team is that it IS a team, which remains together, works together, knows each other's skills and strengths, and covers each other's weaknesses.

In wartime, Star Fleet often forms Strike Teams, semi-permanent landing or commando squads used for special missions. In wartime, Prime Teams are often assigned to the same missions as Strike Teams (for which they are fully qualified), but true Prime Teams remain capable of handling a much broader range of missions than the commandoes of the Strike Teams. The Strike Teams usually consider themselves the equal of Prime Teams, but most could not expect to complete some of the missions assigned to Prime Teams.

A commando Squad in Star Fleet Battles is minimally qualified to function as a Strike Team, but it is composed of a sergeant, a corporal, and three or four privates rather than the senior personnel listed above. These personnel would have ratings of 3-4 in most of the appropriate skills, while a true Strike Team would have skills in the 4-6 (or higher) range. All Strike Teams are SFB Commando Squads, but no more than one of every 20 or 30 SFB Commando Squads are Strike Teams.

Typical Strike Team

- Marine Captain, commander
- Naval Ensign, technical officer
- Marine Senior Sergeant, combat specialist
- Marine Technical Sergeant, heavy weapons specialist
- Marine Corporal, combat specialist
- Marine or Naval Engineering technician

Typical Prime Team

- Naval Lt. Commander
- Naval Officer, scientist/doctor
- Naval Ensign, engineer
- Marine Lieutenant, combat specialist
- Marine Sergeant, heavy weapons specialist



The Black Eagles are just one of the many Prime Teams in operation throughout the Federation today. Other Teams, such as the *Kongo Cavaliers*, the *Excalibur Templars*, and the *Potemkin Patriots*, are equally renowned. The Admiralty still marvels over the exploits of the Cavaliers during the Oxendine Crisis, and the ruling caste of the Oxendine Clan now includes the Cavaliers emblem in their family's coat of arms, an historical fact the Captain of the *Kongo* is sure to drop into every possible conversation. Each Team has to its honor similar long records of valiant service to the Federation, if it has existed for any length of time.

The Prime Directive

The following is a transcript of the Federation Prime Directive as it is read to all graduating classes of both the Star Fleet Academy and Prime Central. This is, in essence, the Federation Credo.

"Insofar as we, the members of the United Federation of Planets, do recognize and respect the vital role that each and all of our separate peoples has played in the building of our union, and insofar as that union is then the product of our differences as well as our commonalities, one built as much of the acknowledgment of our failings as the recognition of our potentials, we do so resolve, as a United Federation of individual Planets strong both in spirit and the desire to live free, never to lose sight of those principles which, by fate or providence, have served to establish this Federation as a meeting of equals.

We shall foster within the bounds of our common influence the inescapable belief that all life is possessed of the inalienable right to flourish on its own terms and in its own time and place.

Therefore, we devote our energies to the establishment and fostering of such a state in equal measure throughout the Known Galaxy, and dedicate our Star Fleet to the preservation and protection of that state; that state being an insular program of non-interaction and non-interference with those cultures whose development of self and whose singular right to self determination would be unduly burdened or damaged by the interaction with, or even the knowledge of, more technologically advanced races, even those races whose motives and intentions are unimpeachable and altruistic, even unto the destruction of the culture by lack of action, it being none the more justifiable to crush the special essence of a new culture in the process of saving it.

We shall do all within our power to leave the development of any and all cultures entirely to their own devices, to let them flourish or fail as their differing gifts allow, and to prevent any and all who would deprive them of this, their most basic right, from performing self-serving and selfish actions at the expense of the innocents, until such time as they, themselves, come forward, as equals, and mindful of their place within the greater whole.

We stand unified in our avowed proclamation of this as our first and foremost principle, our PRIME DIRECTIVE."

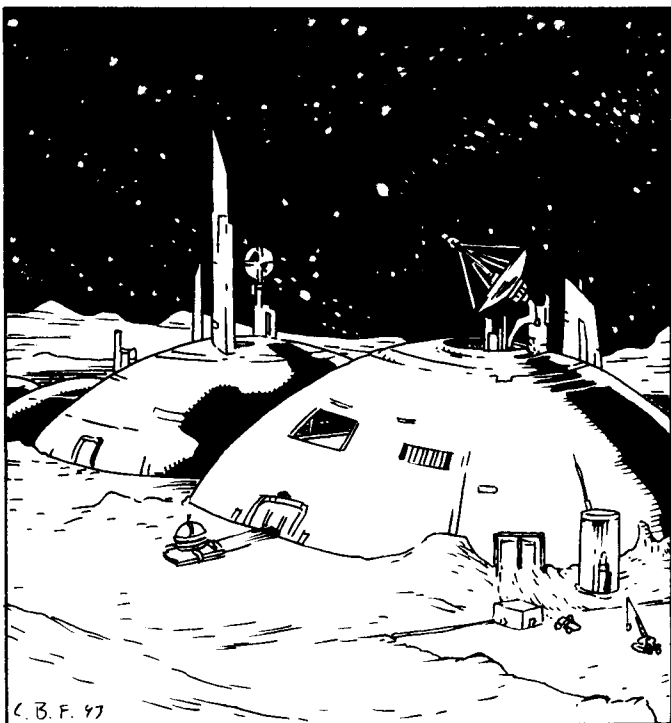
Prime Central

"As the Federation came together in the early years, we came face to face with the problems caused by creating such a diverse melting pot. So many different races thrown together—it was a glorious time for the XenoBiologists! We were in need of a "cultural indoctrination" center, a location where we could find out more about our new friends and also a place where we could determine if we could truly work together. I chose the abandoned bases on Earth's moon—It was deemed a mistake at the time, a costly exercise in vanity, but looking back it was probably the best decision I ever made. And I made a lot of excellent decisions in my time!

Also, the concept of Prime Teams was in its infancy then, and we needed a training ground for the elite—a centre of learning and discipline. A place where we could take the best Star Fleet had to offer and mold them into the *corps d'elite*. At MoonBase 3, I established Prime Central."

Tumball Massi, Retired Fleet Admiral
Father to the Prime Team Corps
Federation Archivist

On the dark side of Earth's moon, a series of protective domes lay spread out across Oceanus Procellarum, the Sea of Storms, in a seemingly endless line. Established as a cultural indoctrination centre 83 years prior to the outbreak of the General War, and originally sharing its limited space with a training ground for what was, at that time, to be a Special Operations branch of the Federation Marine Corps, the entire facility is now taken up with Federation Prime Central, the primary training facility for Federation Prime Teams.



When the cultural indoctrination centre moved to its current location on Tycho, Admiral Tumball Massi decided to expand the Prime Central facilities, and he chose Major General Buckner Kripney, UFPMC, to follow through with the

"Prime Operative" initiative and the expansion of the "Prime Central" training facility. Kripney fought Star Fleet and the Federation Council over budgetary matters with such zeal and forcefulness that he was often called "RamRod" Kripney by friend and foe alike.

General Kripney was an ardent supporter of the Federation Marines and their "Can Do!" motto. He felt that the Federation Marines were man-for-man the finest fighting force in the galaxy. At the same time, though, he also recognized that in the star-spanning reality of warp speed interstellar warfare, there could be no way to accurately predict the nature of the tasks that might be required of men and women fighting on the frontiers, or the unique threats that might confront them. There had already been contact with several inscrutable alien cultures, and more than one Star Fleet naval vessel had been lost dealing with unexplained phenomena and contact with ancient devices. All of these disastrous situations had been confronted by highly trained personnel, both Marines and Star Fleet Naval (who Kripney referred to as "Those Wavies"). Often it was the senior officers of a vessel who would find themselves leading dangerous away missions, and Kripney recognized that this was wasteful in the extreme, and ultimately avoidable.



Rather than throw irreplaceable senior officers into the maelstrom, Kripney proposed a whole new operational methodology, and he introduced the concept of specially trained Primary Contact teams. He envisioned a small cadre of highly trained and resourceful Marines able to perform virtually any sort of task, operating in any environment. Their operational emphasis would be on non-linear problem solving rather than conventional contact and diagnosis methods. Even though Star Fleet had prepared any number of operational "scripts" for "Novel Contacts", Kripney had read the transcripts of too many "Novel Contact—Terminal" encoun-

ters, ones where personnel were lost in unique and/or unexplained situations or confrontations, where the last entry on the Mission Datafile was not something you would like to share with the families of the lost officers. Kripney knew exactly what to do — create dedicated and specially trained action teams that did nothing but deal with primary encounters, allowing the senior personnel on the bridge to concentrate on the running of the ship.



It took Massi and Kripney many years to refine their ideas and to draw up what was to become the enduring blueprint for Prime Central and the Primary Contact teams. Kripney's "Report to Star Fleet Command Review Section: The Case for Primary Contact Action Teams in Novel Contact Environments" caused a huge stir in the hierarchy of Star Fleet Command. Opinions concerning the report polarized greatly, with a number of the old school hard-liners taking extreme umbrage over what they perceived to be a systematic slighting of their operational procedures. As the dust settled, Kripney's powerful presence, and the overwhelming internal logic of the report, carried the day and the full budget was finally approved. (Within weeks, reports that the entire bridge crew of the heavy cruiser *Corcyra* were killed immediately upon landing to negotiate a treaty with a primitive planet confirmed the wisdom of the decision.)

"RamRod" Kripney and Tumball Massi were on hand to oversee the grand opening ceremonies of the newly expanded Prime Central less than two years after the release of his report, and Kripney proudly accepted command of the desolate station, remaining there for almost thirty years.

Today, Prime Central is still very much as it was when it was completed over a century before. Nominees can expect the most gruelling boot camp this side of the Marine Base on Naramar 3. Following a short introductory period, in which nominees are tested daily, each nominee undergoes a series of training sessions, designed to both enhance the skills he has already shown and to bring forth skills and talents previously undeveloped.

The teams are now Prime Teams, rather than Primary Contact Teams, and both naval and marine officers are involved. As Kripney originally proposed it, the Primary Contact Teams were to be composed entirely of Marine personnel. Kripney had a lifelong grudge against the Navy, and vehemently opposed the consolidation of the Federation Marine Corps into the Star Fleet Naval hierarchy. It was an unusual blind spot for an officer with the outstanding qualities of Major General Kripney.



As Kripney stressed in his report (which is one of the reasons that it caused so much controversy), the ideal Primary Contact personnel "shouldn't and doesn't give a damn about how anyone else says it should be done! If there was an authority on the subject or situation, then it wouldn't be a Novel Contact situation, would it?"

Officers with the ability to make it through Star Fleet Academy, who perform their duty admirably, but who still maintain the sort of independent attitude that tends to infuriate superiors, are ripe for Prime Central's picking. In any given year, less than 30% of the officers who are granted positions on Prime Teams are ones that applied for Prime Training. (It is rumored that the very first Primary Contact Team, unofficially dubbed "The Wraiths" by Commandant Kripney because of how thin they were at the end of training, were composed of seven officers that Kripney saved from various court-martial charges. This has not been substantiated, however.)

"The Klingons have their Ockt-Tah Academy, the savage year-long Ritual of the Long Daggers, conducted throughout the deserts and swamps of Aklar III, where one of the 12 major exercises is conducted against armed enemy troops selected from prisoner of war camps. The Romulans have their Praetorian Preditrate, the secret committee that selects and prepares candidates from the military and the nominal State Security Administration for admission into the Romulan Praetorian Guard. The Lyrans, Kzintis, and Gorns all have secret rites and organizations, dedicated to the continuance of their own elite operative corps.

There are Stalker, Avengers, Triads, and Cabals in the service of their governments, all culled from the very best their respective races have to offer and honed to a razor's edge. All swear to uphold the virtues of their people. All swear fanatical and undying obedience to their masters and governments. Why then does the Federation have the best Prime Teams?"

Secren Deleth, Orion Historian

Today there are over fifty Prime Teams whose names and exploits are enshrined in the Central Concourse of Prime Central, bedecked as it is with their resplendent banners. In addition, the names of the over 1600 men and women who have been a part of their unique history over the years are remembered in the Glory Lists. It has only been within the past generation that Star Fleet has officially recognized unique and permanent names and devices associated with these teams, but the tradition has existed from the very beginning.

Teams with names such as The Templars, The Red Machine, The Black Eagles, The Cavaliers, and The Timber Wolves had already begun to establish traditions and legends around their names years before Star Fleet officially took notice, and those traditions are alive today, passed from team to team as their personnel welcome new members and honor their dead. Prime Central is hallowed ground for these few, and there is a place there for every team member who has fallen in the line of duty.

After his death, the Federation Council put forth a motion to have Prime Central renamed "Fort Kripney". In an unusually impassioned address to the combined council, General Kripney's widow vehemently opposed the motion.

"Bucky was never much of a man for personal monuments or honorifics, and it would offend him deeply to hear what the Council is proposing this day. The General would say to you, if he were here, that if there were to be a monument to what he had achieved during his life, let it be the achievements of those who come after. The Prime Teams themselves are the General's monument. I beg you, in keeping with his own wishes, to leave Prime Central named as he wished it to be."

Irenia Kripney

To this day, following his widow's request, no personal monument has been erected in General Kripney's honor. Star Fleet did, however, name a commando frigate after him.

Money and Pay Scales within Star Fleet

Azundur'kar punched up his personal account on the terminal in his quarters.

"Computer, what is my current financial situation?"

"Your daily maintenance requirements are provided for by Star Fleet. There is no major scheduled outlay of available funds that would seem to exceed ..."

"No, no, no!" Az cut the machine off. "What I need to know is...do I have enough in my account to get into Rusty's poker game!"

All pay within Star Fleet is credited directly to a Player Character's personal account, an account accessed by the Personal Star Fleet ID Card (PSFI) carried by all players. (*Not to be carried during Covert Missions.*) This card, which involves magnetically encoded versions of the player characters DNA, retinal scan and thumb prints, has effectively eliminated the need to carry hard currency, and players are assumed to have the credits they need to purchase necessary and reasonable items while on shore leave, or on the rare occasions they spend time either on Earth or on one of their Home Worlds. (This situation is controlled by the Briefing Officer. Missions which require the issuance either of hard currency or local planetary payment methods will be dealt with during the acquisition of Equipment for a specific mission and will be controlled by the Briefing Officer.)

Variants of the PSFI are carried by all Major Races in Prime Directive.

The replicators, which are in use aboard all starships large enough to carry Prime Teams, supply characters with their daily needs and eliminate the need to worry about "buying" things while on board ship.



SECTION ONE: CHARACTER GENERATION

Your input is very important to the creation of a PRIME DIRECTIVE character, and you are about to make a series of decisions that will ultimately shape the nature of your character. Each of the steps listed below is explained in detail in the corresponding sections, but for right now familiarize yourself with these steps involved in character generation.

- 1 — Choose Race, Determine Initial Characteristics
- 2 — Record "All Star Fleet Personnel" Skills
- 3 — Select Service Branch, Service Division, and Service Specialization
- 4 — Record Skills listed for Service Division and Specialization
- 5 — Determine Rank, Seniority, Professional Reputation, and Heroic Reputation
- 6 — Determine Background Rating
- 7 — Determine Number of Initial Character Improvement Points
- 8 — Allocate Initial Character Improvement Points
- 9 — Calculate Stun and Lethal Damage Capacities
- 10 — Select Personal Interest Skills
- 11 — Perform Skill Level Calculations

Please note: Unless specifically instructed otherwise, in Prime Directive when you are instructed to divide one number by another, the results are **always** rounded down.

1.1 CHOOSING YOUR RACE

The first choice you face when creating a Prime Directive character is to decide which race you would like your character to be. As a member of a Prime Team assigned to a Federation starship, you can choose your character from one of these Federation member races — Human, Vulcan, Rigellian, Alpha-Centauran, Cygnan, or Andorian. (Orion is an associate member of the Federation. Ethnic Orions do not serve in Star Fleet, and few, if any, are in Prime Teams.)

HUMAN: Humans are the most numerous members of Star Fleet, making up 70% of their total membership. They are very versatile, with no particular strengths or weaknesses, and can be molded into any type of character you wish.



VULCAN: Vulcans are the undisputed masters of logic. In any situation, they will always respond in the manner that is dictated by logical priorities rather than by "primitive emotional drives." This reliance on logic impedes their intuitive powers, making a Vulcan character far less likely to act on a gut feeling. Vulcans are the only Federation characters with the ability to acquire special Psionic abilities.



RIGELLIAN: The Rigellians are very large and strong, with an almost legendary ability to absorb damage and keep on going. Of all the Federation member races, they are perhaps the least comfortable with the application of high technology.

This does not indicate that the Rigellians are less intelligent than other member races of the Federation, simply that they prefer a more direct, hands-on method of dealing with their environment.



ALPHA-CENTAURAN: Alpha-Centaurs, or ACs, are a matriarchal race where the women do all the governing and fighting, and as such, all ACs in Prime Directive are female. They have higher initial Characteristics than Humans in several areas and bring a female perspective to a male-dominated society.



CYGNAN: Cygnans are technical geniuses, responsible for many cutting-edge technological developments. They are notoriously undisciplined, however, in both their work habits and life styles, and it takes a good Team Leader to keep them in line.



ANDORIAN: Andorians are gruff, seemingly unsociable characters, distinguishable by their blue pigmentation and the antennae protruding from their heads. These antennae, along with their extraordinary hearing and eyesight, give the Andorians incredible natural perceptive abilities.



There are various advantages and disadvantages involved with being a character of any particular race, so choose carefully. You should also refer to Section Nine: Racial Backgrounds for a more detailed description of the Federation member races. While the descriptions of the various races should give you an idea as to their temperament and personalities, the player should realize that these guidelines are not set in stone. Provided that the character concept makes sense, and is consistent with the characteristics and skills possessed by the player character, you have a free hand with creation.

Initially, however, refer to the Racial Characteristics Table below to see what the starting characteristic levels of a member of that race would be, and remember that the characteristic levels listed on the chart below are those for Star Fleet trained individuals. Only the best and brightest tend to get into Star Fleet, so these characteristic levels are higher than would be found in an average member of any particular race. As a rough guide, subtract one from each characteristic (except those that already ARE "ones") to determine the characteristic levels of an average member of that race. This is, of course, just a rough guideline, as there could be, and certainly are, exceptional individuals you will encounter who have not chosen Star Fleet as a career.

Racial Characteristics Table

RACE	STR	ACC	SPD	LDR	LGC	INT	DIS	TEC	GKN	PER
Human	3	3	3	3	3	3	3	3	3	3
Vulcan	4	3	3	2	6	1	4	3	3	3
Rigellian	6	3	4	3	3	3	3	1	3	3
Alpha-Centauran	3	4	4	3	3	3	4	3	3	3
Cygnan	3	4	3	3	3	3	1	6	3	3
Andorian	3	3	3	1	4	3	3	3	3	6

1.2 DETERMINING INITIAL CHARACTERISTICS

Characters in Prime Directive can be of various ranks, service branches, and even races, but they will all have the same ten characteristics. These characteristics are:

Strength (STR): The character's overall physical strength and condition. Strength factors into your character's Lethal and Stun Damage capacities.

Accuracy (ACC): The character's agility, dexterity, and balance. Accuracy is the primary component of your character's basic combat ability.

Speed (SPD): The character's reaction time and running ability. Your character's Movement is equal to three times his Speed in meters per action.

Leadership (LDR): The character's ability to impress and command others.

Logic (LGC): The character's fact-based reasoning ability.

Intuition (INT): The character's intuitive reasoning ability.

Discipline (DIS): The character's self control and willpower. Discipline factors into your character's Stun Damage Capacity and resistance to Psionic attacks.

Technical (TEC): The character's ability to use and/or repair machinery.

General Knowledge (GKN): The character's basic education.

Perception (PER): The character's perceptive ability.

Your player character will have a numerical rating for each of these characteristics that is a measure of his ability in that area. The higher the character's rating for a characteristic, the more powerfully imbued the character is in that area. An average (non-Star Fleet) human has 2s in all characteristics.

1.3 "TWEAKING" YOUR HUMAN OR ALPHA-CENTAURAN CHARACTER

The initial characteristic levels for Vulcans, Rigellians, Cygnans, and Andorians are fixed just as they appear in the Racial Characteristics Table. Humans and Alpha-Centaurs, however, have a little more tweaking to go through before their initial values are determined. If your character is a Human or Alpha-Centauran, modify your initial characteristic levels as follows:

Human: Add +1 to any THREE characteristics so that your character has three initial characteristic levels of 4. You may NOT add more than +1 to any one characteristic at this time.

Alpha-Centauran: Add +1 to either Accuracy, Speed, OR Discipline so that any ONE of those characteristics is a 5.

SPECIAL NOTE! Due to the matriarchal nature of Alpha-Centauran society, male Alpha-Centaurs rarely (if ever) pursue military careers. They are not prohibited from doing so; they simply do not see it as part of their cultural prerogative. As a result, all Alpha-Centauran Prime Team characters in Prime Directive are required to be female. This does not

mean that the player must be female, of course, but that the character herself must be.

When you have finished determining the initial characteristic values for your character, pencil in those values on a Character Datafile or on a sheet of scrap paper. You will return to these values later when you apply Initial Character Improvement Points (I-CIPs) to increase them. Note that you don't pay I-CIPs to bring your character's characteristics up to the starting levels listed in the Racial Characteristics Table; these are the free starting levels. To increase the characteristic levels beyond their listed starting points, however, I-CIPs (or, later, Mission Awarded CIPs) will have to be expended.

1.4 SELECTING YOUR SERVICE DIVISION

Once you have selected your character's race and recorded his initial characteristic values, then you must decide the Star Fleet Service Division in which he will serve. This will determine what sorts of skill areas your character will be proficient in and what sort of duties he will be expected to perform. It also obligates you to meet certain Characteristic and Skill minimums to qualify for that Service Division.

Under each of your character's characteristics are skills which are added to the characteristic when trying to accomplish a given function.

The six Star Fleet Service Divisions are as follows:

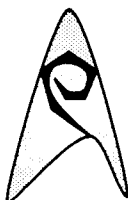
COMMAND



"This looks dangerous, Cullen.
You go through first..."

In order to qualify for the **Command** Division your character must have a **LEADERSHIP** characteristic of 6 or greater by the end of the Character Generation Process.

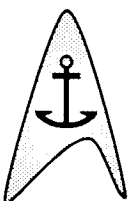
ENGINEERING



"I'll try cross-phasing to B circuit..."

In order to qualify for the **Engineering** Division, your character must have a **TECHNICAL** characteristic of 6 or greater by the end of the Character Generation Process.

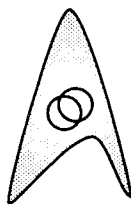
MARINE SURFACE COMBATANT



"There's only six out there, sir; I can take 'em..."

In order to qualify for the **Marine (SC)** Division your character must have a **DISCIPLINE** characteristic of 6 or greater by the end of the Character Generation Process.

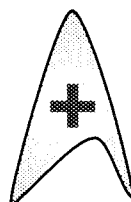
SCIENCE



"I KNOW it just ate Lt. Luff, but I still think that we should try to *reason* with it..."

In order to qualify for the **Science** Division, your character must have a **GENERAL KNOWLEDGE** characteristic of 6 or greater by the end of the Character Generation Process.

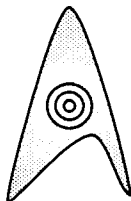
MEDICAL



"I'm sorry, sir, but I can't release Geppi for this mission ... we haven't finished putting her back together yet."

In order to qualify for the **Medical** Division, your character must have the **GENERAL KNOWLEDGE** skills First Aid and Medicine both at Skill Level 5 or higher by the end of the Character Generation Process.

PSIONIC



"I, I sense a great disturbance in... oh, never mind."

In order to qualify for the **Psionic** Division, your character must be a **VULCAN** with a **DISCIPLINE** characteristic of 6 or greater by the end of the Characteristic Generation Process.

It is always a good idea to confer with the other players in your group to decide among yourselves which players will create characters from which Service Divisions. It is important to have a diverse group of characters in your Prime Team, and not, for instance, five Engineering characters or a Marine (SC) and four Medics.

It is possible, within the scope of certain Missions, that there will be a need for Civilians to accompany the Prime Team on an adventure. This may be in the form of an advisor in a Political situation or a Non-Federation Scientist who is there to explain a new science, life form, etc. [The GM will often insert Non-Player Characters (NPCs) into the adventure for this purpose. An NPC is usually controlled by the Game Master—please see Section Nine: Racial Backgrounds and NPC Templates for more details.] Players can elect to play these characters, and the Briefing Officer will issue a Character Datafile and brief the player before the adventure begins. Please note, however, that if a player insists on not being in the military, feel free to allow this. Just assign him a 'nominal rank equivalent' for purposes of seniority and such, and carry on.

Bear in mind also that the characteristic and skill minimums are for Prime Team members only. Regular members of Star Fleet could have any characteristic or skill levels. Once you have decided on a Service Division, refer to the Skills By Service Division Tables to begin acquiring your character's skills.

1.5 DETERMINING INITIAL CHARACTER SKILLS

As with characteristics, your Star Fleet character will initially have a number of skills. Some of these skills will be ones that ALL members of Star Fleet have, while others will be ones determined by the character's Service Division.

First, copy in the names of all those skills listed in the **STANDARD STAR FLEET SKILLS** section (see below), under the **SKILLS** column of your Character Datafile. Then record the name of the Characteristic (Strength, Speed, etc.) that the skill appears under in the **CHAR** (characteristic) column next to the skill. Then go back and pencil in the skill values into the **LEVEL** column on your Character Datafile across from the associated skill. (The reason that you are only penciling in these values at this time is because later in the Character Generation process you will have the opportunity to increase some of the skill levels and characteristics values possessed by your character. Federation Prime Team members have to succeed in the most adverse situations, so their skills have to be better than even your average Star Fleet type!)

Once you have finished this, pencil in the skills, characteristics, and starting skill values listed in the **SKILL BY SERVICE DIVISION** section (on the next page) that you've selected for your character. Several of these Service Divisions have a number of subsections, or Service Division Specializations.

Characters may select ONE of these specialization areas from his Service Division and acquire the skills listed therein. Don't worry if there are skills you still want that weren't in the Skills By Service Division Tables, as you will be able to pick up new skills and improve old ones when you go back to the Initial Character Improvement Point Allocation section.

Please note that the skill levels indicated in the tables below are the normal starting levels for these skills. If, as discussed later in the rules, a character is not eligible to have a skill level of that value by the end of the Character Generation Process due to an insufficient Supporting Characteristic value, then reduce the skill level to the maximum allowable level.

Standard Star Fleet Skills

All Star Fleet characters get these skills:

Accuracy

- Martial Arts — 1
- Fire(Phaser) — 1
- Pilot (Shuttle) — 1
- Zero Gravity Maneuvering — 1

Technical

- Console Operation — 1
- Field Equipment — 1
- Transporter Systems Operation — 1
- Damage Control — 1

General Knowledge

- First Aid — 1
- Philosophy (Federation Prime Directive) — 1
- Star Fleet Regulations and Operations — 1
- Cultural (Home System) — Your character will have a skill level in Cultural Knowledge-Home System equivalent to his General Knowledge characteristic at the end of the Character Generation Process.

Language — Your character will have a skill level in Standard Federation English equivalent to his General Knowledge characteristic at the end of the Character Generation Process. (This will also apply to his Native Language if other than Standard Federation English.)

In addition to this, your character receives 6 **additional** points to be applied to any language or combination of languages.

Skills By Service Division

Your character will either be in the NAVAL or the MARINE Branch of Star Fleet. The choice is up to you. With the exception of the MARINE SURFACE COMBATANT Service Division, which is made up of Marine personnel only, a character may belong to any of the Service Divisions listed below as a member of either Star Fleet Branch. There are, for instance, both Naval and Marine Command characters, Engineering and Technical characters, Medical characters, etc.

Once you have decided which Branch of Star Fleet your character will serve in, then you decide which of the six Service Divisions that he will belong to, and copy the information from the appropriate section below onto your Character Datafile. (Where it instructs you to apply Skill Levels to the skill of your choosing, you should refer to section 4.1 Master Skill List.)

COMMAND DIVISION CHARACTERS

Add +1 to your LEADERSHIP Characteristic

Leadership

Negotiation — 2

General Knowledge

+1 to Star Fleet Regulations and Operations

ENGINEERING DIVISION CHARACTERS

Add +1 to your TECHNICAL Characteristic

Technical

Computer Systems — 2

MARINE SURFACE COMBATANT CHARACTERS

Add +1 to your DISCIPLINE Characteristic

Accuracy

+2 to Fire (Phaser)
+2 to Martial Arts
Melee Combat — 3
Throwing — 1

SCIENCE DIVISION CHARACTERS

Add +1 to your GENERAL KNOWLEDGE Characteristic

Technical

Sensor Systems — 2

MEDICAL DIVISION CHARACTERS

Add +3 to your First Aid skill

Technical

Medical Systems — 2

VULCAN PSIONIC CHARACTERS

Discipline — Psionics

Mind Scan — 2

General Knowledge

Philosophy (of Vulcan Disciplines) — 4

Service Division Specialization Skills

COMMAND DIVISION CHARACTERS: Command division characters, Naval or Marine, may select ONE of the following specializations:

(1) HELM/NAVIGATION

Helmsman/Navigator

Accuracy

Pilot (Starship Helm) — 2

Pilot (Shuttle) — 2

Pilot (Fighter) — 2

+2 to any ONE of the above Pilot skills

Logic

Astrogration — 2

Technical

Sensor Systems — 2

Ship's Weapons Systems — 2

Shield Systems — 2

(2) FIELD COMMAND

Field Commander

Add +1 to your Intuition Characteristic

8 skill levels to be applied to any combination of skills, excluding Technical, Logic, or General Knowledge skills. NO skill level may be brought above a value of 4 in this manner.

(3) LIAISON

Liaison Officer

Add +1 to your General Knowledge Characteristic

Leadership

Oration — 2

Persuasion — 2

Intuition

Evaluation — 2

Fast Talk — 2

General Knowledge

Cultural Knowledge (General) — 2

ENGINEERING DIVISION CHARACTERS: Engineering division characters, Naval or Marine, specialize as follows:

(1) TECHNICAL

Technician

Electronics — 4

Mechanics — 4

20 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.

MARINE DIVISION CHARACTERS: Marine Surface Combatant characters may select ONE of the following specializations:

(1) COMBAT SPECIALIST

12 skill levels to be applied to any combination of the following skills: Fire (Weapon), Lethal Damage Attack (AMA), Nerve Strike (AMA), Sniper, Martial Arts, Melee Combat, Stealth, Throwing, Quick Draw, Interrogation, Resist Interrogation, Demolitions, or Blind Fighting. NO skill level may be brought above a value of 4 in this manner. Note that this speciality cannot acquire the Heavy Weapons Operation or Tracking skills with these 12 levels.

(2) HEAVY WEAPONS SPECIALIST

Accuracy
Heavy Weapons Operation — 4

8 skill levels to be applied to any of the skills listed above in the Combat Specialist's list (except the AMA skills). NO skill level may be brought above a value of 4 in this manner. A strength of 4 or more is strongly advised (to handle the greater weight of heavy weapons) but not required.

(3) SCOUT

Accuracy
Stealth — 4
Perception
Tracking — 4

4 skill levels to be applied to any combination of the following skills: Fire (Weapon), Lethal Damage Attack (AMA), Nerve Strike (AMA), Sniper, Martial Arts, Melee Combat, Throwing, Quick Draw, Interrogation, Survival, Rope Climbing, Free Climbing, Resist Interrogation, Demolitions, or Blind Fighting. NO skill level may be brought above a value of 4 in this manner. Note that this speciality cannot acquire the Heavy Weapons skill with these 4 levels.

Please note: All Marine characters receive a Marine Dress Sabre as part of their permanent gear. See the Equipment section for a complete description.

SCIENCE DIVISION CHARACTERS: Science characters, Naval or Marine, specialize as follows:

(1) SPECIALIST

General Knowledge
Either Physical Science OR Natural Science — 6

20 skill levels to be applied to any related Technical or General Knowledge skill (i.e., Geology, Metallurgy, Atmospheric Chemistry, etc.). NO skill level may be brought above a value of 4 in this manner.

MEDICAL DIVISION CHARACTERS: Medical characters, Naval or Marine, specialize as follows:

(1) MEDIC

General Knowledge
Medicine — 4
Surgery — 2

8 skill levels to be applied to any other Medical related skills, such as (but not limited to) Genetics, Pathology, Immunology, Neurobiology, Hematology, etc. NO skill level may be brought above a value of 4 in this manner.

VULCAN PSIONIC CHARACTERS: Vulcan Psionic characters, Naval or Marine, specialize as follows:

(1) VULCAN PSIONIC MASTER

Discipline - Psionics

12 skill levels to be applied to any combination of the following skills: Amnesia, Command, Confusion, Mind Bar, Aid Mind Bar, Mind Meld, Mind Scan, and Mind Touch. NO skill level may be brought above a value of 4 in this manner.

1.6 INITIAL CHARACTER RANK

Your character will be assigned a rank based partially upon his Service Division (Naval or Marine) and position in the Prime Team and partially based on luck. Your character's rank should serve as a guide for play, to show where he is in his Star Fleet career, and to determine the chain of command, both within the Prime Team and in Star Fleet in general.

Your character may be either an officer or a non-commissioned officer (NCO). Officers officially figure into the chain of command and may, under the proper circumstances, be called upon to assume command of the team or some other Star Fleet unit. NCOs assume positions of great responsibility and influence within the team or within Star Fleet in general due to their extreme proficiency in their area of expertise.

Chain of command within a Prime Team is established strictly by rank and seniority. A character of a higher rank than another has the right, within the bounds of duty, to issue directives to that character. If two characters are of the same or equivalent rank, then the issue of seniority determines the chain of command. A character is considered senior to another character of equal or equivalent rank if his seniority rating is higher than that of the other character.

In a standard Prime Team, there will always be one (and only one) Field Commander character. This character will always be assumed to be the highest ranking character on the Prime Team. If he is a Naval Lieutenant SG, then he is automatically the Most Senior Lieutenant SG. Similarly, if the character is a Marine Captain, then he will automatically be the most senior Captain. The Briefing Officer is always a Naval Lt. Commander or a Marine Major with a seniority rating of 75, so any starting Prime Team member of the same rank will, of course, have a lower seniority.

Beyond that, a medic is also essential, as are a couple of Tech types and a few Marines. A Vulcan Psionics Master is also a useful addition to a team. Remember, a Prime Team is supposed to be as small a company as possible and still cover all the bases. That's why they're elite.

Conversely, every member of the Team should have a backup, an on-the-spot replacement within the Team. This replacement will not always be as skilled at the subject as the primary, but will perhaps be good enough to get by. When creating your team, look for places where a skill would be useful to a character's primary field, but could also prove invaluable if that character has to replace someone else in mid-adventure. It definitely makes sense for a character to be multi-talented.

If a mission requires a specialist for which the team has neither a Team member nor suitable back-up character, then the Briefing Officer will provide the Team with a Non-Player Character (NPC) specialist. In certain circumstances, the Briefing Officer can also allow a player to actually play the NPC rather than his own character.

In a normal military operation, a junior NCO would supervise anywhere from 5 to 15 people and a junior officer would supervise anywhere from 15 to 50. And yet Prime Teams, being created from the best of the best, have only 4-8 people, and you cannot even get onto a Prime Team without AT LEAST the junior NCO rank. A Lt Commander (a typical rank for a Prime Team leader) could be supervising a hundred people or more on a starship. People assigned to Prime Teams as members are normally capable of functioning as supervisors of supervisors (or higher) in the 'regular' military. Because a Prime Team must have people of this experience to function, and because the 'regular' military cannot see all of its officers running off to be members of a Prime Team, there are VERY few Prime Teams.

On the various Federation planets, the players might encounter officers of the local military defense forces. These forces are under control of the planetary government for local security duties, and while nominally under Federation supervision, neither Star Fleet nor 'local' officers (regardless of rank) could give orders to each other without some agreement on the specific operation being reached between the local government and the Federation council.

In many (if not most) cases, these local defense forces will be described as "Planetary Guard," "National Guard," "Army," or "Aerospace Force" officers and will use the same rank structure and titles as the Federation Marine Corps (e.g., Lieutenant General, Major, 2nd Lieutenant, and so forth).

The following ranks are available to your character, listed from highest to lowest rank:

• OFFICER RANKS:

Lt. Commander—Naval Officer
(Which is equivalent to)
Major—Marine Officer

Lieutenant, Senior Grade (SG)—Naval Officer
(Which is equivalent to)
Captain—Marine Officer

Lieutenant, Junior Grade (JG)—Naval Officer
(Which is equivalent to)
First Lieutenant—Marine Officer

Ensign—Naval Officer
(Which is equivalent to)
Second Lieutenant—Marine Officer

• ENLISTED/NON-COMMISSIONED RANKS:

Chief Petty Officer—Naval Rank
(Which is equivalent to)
Sgt. Major—Marine NCO

Senior Petty Officer—Naval Rank
(Which is equivalent to)
Sergeant—Marine NCO

Junior Petty Officer—Naval Rank
(Which is equivalent to)
Corporal—Marine NCO

The following ranks are not available to your character, but are listed for reference.

• HIGHER RANKS: Above Lt. Commander/Major, which is the highest rank a Prime Team character can achieve, the rank structure, from highest down, goes like this:

FIVE STARS:
Grand Admiral—Naval Officer
(Which is equivalent to)
Marshal of Marines—Marine Officer

FOUR STARS:
Fleet Admiral—Naval Officer
(Which is equivalent to)
Colonel-General—Marine Officer

THREE STARS:
Vice Admiral—Naval Officer
(Which is equivalent to)
Lieutenant-General—Marine Officer

TWO STARS:
Rear Admiral—Naval Officer
(Which is equivalent to)
Major-General—Marine Officer

ONE STAR:
Commodore—Naval Officer
(Which is equivalent to)
Brigadier-General—Marine Officer

Fleet Captain—Naval Officer
(No Marine equivalent)

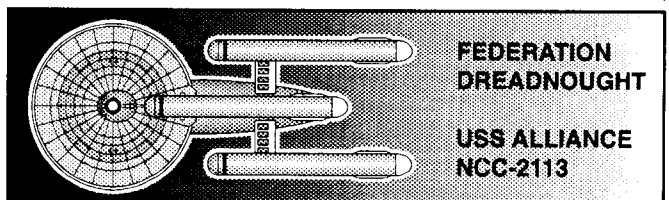
Captain—Naval Officer
(Which is equivalent to)
Colonel—Marine Officer

Commander—Naval Officer
(Which is equivalent to)
Lt. Colonel—Marine Officer

• LOWER RANKS: The ranks below Corporal/Junior Petty Officer include:

Crewman—Naval Enlisted (Several Classes)
(Which is equivalent to)
Private—Marine Enlisted (Several Classes)

• WARRANT OFFICERS have the pay and privileges of commissioned officers but are technical specialists rather than "leaders." The Federation expects its officers to show leadership and a wide range of skills, and the only Warrant Officers are a handful of specialists who appear in Prime Directive only as Non-Player Characters. (In the Klingon Deep Space Fleet, one-third or more of the officers will be Warrant Officers.)



CHARACTER GENERATION

Use the following tables to determine your characters starting rank. (If, rather than trusting to the luck of the die roll, you want to allow your Team members to simply **pick** their ranks, that is also acceptable within the parameters of this game.)

Dice Roll	Field Commander: Naval
2-5	Lieutenant SG (Officer)
6-12	Lt. Commander (Officer)

Dice Roll	Field Commander: Marine
2-5	Captain (Officer)
6-12	Major (Officer)

Dice Roll	Other Naval Command
2-3	Ensign (Officer)
4-7	Lieutenant JG (Officer)
8-12	Lieutenant SG (Officer)

Dice Roll	Other Marine Command
2-3	Second Lieutenant (Officer)
4-7	First Lieutenant (Officer)
8-12	Captain (Officer)

Dice Roll	Naval Engineering/Science
2-3	Junior Petty Officer (Enlisted)
4-6	Senior Petty Officer (Enlisted)
7	Chief Petty Officer (Enlisted)
8	Lieutenant SG (Officer)
9-10	Lieutenant JG (Officer)
11-12	Ensign (Officer)

Dice Roll	Marine Engineering/Science
2-3	Corporal (NCO)
4-6	Sergeant (NCO)
7	Sgt. Major (NCO)
8	Captain (Officer)
9-10	First Lieutenant (Officer)
11-12	Second Lieutenant (Officer)

Dice Roll	Naval Medical
2	Junior Petty Officer (Enlisted)
3	Senior Petty Officer (Enlisted)
4	Chief Petty Officer (Enlisted)
5-9	Lieutenant SG (Officer)
10-11	Lieutenant JG (Officer)
12	Ensign (Officer)

Dice Roll	Marine Medical
2	Corporal (NCO)
3	Sergeant (NCO)
4	Sergeant Major (NCO)
5-9	Captain (Officer)
10-11	First Lieutenant (Officer)
12	Second Lieutenant (Officer)

PRIME DIRECTIVE

Dice Roll	Marine Combat Specialist/Scout
2-3	Corporal (NCO)
4-6	Sergeant (NCO)
7-8	Second Lieutenant (Officer)
9	Sergeant Major (NCO)
10-11	First Lieutenant (Officer)
12	Captain (Officer)

Dice Roll	Marine Heavy Weapons Specialist
2-3	Corporal (NCO)
4-7	Sergeant (NCO)
8-9	Second Lieutenant (Officer)
10	Sergeant Major (NCO)
11-12	First Lieutenant (Officer)

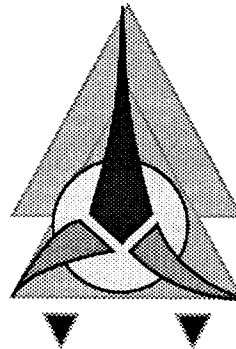
Dice Roll	Vulcan Psionics Master-Naval
2-4	Ensign (Officer)
5-9	Lieutenant JG (Officer)
10-12	Lieutenant SG (Officer)

Dice Roll	Vulcan Psionics Master-Marine
2-4	Second Lieutenant (Officer)
5-9	First Lieutenant (Officer)
10-12	Captain (Officer)

Non-Federation Rank Structures

Non-Federation player characters and their rank structures will be detailed in future expansions. Here is a preview from the Klingon expansion.

KLINGON RANK INSIGNIA (PETTY OFFICERS)



Senior Petty Officer

Klingon petty officer rank insignia used during the General War period followed this pattern. Two large triangles behind the national trefoil indicated an NCO or petty officer; one large triangle indicated a fleet crewman or Marine private. The four ranks (Junior PO, Veteran PO, Senior PO, and Master PO) were denoted respectively by zero, one, two, or three small triangles below the main insignia. (In the Marines these ranks were corporal, junior sergeant, senior sergeant, and sergeant major.) The color of the two large triangles indicated the service branch. The Deep Space Fleet used gray for line petty officers and yellow for technical petty officers. Green denoted Marines or Ground Forces, blue marked the Internal Security Forces, and red was reserved for the Empire Security Service.

1.7 SENIORITY

"Belay that order, Ensign!" the brash Lieutenant belted with a regal sweep of his hand.

Sgt. Major Bansett turned toward the young man who had just entered, as the Ensign she had just told to close the Phaser Locker shifted uneasily from foot to foot.

"Ensign, you can go now," Bansett said, and she closed the door behind him and turned to face the Lieutenant.

"Lt. Blackly," she began smoothly, "may I ask why you felt a need to interrupt me?"

The young officer replied, "This is *my* department, Sergeant."

"I see," said Adrianna. "May I ask how long you've been in Star Fleet, Lieutenant?"

"I received my commission four years ago, as if it makes any difference, *Sergeant*."

"I," she said calmly, "have been in Star Fleet for almost twenty years, Lieutenant. Which is about five times as long as your career is going to last if you ever pull this kind of nonsense with a senior NCO again. Understood?"

She brushed imaginary lint from the front of the young officer's tunic before walking out of the compartment. Before he could regain his composure, Commander Viterbi, the ship's Exec, entered.

"That's good advice she gave you, Blackly. I hope you learned something from it..."

To determine your character's Seniority, roll 2D6 and consult the following table.

2D6 Roll	Seniority
2-3	0
4-5	2
6-8	4
9-10	6
11-12	8

Add the value listed under the **Seniority** column for your roll to the **Starting Seniority** value listed for your rank below.

Starting Seniority				
Naval Officer	Naval Enlisted	Marine Officer	Marine Enlisted	Starting Seniority
Ensign	Junior PO	2nd Lt	Corporal	0
Lt JG	Senior PO	1st Lt.	Sergeant	11
Lt SG		Captain		31
Lt Cmdr	Chief PO	Major	Sgt Major	51

The result is your initial Seniority Rating. If your character has a higher Seniority Rating than another character of equal or equivalent rank, then he is considered to be above him in the chain of command. Two characters in the same Prime Team should never have equal Seniority Ratings. If two characters have the same seniority, then roll one additional D6 for each character until one rolls a higher number than the other. This will establish seniority and chain of command. This does not affect their seniority value itself; it simply determines which is "most senior" at that point.

Your character's Seniority Rating will change as he advances through play. It is even possible that he might be promoted and advance in rank!

A VERY IMPORTANT NOTE TO PLAYERS!

Prime Directive is a Role-Playing Game set in a military situation, and as such, the concepts of rank and chain of command are important to establish the "feel" of the Star Fleet setting. However, something to remember is that **YOU ARE PLAYING THIS GAME TO HAVE FUN!** After a hard week in class or at the office, the last thing that someone wants during a game session is to be ordered around by his "Superior Officer". The point of rank and chain of command is to structure the relationships and responsibilities of the characters, not to give one player the right to control every situation, responding to every argument with the stock phrase, "Hey, who has the highest Seniority Rating, anyway?" No player character will ever bring another player character up on charges of insubordination. (Of course, mouthing off to superior Non-Player Characters, like the Briefing Officer or the Ship's Captain, is another matter entirely.)

1.8 INITIAL PROFESSIONAL AND HEROIC REPS

Professional and Heroic Reputations are discussed thoroughly in Section Seven: Advancement and Reward. For now, just record the information on your Character Datafile. **Please note:** The values for Professional Reputations indicated by rank below are for PRIME TEAM members only! The Pro Rep values for other members of Star Fleet are uniformly one less than indicated below (i.e., a non-Prime Federation Lt. Commander or Marine Major would have a Pro Rep of 4 rather than 5, a non-Prime Lieutenant SG or Marine Captain would have a Pro Rep of 3 instead of 4, etc.). By and large, NPCs don't have Heroic Reputations at all, so usually NPCs won't be assigned one. However, special NPCs, either villains or "guest heroes," might be given a Heroic Reputation by the GM, so don't get cocky!

INITIAL HEROIC/PROFESSIONAL REP. BY RANK:

Lt. Commander—Naval Officer
 Major—Marine Officer
 Professional Reputation = 5
 Heroic Reputation = 2

Lieutenant, Senior Grade (SG)—Naval Officer
 Captain—Marine Officer
 Professional Reputation = 4
 Heroic Reputation = 1

Lieutenant, Junior Grade (JG)—Naval Officer
 First Lieutenant—Marine Officer
 Professional Reputation = 3
 Heroic Reputation = 1

Ensign—Naval Officer
 Second Lieutenant—Marine Officer
 Professional Reputation = 2
 Heroic Reputation = 1

Chief Petty Officer—Naval Enlisted
 Sgt. Major—Marine NCO
 Professional Reputation = 5
 Heroic Reputation = 2

Senior Petty Officer—Naval Enlisted
 Sergeant—Marine NCO
 Professional Reputation = 4
 Heroic Reputation = 1

Junior Petty Officer—Naval Enlisted
 Corporal—Marine NCO
 Professional Reputation = 2
 Heroic Reputation = 1

1.9 INITIAL BACKGROUND RATING

As with Professional and Heroic Reputations, Background Ratings are discussed thoroughly in Section Seven: Advancement and Reward. For the moment, just record your character's starting Background Rating on his Character Datafile.

Your character's initial Background Rating is determined by rolling a single D6, and consulting the following table:

Die Roll	Background Rating
1-3	1
4-5	2
6	3

1.10 INITIAL CHARACTER IMPROVEMENT POINTS

Everything that your character has just picked up from the previous sections in terms of new skills, improved skills and increased characteristics is FREE. Your allotment of Initial Character Improvement Points (I-CIPs) is used to raise your skill levels and characteristics up from these levels. (This allows you to decide which areas you would like to strengthen or emphasize while still ensuring that your character meets the minimum levels required for a Prime Team member.)

Part of the award received by your characters at the end of a Mission will always be a number of CIPs to spend as you see fit. In this way your character will grow and change, improving old skills and gaining new ones, while expanding the capacities of his basic physical and mental abilities as well. At this point of the Character Generation process, however, your character has yet to go on any missions.

Your Prime Team character should have the strengths and abilities YOU want him to have to make him special and distinct from all the other characters, so you get a number of CIPs to spend on him right now. (You may also need to raise some of your skills or characteristics to meet your Service Division requirements.) Since these CIPs are used to build up your character before play begins, these CIPs are called Initial Character Improvement Points, or I-CIPs, to distinguish them from those you will receive later as Mission Awards.

Generating and Using Initial CIPs

At this point you have generated the base characteristics and skills for your character, and now you will have the opportunity to improve them or learn entirely new skills not listed in your base skills lists.

Your character now has 56 I-CIPs to spend on any combination of skills and/or characteristics that you wish, as long as you meet the skill/characteristic requirements for his Service Division. You also get a certain number of bonus I-CIPs, determined by dividing the character's Seniority

Rating by 5 (rounded down), but these I-CIPs MUST be spent on skills, **not** on characteristics or Range Type.

Since your character's starting characteristic levels determine the *maximum* level that they can reach over time (see Section Seven: Advancement And Reward for details), it wouldn't be fair to give a character an advantage in his starting characteristics values for his seniority. This also applies to Range Type. Hey, everyone was an Ensign or a Corporal at one time or another!

Please note: The tables below are used ONLY for the Initial Character Generation process. Once your character is completed and play begins, you have to use the values listed on the charts in Section Seven: Advancement and Reward for further character improvement.

The costs for Initial Improvement are much lower than the costs later on, so acquire the skills and characteristics you really want NOW, before the costs go up! Also, note for the moment that a character cannot have a skill level that exceeds the characteristic level of the characteristic that supports it. (More on this below.) Characteristic and skill levels are important as they primarily determine the character's chance of success and are difficult to improve once the game begins. The I-CIP costs to improve skills and characteristics are detailed below.

Initial Characteristic/Skill Improvement Cost Chart

Char/Skill Level	0	1	2	3	4	5	6	7	8	9	10	11	12
I-CIP Cost for Next Level	1	1	2	3	4	5	6	7	8	9	10	11	-
Total I-CIP Cost	0	1	2	4	7	11	16	22	29	37	45	55	66

The actual use of characteristics and skills is detailed in Section Two: Skill and Characteristic Tasks, but for now just remember that higher is better. Take another look at the Skills by Service Division Table again to get an idea of the types of skill levels possessed by average personnel in Star Fleet. Remember! These values are representative of highly trained individuals who are more than proficient in their areas of specialization, but when your character's characteristics and skills end up considerably higher than these values, don't be surprised! Prime Team members are supposed to be the best of the best. That is the entire purpose behind the Character Improvement Process.

The Skill Level line of the above chart refers to the value or level of a given skill or characteristic. The I-CIP Cost for Next Level line lists the number of I-CIPs that are required to raise the value of a skill or characteristic to the next higher level. The Total I-CIP Cost line lists the total number of I-CIPs that would be needed to achieve that skill or characteristic level if it were worked up from 0.

If, for example, your character has a characteristic which is at (level) 3, then, according to the I-CIP Cost for Next Level line on the chart above, it would cost 3 I-CIPs to raise that characteristic to a 4. It would then cost an additional 4 I-CIPs to raise that characteristic to a 5, etc. Later in the game it costs a certain number of CIPs to gain level 0 in a skill, which is required before you can learn the first skill level. This is only the case for skills acquired AFTER the Character Generation Process is completed. So get those skills you know you're going to need to at least a 1 right at the beginning before you even think about raising skills to higher levels! Remember, also, that no I-CIPs are expended to gain the skill levels listed in the Skills by Service Division Chart, nor are I-CIPs used to bring characteristics up to the starting levels listed in the

Racial Characteristics Chart or to buy up characteristics increased in the Skills by Service Division sections. I-CIPs are only used to raise skills and characteristics up from these starting levels.

Starting Characteristic of "1"

There is one last consideration that must be addressed in the I-CIP spending section. Four of the races—Vulcans, Rigellians, Cygnans, and Andorians—begin the game with a 1 in one of their characteristics. This represents a deeply ingrained cultural pragmatism that causes most of the race to avoid or distrust pursuits related to this area. As a result, a character that begins with a 1 in one of his characteristics on the Racial Characteristics Table must pay DOUBLE the I-CIP cost to raise both the characteristic and any skills supported by that characteristic.

For example, a Vulcan character would have to pay 2 I-CIPs to raise his Intuition characteristic from a 1 to a 2, and 4 more to raise it again from a 2 to a 3. He would also have to pay double to raise any Intuition supported skills such as Evaluation and Fast Talk.

Please note that this doubling effect has NO EFFECT WHATSOEVER on the skills acquired in the STANDARD STAR FLEET SKILLS and SKILLS BY SERVICE DIVISION sections (it just means that they had to work extra hard to get those skills to the required levels), but the doubling effect WOULD be applied to skills acquired in the SERVICE DIVISION SPECIALIZATION section, where the character would pay twice the normal number of points to acquire skills supported by their low characteristic. For your convenience, the characteristics subject to doubling by character race are listed below:

Race	Characteristic
Vulcan	Intuition
Rigellian	Technical
Cygnan	Discipline
Andorian	Leadership

1.11 CHARACTER RANGE TYPES

In Section Five: Combat, there are rules that cover shooting at chosen targets and the effects that Range will have on your skills when firing at targets over a great distance. There is an additional factor, however, that enters into this equation other than your character's raw Weapon skill. Each character has a Range Type—a measure of his innate ability to zero in on distant targets. This is not a skill per se, rather it is an inborn ability that you can't learn later in life.

There are four Range Types (RT), that run from utterly inept to frighteningly accurate.

Untrained is the lowest Range Type. An Untrained character has never (or very rarely) fired a weapon before. This character doesn't know how good he might be with a gun. If he later learns a Fire Weapon skill, then his *true* Range Type will quickly become apparent. (This is the only exception to the rule that a character can never change his Range Type, and is intended for use with NPCs only.) Untrained Range Type characters with guns are more of a danger to themselves and their friends than to the enemy. Most characters who are neither in the military, nor have dangerous occupations, fall into this Range Type category.

Normal is the next highest Range Type. A character with a Normal Range Type is someone who has some skill with guns, and who may in fact be quite proficient with them, but just doesn't have the knack for zeroing in on distant targets. This is the Range Type possessed by the vast majority of characters who have any Fire Weapon skill, including those in the military.

Marksman is the Range Type possessed by characters who are a cut above, who have the eye and patience to pick off targets at challenging ranges. This is the Range Type you can expect from the best combat soldiers and other types who rely upon their combat skill to survive. A character must have an Accuracy characteristic of at least 4 to be eligible for the Marksman Range Type.

Sharpshooter is the most frightening Range Type. Characters with this Range Type are virtually unaffected by range considerations. It doesn't matter if you're across the room or on the other side of a valley. If his weapon can fire that far, then he can hit you. Sharpshooters are a rare breed, usually solitary in nature, and hardly ever encountered in numbers greater than one. A character must have an Accuracy characteristic of at least 6 to be eligible for the Sharpshooter Range Type.

The Non-Player Character templates in Section Nine list the Range Types for a large number of characters that you are likely to encounter in your Prime Directive adventures. You can look over these templates to get an idea of what types of Non-Player Characters are going to have what kind of Range Types. For the purposes of generating **your** player character, refer to the Range Type guidelines below.

ALL STAR FLEET characters start with an RT of Normal. If you do nothing further concerning your character's Range Type, then it will be Normal.

PRIME TEAM characters may "purchase" a Range Type of Marksman for their character by expending 15 of their Initial CIPs for the ability, OR they may "purchase" a Range Type of Sharpshooter for their character by expending 25 of their Initial CIPs for the ability. They cannot purchase both and need not purchase Marksman before purchasing Sharpshooter.

This is an important early decision for your character, as once play begins, you cannot change his Range Type. It is fixed for the life time of your character, and no expenditure of CIPs will raise it. Once you have decided on your character's Range Type, then record this information on your Character Datafile. Remember that if you have "purchased" a Range Type of Marksman or Sharpshooter, the expended CIPs are **not** available for skills and characteristics.

Finally, please note that Range Type has NOTHING WHATSOEVER to do with a character's Fire (Weapon) skill. A character with 8 task dice in Fire (Phaser) might have a Normal Range Type, and a character with only 2 task dice might be a Sharpshooter Range Type.



1.12 SKILL LEVELS AND TASK DICE

Once you have finished spending your I-CIPs and are satisfied with your character's starting characteristic and skill values, you can finish filling out the characteristic and skill portions of your Character Datafile. Record the starting levels for your characteristics and skill levels in the appropriate spaces on the Character Datafile.

As you will discover in Section Two: Skill and Characteristic Tasks, each character gets to roll a certain number of D6 when attempting to use a skill and calculating what that number will be is what you're doing right now. Don't worry about how it works now; just use the following information to figure out the information to record on your Datafile. For each skill, add the value of the characteristic listed for the skill to your Skill Level, and divide by two, rounding down. (You are AVERAGING the two numbers, and rounding down.) Calculate these values for each of the skills that your character has acquired and fill in the information on his Character Datafile.

For example: At the end of Character Generation, a character has an Accuracy characteristic of 5 and a Fire Weapon Skill Level of 4. To calculate his DICE with the Fire Weapon skill, he adds his Accuracy characteristic and Skill Level together, which yields a 9, and divides the result by 2. The resulting 4.5 is **ROUNDED DOWN** to 4. This is the value that is recorded in the DICE column for his Fire (Weapon) skill. Do this for each of your skills.

1.13 STUN AND LETHAL DAMAGE CAPACITY

There was a blinding silver flash, and Peltier felt his sense of up and down disappear as the strength drained from his muscles. It was a sensation he had felt many times before, the sensation of being struck at close range with a stunning weapon. As his senses swam, Peltier recited a mantra-like chant in his mind to help him hold his focus, "Going unconscious now would be BAD."

With the city around him swarming with Korlivilar "peacemaking" assault troops, it was not an overestimation of his position. He slumped to his knees to conserve strength, his head already clearing. The same shot would have laid another man out for hours. Nearby, a reptilian voice hissed. "We hhhave the Humahhhh. Thehhre izz no need to restrahhhh him. They are weahhhhk!"

Peltier gripped his phaser close to his chest, waiting for the footsteps to move closer. "I'll show you who's weak..."

On your Character Datafile, there are a number of boxes, arranged in two sections, under the headings of STUN DAMAGE CAPACITY and LETHAL DAMAGE CAPACITY. These are used to measure the overall amount of Lethal and Stun damage that your character is able to withstand before he passes out or dies.

The values of these capacities are calculated as follows: Your character's Lethal Capacity is equal to twice his Strength characteristic (Strength x2). His Stun Capacity is equal to his Strength characteristic plus his Discipline characteristic (Strength + Discipline). These Damage Capacities are indicated on your Character Datafile by marking out all the numbered boxes in each Damage Capacity section that are

higher than your calculated Damage Capacity for that section. For instance, if your Lethal Damage capacity turned out to be 10, then you would block out all the Lethal Damage Capacity boxes between 11 and 24. If your Stun Damage Capacity turned out to be 7, then you would block out all the Stun Damage Capacity boxes between 8 and 24.

The filled-in boxes, the ones on your Character Datafile in excess of your Stun and Lethal capacity, play no part in the damage record for your character and should be ignored. Only the empty damage capacity boxes are available to your character when keeping track of the damage he takes.

Each point of damage that your character takes in combat will be recorded by crossing off one of the boxes in the appropriate section. Don't worry about the effects that damage has on your character now; they'll be covered below. Just remember that the more boxes he has, i.e., the higher his Stun or Lethal Capacity, the better off he is!

For example: Sgt. Mason is one tough soldier! She has a Strength characteristic of 6 and a Discipline characteristic of 5. Her Lethal Damage Capacity is 12 (Strength of 6 x 2 = 12) and a Stun Damage Capacity of 11 (Strength of 6 + Discipline of 5 = 11). As a result, she fills in 12 of the 24 blocks in the Lethal Damage section, leaving 12 blocks empty (to be marked off as she takes lethal damage), and she also fills in 13 of the 24 blocks in the Stun Damage section, leaving 11 boxes open to be marked off as she takes Stun damage. Please note: A normal athletic human's Stun and Lethal Capacities would be 4 and 4!



1.14 LIFTING/CARRYING/JUMPING ABILITIES

Rusty scrambled over the rim of the canyon edge and began to survey the mesa before him. Bansett appeared behind him and, brushing herself off, gave a yank to the rope which disappeared over the canyon edge.

"Rusty, give me a hand with this."

Rusty strode over, and they joined together in hauling up the rope. Droplets of sweat stood out from both their foreheads as they strained to pull up the large box containing the transmitter. All at once, it scraped its way over the edge, and the two Prime Team members relaxed.

"It's a good thing you were here, Rusty," Bansett said as she wiped her brow. "That would have been no fun without you!"

A character may carry 5 kg of evenly distributed mass for each point of his Strength characteristic and has a maximum dead weight lift of 25 kg times his Strength characteristic.

For example: A character with a Strength characteristic of 4 has a "walking around" mass limit of 20 kg (5kg x 4 Strength Characteristic) and a Dead Weight Lift maximum of 100 kg (25 x 4 Strength Characteristic).

A character has the ability to jump and leap based upon his Strength characteristic. Refer to the following table to determine his ability. Please note that this is a Characteristic Task, but there is not an associated task roll. The values listed below are fixed, but you cannot Fail or Botch the attempt. However, a character with the Strength supported skill JUMPING can affect these values, but must make a Jumping Skill task test to do so. The two systems are not to be confused.

JUMPING TABLE

Strength	Standing	Running	Vertical
1-2	1m	2m	.5m
3-5	1.5m	3m	.75m
6-8	2m	4m	1m
9-11	2.5m	5m	1.25m
12	3m	6m	1.5m

A Character must move at least 3 meters to count as making a Running Jump. A character making a running vertical leap may add +.25 meters to the listed values.

1.15 ENCUMBRANCE—OPTIONAL RULE

For each 25% of his carry weight or portion thereof that a character exceeds his Carry Weight, his A/I tricode (Actions/Initiative—see Section 3) receives a flat +1 mod. No character may exceed his Dead Weight Lift rating. If you wish to add the concept of Encumbrance to your game sessions, please use the weight guidelines for equipment in Section 8. Characters would then simply keep a running tally of the total weight of the equipment they are carrying, and are responsible for informing the GM if they exceed their Carry Weight and if their level of encumbrance (i.e., what they are carrying) changes.

For example: A character with a Strength characteristic of 4 has the Encumbrance level of 20 kg. Between 20.1 kg and 25 kg, the player character would operate with a flat +1 mod to his Actions/Initiative roll. Between 25.1 kg and 30 kg, it would be a +2 mod, etc.

If the player character decides to "lighten his load" by dropping (even temporarily) some of his equipment, he must inform the GM and recalculate his level of encumbrance. As this is a time-consuming procedure, the Gaming Group should decide before the session if they are going to use the rule.

1.16 PERSONAL INTEREST SKILLS

The small raft carrying the Prime Team bobbed and weaved as it made its way through the treacherous waters, the spray from the violent water soaking them all. Chandler sat at the rear, his oar doing double duty as he piloted the boat through the rough currents.

"This is nothing compared to the Tr'tasta Rapids on Varya 9! We'll be out of the rough stuff in no time," he shouted to the others, but they weren't reassured.

There is one last thing that factors into character generation. When everything else has been determined, you get an additional 10 Initial CIPs to apply to your character's personal interests. These are the skills he has acquired due to a passion for the subject matter, be it music, history, leatherworking, etc. These CIPs cannot be applied to any skills for which you have already spent CIPs or any skill which was listed on your Skills by Service Branch table.

Personal Interest Skills are not meant to be necessarily useful skills, but rather things which reflect your character's personality and personal interests. (While they represent your character's personal interests within the parameters of the game, they can, of course, represent your own passions and interests.)

Players should feel free to make up new skills not listed on the Master Skills List in Section Four: Skills and Skill Tricodes and then discuss these new skills with the Briefing Officer before play begins.

Gambling, Botany, Rock Climbing, Tracking, 20th Century Music, Rigellian Erotic Pottery Collecting, Tech Journals/Design Specs for Federation Equipment, and a multitude of others should represent skills which the GM may bring into play at some stage in the adventure. If nothing else, it makes your character more interesting and, consequently, more enjoyable to role-play. Usually it should be fairly obvious which characteristic supports a personal interest skill but in a case where you're not sure, let the GM decide. Remember, these are freebies, so don't be a point miser and claim that your character's hobby is Heavy Weapons Operations when you're a Med Tech, or Demolitions when you're a Botanist.

A personal interest skill you select now just might turn out to be the perfect thing for an adventure not even published yet.



1.17 CHARACTER BODY WEIGHT—OPTIONAL RULE

There may come a time during the performance of a mission when it becomes important to know just exactly how much your character weighs, and this optional rule section covers this. Weight is measured in kilograms (kilos) at One Gravity. (For adventures which take place in either Zero-G, or lower or higher gravities, the character will, of course, feel either heavier or lighter, and the GM will make a call as to the effect this has on anything he attempts.)

A character's weight is based upon his Strength and a random die roll. Refer to the table, below, to determine this.

Character Weight Determination Table

Character's Strength	2D6 Roll				
	2	3-5	6-8	9-11	12
1	38	39	40	43	42
2	47	49	51	53	55
3	55	58	61	64	67
4	64	68	72	76	80
5	72	77	82	87	92
6	81	87	93	99	105
7	89	96	103	110	117
8	98	106	114	122	130
9	106	115	124	133	142
10	115	125	135	145	155
11	123	134	145	156	167
12	132	144	156	168	180

Roll 2D6 to generate a number between 2 and 12. Cross reference your 2D6 roll with your character's Strength to determine his weight. For instance, if your character's Strength is 4, and you roll a 4 on the 2D6, your character's weight would be 68 kilograms. If the same character had rolled an 11 instead, it would be 76 kilos.

Over the course of your character's missions, it is possible that he will spend time (and CIPs) to raise his Strength characteristic. When this happens, his weight will increase proportionately as he adds muscle to his frame. Whenever your character raises his Strength characteristic, cross reference his 2D6 roll with his NEW Strength to determine his new weight.

1.18 PUTTING IT ALL TOGETHER

There is one more thing that you need to do when generating your character: give him a history. Why did he join Star Fleet? What are his career goals? Why does he enjoy being part of a Prime Team? How does he get along with the other members of the Team? With his superior shipboard officers? With members of other races? Is he a "by-the-book" military type? Or is he a fast-and-loose "The regs are there to be broken" type?

Take a look at his Rank and Seniority. Is he a newby Ensign or Corporal, who feels he still needs to prove himself with the rest of the team? Is he a Seniority 50 Marine Major or

Lt. Commander, who may have already turned down promotion to stay with the Team? How about that Background Rating? Has your guy been around the galaxy a lot, or has he stayed pretty close to home? Where did he spend his time before going to the Academy? Just because he's one race or another doesn't mean that he's necessarily from the home world. A colonist? A Space Station upbringing? Maybe he's a military brat, with a whole line of parents and grandparents looking over his shoulder, expecting him to live up to the family standard...unless they opposed his entry into Star Fleet. What does he do on his off hours? Take a look at those Personal Interest Skills. How do they relate to his character? Each character you play should have a well defined Credo, a breakdown of what he (or she) believes in, enjoys, etc.

PRIME DIRECTIVE is more than just a series of phaser battles and Klingon assaults. Count on it. If you want to enjoy the full experience of a Role-Playing Game, then you need to have a fleshed-out character. While it is not necessary to map out every event in his past (Background Contacts will help with that as play progresses), you do need to know where he came from, where his head is at now, and where he's going. The following example should help to clarify the many steps required to create a well-rounded member of a Prime Team.

1.19 COMPREHENSIVE CHARACTER GENERATION EXAMPLE

Jim is getting ready to put together his first Prime Directive character. First, he confers with the rest of the players at the game session to determine who is going to play what type of character. There are going to be five players, including Jim, and a Game Master. Jim and the other four players decide that in order to build a strong Prime Team, they will need —

- A Field Commander character to lead the team.
- A Medic to patch them all up when they get hurt.
- An Engineering Specialist to handle the technical stuff.
- A Marine Combat Specialist to do the "Up Close" jobs.
- A Marine Heavy Weapons Specialist to give the Team some heavy firepower.

This, of course, is just one possible combination of characters. Jim's team might have chosen a Vulcan Psionic or a Science Officer, rather than a second Marine, or perhaps they might decide to forgo creating a Medic, relying upon one of the other characters to pick up some healing skills. As long as one character is a Field Commander, then any combination of character types for the rest of the Team is fine! Also, any or all of the players might have decided to create two characters to play, greatly enlarging the size of the Team. But, since this is the players' first game of Prime Directive, they decide to play only one character apiece.

Jim decides that he would like to run the Marine Combat Specialist. Jim can already begin to picture what sort of character he would be—highly skilled and tough. Jim's idea of the character is that he will be a gruff, rough-and-tumble sort of guy, one not afraid of anything! He'll act as though nothing is important to him, but Jim knows that that isn't true. Jim's Marine character will do anything to protect his teammates! All of this is decided before the character is even generated, and illustrates the control you have over the character. Now Jim gets down to the nuts and bolts of making his character.

After deciding which Service Division his character is going to be from, the next thing Jim has to decide is his race. He looks over the Racial Characteristics Table, weighing the pros and cons of each of the Federation races. At length, he

decides that his character will be a Human. Humans don't have the high initial characteristics possessed by some of the other races, but they appear to be the most versatile, and Jim feels that versatility is exactly what his character needs most. Besides, Jim wants his character to eventually be good at everything! This would be hard with the doubling cost function required for some of the races.

So, Human it is. Jim pencils in the starting value of 3 (taken from the HUMAN line on the Racial Characteristics Table) for each of his characteristics on his Character Datafile. He uses a pencil because he knows those numbers are going to change before he's done! For instance, Jim notes that Human Prime Team characters can add +1 to any three of their starting characteristics. He can't add more than +1 to any single characteristic right now though. Too bad! Jim would really like an Accuracy or Speed of 6!

After considering the factors, Jim decides to use his three +1s to add to his Accuracy, Speed and Perception. He figures that those characteristics are important to a combat character, to help him spot danger before it spots him, and to give him the speed and precision to come out on top if he doesn't.

Right now, Jim's character looks like this:
Str:3 Acc:4 Spd:4 Ldr:3 Lgc:3 Int:3 Dis:3 Tec:3 Gkn:3 Per:4

Next, Jim looks at the Service Division Tables to determine the Skill and Characteristic requirements for a Marine. He sees that a Marine character must have a Discipline characteristic of at least 6 by the time Character Generation is finished. 6! Perhaps Jim should have put one of his +1s in Discipline instead. He **could** go back and change it. (**Nothing** that Jim does in Character Generation is set in stone until Jim is satisfied with his character. He can go back and change things until his character is just the way he wants it, provided he follows the rules.) Rather than change any of the characteristics he has already generated, Jim makes a note that he needs to get that Discipline characteristic up to a 6.

Now, Jim goes to the All Star Fleet Skills Table. This lists the skills that his character (and all the other characters on the team) will possess as members of Star Fleet. Jim pencils in Martial Arts — 1, Fire (Phaser) — 1, and all the other skills listed in the section.

Then he looks down to the Skills By Service Division Tables, and checks out the MARINES section. Hmm. Not too bad. First, Jim adds +1 to his Discipline characteristic. (Remember that Jim's character needs a Discipline of 6 by the time he's done.) He also sees that his character gets to add another +2 to both his Fire (Phaser) skill and his Martial Arts skill, raising them both to a skill level of 3. Jim also notes that his character now has a Melee skill of 3 and a Throwing skill of 1.

Next, Jim looks over the Service Division Specialization Skills Table. He sees that under the MARINES section, there are separate sections for Combat Specialists and Heavy Weapons Specialists. Jim uses the information in the Combat Specialist section, of course. (He'll leave toting around the Heavy Weapons to one of the other team members.) He sees that he gets 12 skill levels to spread around any way he wants over the skills listed in the section! The only catch is that no single skill can be raised above a skill level of 4 using these points. But that's not a problem, as Jim knows that his level with a skill cannot be higher than the characteristic that supports it. Jim's highest characteristic right now IS a 4. Later, Jim knows, he could raise some of his characteristics to let him get higher skill levels, but for the moment, 4s in his skills are fine!

Jim decides to use 3 of his 12 skill points to raise his Fire (Phaser), Martial Arts, and Melee skills all to 4s. Now Jim has a hard choice to make. Does he spend his remaining 9 points to get two skills at a 4, with a point left over for something else, or does he get 9 different skills at a skill level of 1 each, or a combination of the two? Higher skill levels cost a lot more later, and can take a long time to learn, so getting even a few level 4 skills right now sounds like a good idea. But it also costs a lot to **start** learning new skills later, so acquiring skills now that Jim knows that he'll want later sounds good too.

Finally, Jim decides to go with this scheme. He'll use 4 points to get Nerve Strike (an Advanced Martial Arts maneuver) at a skill level of 4 right now, 2 points to get Stealth at a skill level of 2 right now, and spend 1 point each on Interrogation, Tracking, and Quick Draw. Jim would like his character to be able to sneak up on enemy characters and knock them out without making a sound!

Jim knows that he's going to get some more I-CIPs to spend on his character, but the exact number is partially based on his character's starting Rank and Seniority. (If he has served in Star Fleet for awhile, it makes sense that he would have a few more points to spend on skills.) So, next off, Jim generates his character's Initial Rank. Jim rolls 2D6, scoring a 12, and looks up the result on the MARINE COMBAT SPECIALIST Chart in the Initial Character rank section. His character is a Marine Captain, making him one of the highest ranking members of the team, and probably Second in Command after the Field Commander character.

To determine his Seniority, Jim first finds the Starting Seniority value listed for a Marine Captain, which is 31. (A 31 is the MINIMAL value that a character of Jim's rank could have.) Jim now checks to see how far into his rank his character starts out. He rolls 2D6 and gets a 7, dead average. A 7 means that he adds 4 to his starting Seniority value of 31, for a final Seniority of 35.

Now, Jim determines his character's Initial Professional and Heroic Reputations on the Initial Professional and Heroic Reputation Table. A Prime Team Marine Captain has a starting Professional Reputation of 4 and a starting Heroic reputation of 1. Jim also has to determine his character's Initial Background Rating. Jim rolls a single D6, getting a 4. This yields an Initial Background Rating of 2 for his character. He fills in the information in the appropriate places on his Character Datafile.

With that all done, Jim now determines how many I-CIPs he has available to finish off his character. All characters get 56 I-CIPs to spend as they wish, to reach Service Division requirements or to just build up characteristics and skills the character feels he will need. They also get a bonus of their Seniority divided by 5, rounded down, in additional I-CIPs, but those points have to be spent on skills. Jim's Seniority, determined above, is 35, which divided by 5 equals 7.

Jim, then, has 56 I-CIPs to spend on anything he likes and another 7 I-CIPs to spend on skills.

Unlike the 12 points that Jim used to "buy" his Combat Specialist skills with, above, these Initial CIPs are spent using the Initial Skill/Characteristic Improvement Cost Chart. Here, the higher the level Jim wants to buy for a skill or characteristic, the more it costs.

First things first. Jim knows that he has to get his character's Discipline characteristic up to 6 in order to qualify as a Marine character. Currently, his Discipline characteristic is a 4. Looking at the Initial Skill/Characteristic Improvement Cost Chart, Jim sees that it will cost 4 of his Initial 56 CIPs to raise his Discipline from a 4 to a 5, and then **another** 5 I-CIPs to

raise it from a 5 to a 6. Jim spends the 9 points to do so. His character now has a Discipline of 6 and 47 I-CIPs (plus the bonus 7) left to spend on other things.

Right now, Jim's character looks like this:
Str:3 Acc:4 Spd:4 Ldr:3 Lgc:3 Int:3 Dis:6 Tec:3 Gkn:3 Per:4

Jim decides that he would like to increase some of his character's other characteristics before going on to work on his skills. Jim decides to raise his character's Strength to a 4 (at a cost of 3), his Accuracy to a 5 (at a cost of 4), and his Speed to a 5 (at a cost of 4).

Now, Jim's character looks like this:
Str:4 Acc:5 Spd:5 Ldr:3 Lgc:3 Int:3 Dis:6 Tec:3 Gkn:3 Per:4

Jim has 36 I-CIPs left! (And he still hasn't touched his extra 7 points, either.)

With his higher Accuracy characteristic, Jim can raise his Fire (Phaser), Martial Arts, and Melee skills. Jim marks off 12 points for raising all three skills to 5s. That wipes out all 7 of his bonus Skill points along with 5 more of his regular points. Jim is down to 31 I-CIPs, and he can spend them any way he wants.

At this point, Jim stops to think about whether he wants to use any of his I-CIPs to buy a better Range Type for his character. He starts as a Normal Range type, as do all members of Star Fleet, but he knows that Marksmen and Sharpshooter types are especially skilled at hitting distant targets. It's a tough choice, but the high cost of better Range Types (15 for Marksman or 25 for Sharpshooter!), combined with Jim's desire for his character to be an "up close and personal" combatant, all lead him to decide not to spend points on Range Type. He'll let the Heavy Weapons Specialist deal with the long-range stuff.

Following along those lines, Jim decides that raising his Stealth skill might not be too bad an idea. Raising his Stealth skill from a 2, where it currently stands, to a 4, costs 5 more points, leaving Jim with 26 I-CIPs. Not wanting to look bad with the other important skills that he already has, Jim decides to raise his Field Equipment, Throwing, Interrogation, Tracking, and Quick Draw skills (all at 1s now) to 3s. It costs 3 to raise a skill from 1 to 3, so Jim spends 15 more points to raise all five of them, leaving him with 11 I-CIPs.

Jim feels that he has the Combat skills he needs pretty well covered, so he starts looking around at other secondary skills that might be worth having. He turns to the Master Skill List in Section Four: Skills And Skill Tricodes to see what else might be interesting for his character. Hmmmm...

Wrestling? Swimming? Sniper? Zero Grav Maneuvering? Investigation? Security Procedures? Survival? Weapon Systems? Jim wants them all! But, with only 11 I-CIPs left, some hard choices will have to be made.

Finally, after spending some time working through the various options, Jim goes with this plan:

- Free Climbing — 1 (1 point)
- Zero Gravity Maneuvering — 3 (3 points to raise from 1)
- First Aid — 3 (3 points to raise from 1)
- Survival (Jungle) — 3 (4 points)

There! Jim is finished with his primary skills! Now he starts filling in the information in the SKILLS section of his Character Datafile and calculates the appropriate entries for the DICE column.

When he's finished with that, Jim starts working on the other permanent information on the sheet. First, he calculates his Lethal and Stun Damage Capacities. His LDC is 8, twice

his Strength characteristic of 4. His SDC is a 10, the sum of his Strength characteristic of 4 and his Discipline characteristic of 6. Jim's character can sure take a beating! Jim marks out the last 16 boxes on the LDC line and the last 14 on the SDC line, leaving him with the 8 and 10 boxes that he will use to record the damage he takes in combat.

Jim's group decides to use the Character Body Weight Optional Rule, so Jim refers to the Character Body Weight Determination Table and rolls 2D6. He rolls dead average and gets a 7. With his character's Strength characteristic of 4, his weight is 72 kilos (158 pounds). Lean and wiry...he likes that!

Finally, Jim has 10 I-CIPs to apply to Personal Interest skills, allowing him to flesh out his character. Jim decides that since his character is a solitary sort of guy, standing alone on a river bank waiting for a nibble might be the sort of thing that would appeal to him, so he gives him the Discipline skill (because it requires patience more than dexterity) Castfly Fishing — 3 and the General Knowledge skill Lures and Lure Tying — 3. He also decides that he would like to be able to cook the fish that he catches, so he takes the Intuition skill Camp Cook — 2. (Hey, cooking is an artistic endeavor, right?)

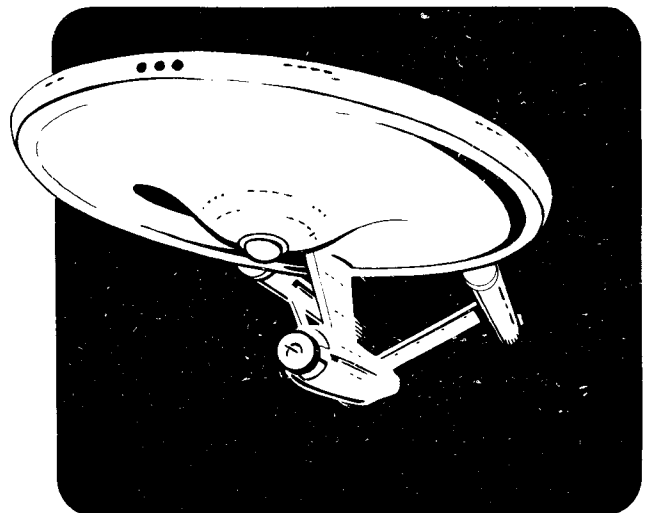
The last, but most important, thing left for Jim to do is to decide on a history and background for his character. He doesn't even have a name yet! Jim already has some good ideas about what he will be like. By looking back over all the decisions that went into creating the character, Jim shouldn't have any trouble coming up with lots of ideas that will ultimately transform a bunch of characteristics and skills into a memorable character!

...and so the game begins!

Your Character Datafile

On the next page, you will find a Character Datafile; a personal record sheet for your character which will allow you to keep track of the specifics of your character throughout his adventures. It is here that you keep track of the level of his skills and the dice attached to them, his equipment, personal interest skills, and everything else which defines the character as uniquely yours.

If you decide that you would prefer to start your adventuring with the Prime Characters we have provided, please refer to Section Twelve: The Black Eagles.



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:

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

STRENGTH

Jumping level _____ dice _____
 Rope Climbing level _____ dice _____
 Swimming level _____ dice _____
 Wrestling level _____ dice _____

ACCURACY

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 _____
 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 _____
 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 _____
 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 _____

INTUITION

Art level _____ dice _____
 Bribery level _____ dice _____
 Evaluation level _____ dice _____
 Fast Talk level _____ dice _____
 Gambling level _____ dice _____
 Security Proced. level _____ dice _____

DISCIPLINE

Resist Interrog. level _____ dice _____
 Survival level _____ dice _____
 Survival level _____ dice _____
 Survival level _____ dice _____

DISCIPLINE—PSIONICS

Amnesia level _____ dice _____
 Command level _____ dice _____
 Confusion level _____ dice _____
 Mind Bar level _____ dice _____
 Aid Mind Bar level _____ dice _____
 Mind Meld level _____ dice _____
 Mind Scan level _____ dice _____
 Mind Touch level _____ dice _____

TECHNICAL

Cloaking Device Technology level _____ dice _____
 Comm. Systems level _____ dice _____
 Computer Sys. level _____ dice _____
 Console Ops. level _____ dice _____
 Damage Control level _____ dice _____
 Demolitions level _____ dice _____
 Electronics level _____ dice _____
 Field Equipment level _____ dice _____
 Imp. Drive Sys. level _____ dice _____
 Jury Rig level _____ dice _____
 Life Supp. Syst. level _____ dice _____
 Mechanics level _____ dice _____
 Medical Sys. level _____ dice _____
 Power Gen Sys. level _____ dice _____

TECHNICAL CONT.

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 _____
 _____ level _____ dice _____
 _____ 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 _____
 _____ level _____ dice _____
 _____ level _____ dice _____
 _____ level _____ dice _____
 _____ level _____ dice _____
 _____ level _____ dice _____
 _____ level _____ dice _____
 _____ level _____ dice _____

PERCEPTION

Blind Fighting level _____ dice _____
 Shadowing level _____ dice _____
 Tracking level _____ dice _____

SECTION TWO: SKILL AND CHARACTERISTIC TASKS

Ok, now you're a Prime Team member. You're as strong as a Regular Thunder Worm and can phaser the eye stalks off an Astralan Nightbloat at 100 meters. Not bad, but just how good are you?

The higher the level you possess in a characteristic or skill, of course, the better you are with it. But how much better? The way that your proficiency is measured in Prime Directive is by giving you a certain number of D6 to roll when you attempt anything difficult or challenging, and the more dice you roll the more likely you will get a result high enough for success in that attempt. Of course, as the tasks you attempt get harder and harder, your chance of success should (and does!) go down, but the number of dice that you roll never changes. So, for any particular thing you do, the number of dice that you roll for success remains a constant measure of your ability.

Please note: Some "tasks" are so simple and basic that no die roll is needed. These include such things as walking, dropping prone, standing up, crouching, crawling, operating a communicator, reading something in a known language, recognizing known symbols and signs, picking up or dropping an object, etc. The GM might rule that unusual circumstances (e.g., an earthquake) might make these tasks difficult enough to require a die roll.



2.1 TASKS AND TASK DICE

Anything that requires you to roll dice to measure success is called a **TASK**. A task might be the use of a skill that you possess. This is called a **Skill Task**. In this case you roll a number of D6 equal to the average of the character Skill and the Characteristic which supports it (i.e., add the skill and characteristic, divide by 2, and round down). A characteristic supports a skill if the skill is listed under that characteristic on the Master Skill list in Section Four.

The resulting number of D6 is referred to as the **Task Dice** for that task.

For example: Sgt. Major Adrianna Bansett wishes to fire her phaser at something. She has a Fire Phaser skill of 6 and an Accuracy characteristic (the characteristic that supports Fire Phaser) also of 6. For this task, Adrianna's Task Dice equal 6 ($6+6=12$, $12/2=6$), and she rolls that number of D6 to determine her success. If Adrianna chose to use her Quick Draw skill prior to firing her phaser, her Task Dice would have been 4D6 (3 from her actual skill, and the other 5 from her Speed characteristic, which is the supporting characteristic for Quick Draw, divided by 2 equals 4). Don't worry about how to read the Success Level (SL) generated with the dice yet. Just look over your Character Datafile and get an idea of how many dice you're going to be able to roll for the various tasks you're called upon to undertake.

Sometimes you're called upon to undertake a task that relies solely upon the value of one of your characteristics, like Strength or Perception. This is called a **Characteristic Task**. In this case you roll a number of D6 equal to the value of the characteristic being tested.

For example: A Romulan is trying to ambush Sgt. M'eins in a thicket of trees. Rusty must attempt a Perception Characteristic Task to spot the soldier. In this case he rolls 4D6, equal to Rusty's Perception characteristic. If, a few moments later, he was to try to uproot the tree in which the Romulan was hiding, Rusty would roll 8D6, equal to his Strength characteristic. Note that in neither case is Rusty adding or dividing anything. Characteristic task dice are ALWAYS determined by JUST the value of the characteristic.

There is a third type of task, called an **Unsupported Skill Task**. This is a task in which someone tries to use a skill they do not possess. In this situation, your number of Task Dice is determined in the same way as it is for a regular skill task, but in this case the Skill Level will, of course, equal zero. Hmm. Doesn't sound too good! There are other things about Unsupported Skill Tasks that you'll read about below in the Skill Tricode section that make them even less appealing, but for now just remember that Unsupported Skill Tasks are to be avoided.

For example: Lt. Azundur'kar, technical wizard that he is, is simply not a people person. He is trying desperately to bribe a Lyran StarPort security guard to let him sneak a look into a hover-lifter parked at the edge of the field. Az has a Leadership characteristic of 3 and NO Bribery skill. Oops. His Task Dice for this sure disaster equal 1 ($3+0=3$, divided by 2, round down, equals 1). (And it's even worse than it sounds; see TRICODES, below)

Please note: The difference between a “characteristic task” and an “unsupported skill task” should be obvious in each case. If a character is attempting to utilize a skill on the skill list (or in an example) that the character doesn’t possess, it’s obviously an unsupported skill task. If the task requires specific training, knowledge of the subject, or expertise rather than a simple application of a characteristic, it is an unsupported skill task, regardless of the presence or absence of a specific skill on the list. In the end, it’s a GM call.

2.2 DICE ROLLING CONVENTIONS

Sometimes you will be called upon to roll a number on a D6 that is greater than 6. Here is how you do that.

While performing any task test, any and all task dice that roll a natural 6 may be rerolled. The number rolled on this reroll, MINUS 1, is added to the original 6.

For instance, a player rolls a single natural 6 on one of his task dice and rerolls the die. The reroll yields a 5. The result is a 10, $[6+(5-1)=10]$. If the reroll also results in a 6, then the die is rerolled a second time and the result minus 1 is added to the previous total, etc. Think of it this way—when you reroll a 6, add the result of the reroll to 5.

For example: Your character is called upon to roll a task test, and he needs to roll 8s or better to succeed. His task dice equal 5, so he rolls 5D6, and three of those dice are 6s. Those three dice that rolled natural 6s are rerolled. The numbers he gets on the three rerolls are 3, 5, and 6. Remembering to subtract 1 from each of the rerolls, the totals for the rolls now stand at 8, 10, and 11. All three are successes! The one die that rerolled a 6 could be rerolled again, but since that die has already rolled a number high enough to succeed, there is no need to do so.

2.3 TRICODES

So you’ve got 18-zillion task dice with your phaser, and now you’re ready to take on the universe. How do you know how well you did when you rolled all those dice? The answer is — compare the numbers you rolled on your dice to the task’s TRICODE.

All tasks have a three number progression, called a tricode, associated with them. A tricode will always have three numbers listed in ascending order, i.e., each higher than the one preceding it. Tricode numbers are never zeros, only positive integers; 1/3/5, 2/4/6, and 4/8/12 are all valid examples of tricodes. You would NEVER see tricodes like these; 2/2/4, 4/2/6, 3/5, or 0/2/4. In the first two cases, the second numbers are not larger than the first; in the third case there aren’t enough numbers to fill out the tricode progression, and in the fourth case there is a tricode number which is zero.

Tricodes measure the increasing levels of difficulty you might face when attempting to successfully complete a task. When you undertake a task test, you compare the individual numbers you rolled on your task dice to the numbers listed in the tricode for that task. The first number listed in a tricode is the minimum number you need to have rolled on any of your task dice to have achieved a MINIMAL Success Level in that task. The second number is the minimum number you need to have rolled on any of your task dice to have achieved a MODERATE Success Level in that task. The third number listed is the minimum number you need to have rolled on any of your task dice to have achieved a COMPLETE Success Level in that task. The three numbers of a tricode, then, can

be referred to as the MINIMAL, MODERATE, and COMPLETE levels for any given task.

There is another Success Level (if it can be called that!) which is Failure. If you fail to achieve even one success at the Minimal level for your tricodes, then you are said to have Failed the task. If you fail in a spectacularly bad manner (as defined below), then you are said to have Botched the task. Bad things come to those who Botch!

The results of a Botch, Failure, Minimal, Moderate, or Complete success for any given task are determined by the GM, but they are usually outlined in the SKILLS section or laid out in the scenario. In any event, even in novel situations, the levels of success are more or less self-explanatory and shouldn’t be too hard to figure out.

2.4 SUCCESS LEVELS

You can use the following guidelines to determine the general nature of successes at the various success levels. The GM is always the final arbiter concerning the effects that any particular Success Level bring about.

COMPLETE SUCCESS: Zowie! You got it just right. That’s pretty much the end of the story. The damaged shuttle is fixed and zips on toward its destination, the target is zapped, the guard is bribed, the enemy sentry is spotted, etc. Don’t you love it when a plan comes together?

MODERATE SUCCESS: Moderate success is one step down from Complete success. With a Moderate success, you have made significant progress toward your task goal, whatever that might be. As a very rough guideline, assume that Moderate success achieves approximately a third of whatever it is that the character was attempting. With a Moderate success, you can usually proceed with whatever it was that you were hoping that your task would allow you to do, but with less than complete efficiency. “The shuttle still can’t do warp, but it will get us up above the atmosphere where the ship’s sensors will have a better chance of detecting us.” “The guard wants how much to let us look in that lifter!?!?” “There’s a Romulan sentry ahead in the bushes; maybe more than one, but I can’t be sure.”

MINIMAL SUCCESS: A Minimal success is a step down from Moderate, which isn’t great, but it’s light years better than some of the results described below. When you succeed Minimally, you at least got some part of the task accomplished the way you wanted to. Minimal success is just that: you have accomplished the least amount that you could have and still be said to have advanced in some manner. Assume that a Minimal success achieves about 10% of whatever it was that the character was trying to do. “Well, the shuttle won’t get us back to the ship, but it might still get us out of the desert.” “The guard isn’t letting me look in the lifter, but he hasn’t called for security either.” “I’m not sure what it is, but I know that there’s SOMETHING hiding in the bushes up ahead.”

FAILURE: You have goofed, and the GM is going to make you pay for it. The results could be anywhere between embarrassing and deadly, depending upon the situation. In a Failure situation, where you fail to get even a single D6 roll at the number required for a Minimal success, you have achieved 0% of what you were attempting to do. If you were trying to make or fix something, you don’t; if you were trying to remember or check to see if you knew something, then you can’t or don’t; if you were trying to DO something like drive or shoot or whatever, then you crash, or miss, or whatever.

BOTCH: If your best number was half or less (rounded down) of the number you needed in your tricode for a Minimal success, then you have **BOTCHED**. Basically, you have **REALLY** goofed up in a big way, and extraordinarily bad things are going to happen: Shuttles fall from the skies; phaser bursts hit friends; equipment being repaired blows up; completely incorrect information is treated as gospel truth; quick-drawn weapons fly out of hands; and negotiation attempts end up insulting an Ambassador's mother. You get the idea.

Sometimes the GM can think of more than one horrible thing that could happen in a Botch situation, and in those cases he might randomize the awful possibilities. "You Botched your phaser shot? Heh heh. Ok, here's the deal: Roll a D6. On a 1 or 2 you shoot the Medtech giving first aid to the wounded Marine, on a 3 you shoot the Marine, on a 4 you shoot through the open hatch on the shuttle, on a 5 you shoot yourself in the foot, and on a 6 you did something even **WORSE** that I haven't thought of yet . . ."

Once again, you get the idea. Remember, as with all SL determinations, the GM is the final arbiter of what happens in a Failure or Botch situation.

Although Botch may sound absolutely devastating, players should note that it is all but impossible to Botch unless you are doing one of three of the following things:

1. Having bad luck with your dice rolls and coming up with 1s.
2. Trying something you know full well is too hard to do.
3. Trying an Unsupported Skill test – avoid these at all costs!

Please note: For tricodes whose Minimal success value (i.e., the first number in the tricode) is a 1 or 2 after all modifications to the tricode have been applied (see Section 2.6, below), then the task is deemed so simple that it is impossible to Botch — the worst result would be Failure.

For example: Azundur'kar is trying to repair a damaged subspace transceiver. If he achieved only a Minimal SL, then he's got the power supply hooked up and running again, but not the transmission coils. If he were to achieve a Moderate SL, he might have fixed the receiver but not the transmitter, or there might still be significant static on the line that renders communication possible but greatly impaired, or maybe he's fixed the unit so that it has only a few light years range instead of the dozens that it usually would have (and that it needs right now). If he achieved a Complete SL then the radio works as good as new! We're saved! If he Fails the attempt, then he just looks at the thing and scratches his head. If he Botches, then the thing probably blows up. The GM is always the final arbiter concerning the effects that any particular SL brings about.

Guidelines for interpreting the results by SL for the various tasks undertaken by characters are discussed in the Skills section, and additional guidelines will often accompany specific task descriptions in scenarios. However, as shown in the above example, it is the primary duty of the GM to elaborate upon these "given" guidelines, taking into account any special situations or factors particular to the occasion, and to then make the final determination of the **specific** nature of the outcome of any task attempt. Simply put: it's the GM's job to decide **exactly** what a given SL gets you when you achieve it, and his decision is final.

2.5 INSTANTANEOUS, CONTINUING, AND REPEATED TASK ATTEMPTS

Some tasks are completely resolved in a single action. When you fire a phaser, for example, you either hit your target or you don't, and when you dive into the water, you either make a good dive or you don't, etc. Such task attempts are called **Instantaneous Task Attempts**. You can perform the same Instantaneous Task several times in a row, and the effects of the last attempt won't affect your ability to perform the next one. (Assuming, of course, that you haven't taken damage or scared away your target, or in some other way altered your situation.) Assuming that your target is still around to be shot at, or the lake is still there to be dived into, the fact that you screwed up last time doesn't in and of itself make it any harder to get it right this time.

There are times, however, when you might have the opportunity to make several task attempt rolls to accomplish a single objective. For example, when you are trying to Negotiate with an alien representative, it would be reasonable to assume that there would be a great deal of give and take, and that it might take numerous Negotiation task rolls, perhaps over the course of several days, to determine the final outcome of the whole negotiation process. This sort of task situation is called a **Continuing Task Attempt**. In cases such as this, where a single task outcome is determined by numerous task attempt rolls, there needs to be a way to keep a running tally of the SLs achieved previously and to be able to account for the interaction and the ups and downs of the various SLs achieved. Since this will almost always entail making repeated task rolls against the same skill (or characteristic), this tallying process is called the **Repeated Task Attempt** system. To that end, Continuing Task Attempts are subject to the following Repeated Task Attempt rules.

Complete SL will usually get the job done entirely, even if it is a Continuing Task attempt. However, there will be times when the GM or the scenario will require that **several** Complete SLs be achieved in order to complete some (very difficult or very complex) tasks. In such cases, a Complete SL will achieve one of the required SLs. In any event, a Complete SL does not impose any modifications to the next task attempt, if any.

Moderate SL in a Continuing Task allows you to keep on attempting that task in an effort to achieve a Complete SL. However, **each** successive attempt to perform that task after the first Moderate success is subject to a flat mod of +1. (See 2.6 TRICODE MODIFIERS, below, for an explanation of Tricode Modifiers, or Mods.) This is a cumulative mod, and as discussed below, this mod can become quite high.

If you can achieve **THREE** Moderate successes without having first scored a Complete success, then you are said to have achieved the equivalent of a Complete success (i.e., three Moderate SLs in a Continuing Task Attempt **equals** one Complete SL). If you are called upon to achieve more than one Complete SL to complete that task, as discussed above, then the mods accumulated for the Repeated Task Attempts disappear after you have achieved (any) Complete SL, and you start again from the beginning (no mods) next attempt.

Minimal SL — In general, you can attempt to continue with a Continuing Task Attempt task for which you have just achieved a Minimal SL, but subsequent task attempts are subject to a flat +1 Repeated Task Attempt mod, just as with the Moderate SL, above. This is also a cumulative mod.

If you can achieve **THREE** Minimal SLs without having scored a Complete or any Moderate SLs, then you are said to

have achieved the equivalent of a Moderate SL (i.e., three Minimal SLs in a Continuing Task Attempt equals one Moderate SL). Simply put, three Minimal SLs equal one Moderate SL, and three Moderate SLs equal one Complete SL. It follows then that nine Minimal SLs also equal one Complete SL. Note, however, that once a Moderate or Complete SL is achieved, all the "partial" Minimal SLs that have been accumulated are lost.

For example, in a negotiation task attempt, a character achieves two Minimal SLs, requiring only one more Minimal SL to achieve the equivalent of a Moderate SL. On his next attempt, however, the character achieves a natural Moderate SL, rolling the number required to achieve a Moderate SL on his task dice. In this case the character is now up to a Moderate SL in his Continuing Task Attempt, but he has lost the two "partial" Minimal successes. He may continue with the task, having achieved a single Moderate SL so far, but without having the two "partial" Minimal SLs carrying over.

Failure — As a general rule, a Failure adds a flat +1 mod on any attempt to continue with a Continuing Task Attempt in addition to the normal Repeated Task Attempt mods for a total of +2. This mod is also cumulative. The next attempt, for instance, to continue repairing a single piece of equipment, find a spot to conceal yourself in a particular area, or bargain with an individual or group would be at +2 following a Failure SL. **ALSO!** A Failure result will wipe out all the "partial" Minimal or Moderate SLs that a character has accumulated at that point in time. If, for instance, a character had achieved a Moderate SL and had also achieved two "partial" Minimal SLs (leaving him one Minimal SL away from a second Moderate SL), and he scores a Failure result on his task attempt, then not only would his next attempt be at an additional +2, but he also would have lost his two "partial" Minimal SLs, leaving him with just his Moderate SL. Once a particular SL is achieved by the "three equals one" rule, the "partial" success that make up the higher SL are exempt from this rule. If a character scores four Minimal successes in his first four rolls, and then scores a Failure on his fifth roll, he only loses the one "partial" Minimal SL left over after the first three were converted to a Moderate SL. Once any three lower SLs "roll over" to the higher SL, then they are not considered to be "partial" SLs any longer and cannot be wiped out by a Failure result.

Failing in an attempt to overcome a specific obstacle, like a specific stretch of treacherous mountainside while Climbing, flying through a patch of bad weather while Piloting, detecting that a group has split up while Tracking, or locking in on a fluctuating energy reading on a tricorder, would impose the +2 mod on subsequent attempts to succeed in that specific aspect of the task. However, that mod would not apply to subsequent attempts to use that skill in other situations, even if it is still considered to be part of a single larger Continuous Task Attempt. As always, it is left to the GM to determine when Repeated Task Attempts are appropriate and when they can be ignored.

Botch — If you Botch during a Continuing Task Attempt, then it is unlikely that you would be able to continue that task at all. Botch Negotiation and they imprison you or run you out of town. Botch a repair job and the thing you're repairing shorts out completely with no chance of repair (or it fails to work at all when you turn it on later if the GM is being cruel). Botch in a knife fight and your guard is wide open for your opponent's next swing. Botch a shuttle takeoff and go back to the Character Generation section!

For example: Azundur'kar is still trying to repair that subspace transceiver, and much to his embarrassment, he's having a hard time of it. Az scores three Minimal successes on his first three task attempts, even with the mod for the task going up by +1 for both of the rolls after the first. This brings him up to one Moderate success. Az continues the repair task, trying to score a Complete success. Now, on his fourth roll, he is back to being at a +1 mod because he is making his first roll after achieving a Moderate success. On the fourth roll he scores a (natural) Moderate success. He now has two Moderate successes and needs either one more Moderate success or three Minimal Successes (or a single Complete success, of course) to completely repair the unit. His fifth and sixth rolls both yield Minimal successes, each of those rolls at +1 greater than the previous roll. Note that at this point any successful task attempt will raise the total task SL to Complete. Much to his chagrin, poor Az rolls a natural Complete success and moans "Why couldn't I have done that to begin with!?" Finally! Peltier looks in and says, "What took so long, Az..."

Note to the Briefing Officer/GM -- Allowing the character several rolls as shown in the previous example takes into account the fact that the remainder of the Team are keeping the Bad Guys off his back. It is vitally important to stress teamwork — the better they are at working together, the better their missions will go!

Limits on Success

As discussed above, it is possible for characters to turn three Minimal successes into a Moderate success, and then three Moderate successes into a Complete success. It is also possible to continue your attempts in certain situations even after you have Failed or Botched, albeit with substantial modifiers in some cases.

However, these rules should not be read by players as indicating that they can just keep trying over and over again to accomplish something, regardless of their surroundings or situation. It is up to the GM to rule when a character is no longer capable of repeating a task attempt, either due to Failure or Botch rolls or because his circumstances have changed. This is based upon the following criteria:

1. The occurrence *in this situation* of a Failure or Botch roll(s) renders the task incapable of being successfully completed. (You broke it, you lost it, time has run out, etc.)
2. The GM determines, upon the occurrence of *repeated* Failure or Botch results, that the character simply does not possess the ability to successfully complete the task. ("Jenkins, you've been trying to access that door code for twenty minutes now...GIVE IT UP!")

One Die Result Determines Success

Please note that when you're reading all the dice you've rolled, you only get to use the result of (any) ONE of those dice to determine the Success Level (SL) you have achieved for the test. It is as if you actually pick up one of the dice you rolled and say, "THIS is the die that I'm going to use to determine my SL." As discussed above, multiple successes at a lower SL can "add up" to achieve a higher success, but you can only achieve one "incidence" of success per roll.

When reading the dice, remember that a single success at any level means that you have achieved that Success

Level. That is to say for a 2/4/6 tricode if the best number you rolled on any of your dice was a 2 or 3, then you have achieved a Minimal success; if the best number you rolled on any of your dice was a 4 or 5, then you have achieved a Moderate Success Level; and if the best number you rolled on any of your dice was a 6 or better, then you have achieved a Complete Success Level. A single success at any level of a tricode means that you have achieved that Success Level. Of course, in the case where you have different dice that would allow you to have achieved different levels of success, you will usually (but not always!) choose to succeed at the highest level possible.

For example: Peltier is tracking renegades across a wilderness hillside. His tricode for Tracking is, after all mods, a 3/5/9. Peltier rolls 5 dice and gets the following numbers: 1, 2, 3, 6, 11. His rolls of 1 and 2 do not even meet the tricode for Minimal Success, and if they had been the best that he had rolled, then he would have Botched the task, probably with disastrous results. His roll of 3, however, DOES meet the tricode for Minimal success, so he escapes the horrors of Botching. If this had been the best that Peltier had rolled, then he would know that the renegades HAD been by that spot, but he would have no idea how long ago it had been nor any idea of the direction in which they had continued. But, his roll of 6 meets the tricode for Moderate Success, so he finds out even more. If these had been his best rolls, then Peltier would know that the renegades had passed this way within the last hour and that they were headed up the slope. However, Peltier is an expert tracker, and so it comes as no surprise that even in these difficult circumstances he manages to completely succeed in his task. His one roll of 11 is well over the tricode of 9 that he needs for Complete success. With this level, he also learns that only TWO of the renegades passed by here and that one of them was slightly wounded. Knowing this, he can now follow the pair up the hill or back track to (hopefully) find the spot where the group broke up and start to trail the others.

In this example Peltier rolled dice that would have allowed him to succeed at any level. Of course, he chose to act upon the highest Success Level that he achieved, that being Complete success, and gained all the information that the lower levels would have provided to boot. Note that even if he hadn't rolled any successes at, say, the Moderate level (if his rolls of 5, 5, and 6 had all been 1s and 2s), he STILL would have picked up the info that he would have received from that level. A success at any level means that you get whatever you would have from a success at a lower level even if you didn't actually roll any successes at that level. That is to say, if you only roll 1D6 for a task with a 2/4/6 tricode and manage to roll a 6, you have achieved a Complete success, even though you haven't actually rolled successes at Moderate and Minimal.

2.6 TRICODE MODIFIERS

The tricodes listed in the skills section are the ones used under "optimal" circumstances, times when there is nothing going on that would make it harder for you to succeed at what you were doing. Let's face it, you would be less likely to succeed at, say, climbing a mountainside at midnight, in a blinding lightning storm, with your leg broken and carrying an unconscious teammate on your back than you would be under "normal" circumstances. And when the going gets rougher, your tricodes get higher. To reflect differing levels of difficulty in performing various tasks, the GM will assign

"Tricode Modifiers" which increase or decrease the numbers you need to achieve the various success levels of that tricode. Tricode Modifiers can take several forms.

A 'Flat' Mod adds evenly to all levels of a tricode. So a 2/4/6 tricode with a 'flat' mod of +1 would become a 3/5/7; the same tricode with a flat mod of +3 would become a 5/7/9, etc. Note that if a negative number is added to a positive one, you really end up subtracting the negative number from the positive one, so a flat mod of -1 subtracts one from each number in the tricode. A tricode of 3/5/7 with a flat mod of -1 would become a 2/4/6. Remember that all tricodes must increase in size from left to right, and that zeros are not allowed. The lowest that a tricode sequence could ever become is 1/2/3. NO modifications can EVER reduce a tricode's values to lower than this. If a task is ever deemed to be so easy to perform that this minimum tricode value seems too challenging, then just say the character succeeds and get on with it!

An 'Expanded' Mod adds different amounts to the three tricode numbers, usually adding more at the higher levels. An expanded mod resembles the tricode itself, with the three numbers added to their corresponding tricode number. For example, a 2/4/6 tricode modified by an expanded mod of +1/2/3 would end up as a 3/6/9 tricode: $2 (+1 \text{ mod}) = 3$ / $4 (+2 \text{ mod}) = 6$ / $6 (+3 \text{ mod}) = 9$. The same comments about the minimum value of a tricode, from above, apply in equal force here. Note that, unlike the tricode itself, an expanded mod CAN have a +0 in its progression. For example, an expanded mod for a task could conceivably look like this: +0/1/3, or even +0/0/1.

A +Flat Mod is usually applied when there is something going on that just makes it generally harder for you to succeed — poor visibility, wounds, great distance, stuff like that. Beneficial flat mods (-flat mods), conversely, are applied when there is something going on with the task that makes it easier than normal to complete. A Phaser To Hit tricode is subject to a -2 flat mod if the target is immobile for instance.

A +Expanded Mod is usually applied when there is a situation that makes it less likely that you would achieve a HIGH Success Level without necessarily greatly reducing a lower Success Level.

For example: Suppose that you are trying to remember an important fact about a Klingon Admiral, and you are using your General Knowledge skill—Current Klingon Naval Officers—for the task. The GM rules that while it is very likely that you would know something relevant about this Admiral, it is much less likely that you would know the specific fact you are looking for. He rules that your General Knowledge tricode, normally a 4/6/8, gets a +0/2/4 expanded mod for this task. Your final tricode is 4/8/12, where a 4 gets you some relevant but trivial bit of info about the Admiral, an 8 gets you some important and useful but still incomplete info, and a 12 gets you the whole, dirty story. If your best roll was a 1 or 2, you Botched. The GM gets to make up some horrible half truths, and you have to suffer through deciding what's useful info and what's total fabrication.

Note: This is an example of one of the few times when the GM will make a "secret die roll" so that the players will not know if the information they received was complete or correct, only that it is all they know.

Unsupported Skill Tasks, as detailed earlier in this section, are subject to a special tricode modifier. If you don't have even one level in the skill you are trying to use, then your tricode is DOUBLED after all other modifications are applied. Even if you've spent the requisite CIPs to bring a new skill up

to "0" (see Improving Skills and Characteristics in Section Seven: Advancement and Reward), if you don't yet have that first skill level, then you are subject to the tricode doubling for an unsupported skill task.

For example: In the previous example of Lt. Azundur'kar's Bribery attempt, it was noted that the Lieutenant was attempting an unsupported skill task. If the normal Bribery tricode is 4/6/8, and Azundur'kar picked up a flat mod of +2 for trying to bribe a trained security officer, then the modified tricode for the task (for someone that knew what they were doing) would be 6/8/10. But since Azundur'kar DOESN'T know what he's doing, this tricode is DOUBLED to 12/16/20! He still has a chance, of course, but he shouldn't get too excited about his prospects of looking into that lifter in the near future. Note that in this case Azundur'kar will Botch this task if he fails to roll AT LEAST a 7 on his task dice. As stated above, unsupported skill tasks are to be avoided.

VERY IMPORTANT – Characteristic tasks are NEVER considered unsupported. That is to say, a tricode for a Characteristic task is never doubled due to the lack of a "supporting" skill.

2.7 SUPPORTING SKILLS

There are times when the successful completion of a difficult task could, and should, draw upon more than one of a character's abilities. Suppose, for instance, that a character is performing a delicate surgical operation. The Surgery skill is obviously being used, but let's say the Doctor also has the Fine Work skill and the GM informs him that the use of that skill would greatly improve his ability to complete the procedure. How would this be handled?

When a character attempts a task that the GM rules may have more than one skill that is applicable to its completion, the GM must decide which of those skills is the main, or Primary skill, and which other Supporting skill (if any) may be used in conjunction with the Primary skill. Use of a Supporting skill is always the player's decision; if he doesn't want his character to use the skill, he doesn't have to.

If the player does decide to use a Supporting skill, though, the Supporting skill task test is rolled first. The result of the Supporting skill test then determines what mods, if any, will be applied to the Primary skill test.

Complete Supporting skill SL applies a Flat -1 to the Primary task tricode.

Moderate Supporting skill SL applies a -1/-1/+0 Expanded mod to the Primary task tricode.

Minimal Supporting skill SL applies a -1/+0/+0 Expanded mod to the Primary task tricode.

Failure Supporting skill SL has no effect upon the Primary task tricode.

Botch Supporting skill SL applies a Flat +2 to the Primary task tricode.

In the previous example, Surgery is obviously the Primary skill and Fine Work is the Supporting skill. The Doctor has 6 dice in Surgery and 5 dice in Fine Work; he is a trained professional. Rolling his Fine Work task test FIRST, he scores a Complete Success. This then lowers his Surgery tricode (the Primary skill tricode) from 4/6/8 to 3/5/7. Had the Fine Work Task been Botched, however, the Surgery tricode would have increased to 6/8/10! Of course, the GM is free to change the mod values of the SLs listed above to suit the needs of

the situation. Sometimes a Supporting skill might be **absolutely critical** to the successful completion of the Primary task, in which case he would probably increase the mod values listed. (In such a situation, the Botch mod would most likely also be increased.)

Note that the GM may also rule that there is more than one Supporting skill that could be applied to the Primary task test. In this case, ALL the Supporting task tests are resolved FIRST, and their mods, if any, are then tallied and applied to the Primary task test.

For instance, suppose in the above example that the GM ruled that not only was Fine Work a Supporting skill, but that the Medical skills Vulcan Physiognomy and Vulcan Respiratory Medicine (the Doctor conveniently has both skills!) are also potential Supporting skills. In this case, the Doctor would make THREE Supporting skill rolls and tally the results before making his Surgery task test. Suppose the Doctor rolled a Minimal SL for Fine Work (-1/+0/+0), a Moderate SL for Vulcan Physiognomy (-1/-1/+0), and a Complete SL for Vulcan Respiratory Medicine (a Flat -1). In this case, the total mod for the Primary Surgery task would be -3/-2/-1 expanded, reducing the 4/6/8 Surgery task to 1/4/7. Note that in the case of Continuing Task Attempts, the Supporting skill mods would apply to EVERY Primary task attempt, not just the first one. It would be the GM's call, however, as to whether he would allow a long series of Continuing Task Attempts for the Supporting skill tests.

2.8 RECIPROCAL RESPONSE TESTS

Any task described as a Reciprocal Response Test is one that allows the target or object of the initial task attempt to resist or in some other way directly reduce or undo the Success Level (SL) of the initial attempt. The characteristic and/or skill that the reacting character may use for the opposing task test is usually specified in the skill or task description, but other skills/characteristics may be employed at the GM's discretion. In these contests, the initiator of the action, if he is competent, will usually have the advantage. The following procedure is used to conduct a Reciprocal Response Attempt. The initiator makes his task roll, as usual, and determines his SL for the task. The responding character makes a characteristic or skill roll to OPPOSE that SL in a manner that is determined by the type of action that he is opposing.

If the character is responding to the use of a SKILL or a CHARACTERISTIC, such as Fast Talk or Discipline, that requires the use of a different skill or characteristic to oppose, then his opposition tricode is determined as shown in the table below.

Success Level	Tricode Number
Complete	Recip. Task Dice/Characteristic Level +6
Moderate	Recip. Task Dice/Characteristic Level +4
Minimal	Recip. Task Dice/Characteristic Level +2

The results of the Opposition test are shown below.

Opposition SL	Initial SL Effect
Complete	-3 Levels
Moderate	-2 levels
Minimal	-1 Level
Failure	No Effect
Botch	+1 Level

In other words, the Opposition tricode for the Reciprocal Response test is 2/4/6, with a flat mod equal to the initiator's task Dice/Characteristic level.

It will usually be the case that a Reciprocal Response Test cannot reduce the final task SL to below Failure (i.e., you usually can't force someone to Botch by means of a Reciprocal Response Test). Remember, though, that this is the GM's call, and if he feels that it is appropriate to rule that a Botch is the result of a particular Reciprocal Response Test roll, so be it! And, as always, it is up to the GM to assign mods for role-playing and situational factors.

For example: Lt. Commander Peltier is attempting to PERSUADE a colonial official to allow his team to do something a little out of the ordinary in the colonial archives. The official, of course, doesn't want to be persuaded. It is a Reciprocal Response attempt on Peltier's part. Peltier rolls his 5 Persuasion dice and achieves a Complete success level. The official rolls his Discipline characteristic in D6, 4D6 in this case, against a 7/9/11 Recip. tricode. (Peltier's Task Dice of 5, +2/4/6 determines the Recip. tricode.) The official achieves a Minimal SL, which, according to the table above, reduces Peltier's final SL by one, down to a Moderate SL. If the Official had rolled a Moderate SL, then Peltier's final SL would have been Minimal, etc.

Lt. T'Pon is using a Psionic ability that requires a character to make a Reciprocal Response Test using his Logic characteristic to resist. T'Pon's Discipline characteristic is a 6, meaning that the Recip. test would have a tricode of 8/10/12. T'Pon scores a Moderate SL, but her opponent Botches his Reciprocal Response Test, rolling no dice higher than 4. This RAISES T'Pon's final SL by one, to Complete.

Note that in the case where a character Botches a Reciprocal Response Test versus an opponent who has already scored a Complete SL, the final SL doesn't get any better. You can't get better than a Complete success!

If two characters are opposing one another using the SAME characteristic or skill, such as two men arm-wrestling (Strength characteristic) or playing chess (chess skill), use the following procedure to resolve Reciprocal Response Tests. Allow both characters to roll their skill/task dice versus whatever tricode is called for. Each character will get "points" based upon his achieved SL, as shown on the table below.

SL Achieved	"Points" Awarded
Complete	3
Moderate	1
Minimal	0
Failure	-1
Botch	-3

These "points" are an abstraction that measure how close one or the other of the opposing characters is to "winning" his contest.

If the contest is an instant one, one that is resolved in a single action or in a very, very short time, then whichever of the characters scores more points wins (i.e., whichever of them achieves a higher SL). In the case that both achieve the same SL, then that contest was a tie, or in the case where a tie is impossible, whichever of them rolled the highest actual number on one of their task dice wins. This method is also

used if the characters are running a foot race or seeing who can bench press the most weight; the highest SL wins.

If the contest is an on-going one, like arm wrestling or chess, where there is room for back-and-forth, give-and-take action, then the following method is used. Each character rolls as above and records the number of "points" he has achieved. As soon as one character or another has exceeded the total points achieved by his opponent by some specified amount, say 10 points, then he is "the winner".

Reciprocal Response Tests should **never** be used for the combat-related tasks described in Section Five: Combat.



SECTION THREE: ACTIONS AND INITIATIVE

Things that your characters do take time, but the question is how much time? Obviously it would take your character longer to climb up the side of a mountain than it would take for him to fire a phaser. Often the GM will just make a rough determination of elapsed time and inform the players of his decision. This sort of "thumb-nailing" often occurs when the passage of time is relatively unimportant to the completion of some task, usually when the characters are not in a combat situation.

Player — "How long does it take to run the analysis on the device we brought back from the planet?"

GM — "About an hour."

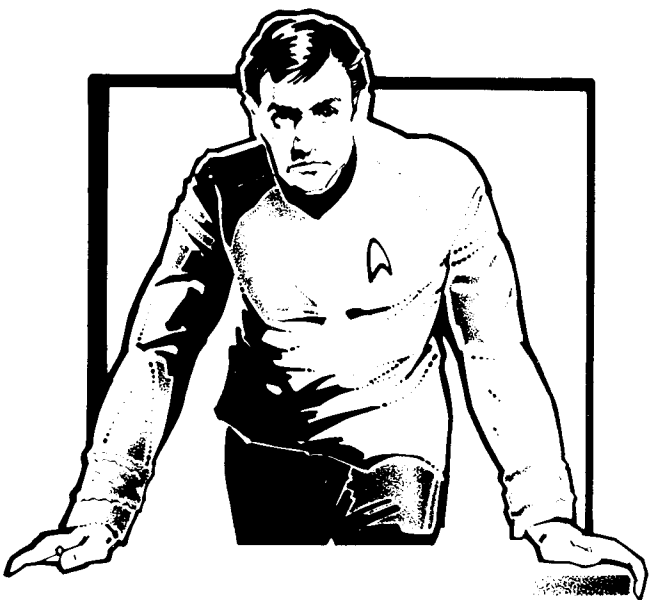
Player — "I walk over to the console (I crawl under the desk/I jump out of bed/I sit at the console/I lean over and pick up my boots/I turn to talk to a character, etc. etc.)."

GM — "Okay, you do it."

It's that simple. Assuming that the analysis of the device in the first example isn't needed to stop the ship from blowing up in the very near future, or that no enemy is shooting at, chasing, or bludgeoning the character in the second example(s), the GM need not refer to dice rolls to answer the player's question of how long it takes.

Note that in these sort of situations strict adherence to the following Actions and Initiative rules are unnecessary, but there **are** times when more precision is called for. For example, when people are shooting at your Team, or when the space station they're on is about to blow up; these are situations where an accurate measurement of game-time is vital. Whenever your character performs a time-critical task test, this section of the rules provides a more precise time scale which is applied to determine just how long it takes a character to complete the task(s) at hand.

To that end, Actions and Initiative breaks time-critical actions into four-second long "Tactical Turns", or simply Turns, and describes the five Levels of Action (LoA) that your character can achieve during such a turn.



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3.1 LEVEL OF ACTION (LoA)

To determine the amount that your character can accomplish in one turn, you make a Speed characteristic task roll vs. a 4/6/8 tricode. This is a special task that is called the Action/Initiative (A/I) Test. A new A/I test is taken at the beginning of each new turn. (The A/I task test is *not* an action in and of itself and is not counted against the number of actions that a character can perform in his turn.) The result of this task test determines what type of actions your character will be able to perform during his turn. You only achieve ONE Level of Action (LoA) per turn which is determined by your BEST roll vs. the tricode just like any other tricode task test. For any turn you will achieve ONE of the following Levels of Action:

COMPLETE success means that your character is capable of making a Complex Action. His initiative (see below) is calculated normally.

A **Complex Action** is just that, a complex series of actions that can be considered as several linked simple actions. A Complex Action is anything that can reasonably be summed up in a simple phrase like: "I run up to the Klingon and kick the disruptor out of his hand." or "I activate the (already armed and sequenced) self-destruct module and run to the transporter pad." or "I grab a new power pack from the satchel and slap it into my phaser as I turn to face the buckling door." The pro forma limit is 'I do something' and then 'I do something else' (usually while someone else stands by, astonished that you could get away with all that before they could react). These two actions do NOT necessarily have to be directly related, as do those in the Simple action, although they could be if you wished.

A Complex Action lets you grab the Ambassador's daughter and swing from the chandelier, sweeping just beyond the reach of the Orion Pirates below, to the safety of the balcony beyond or make two attacks on an opponent before he can react at all! All in all, Complex Actions let you get away with murder, completely baffling those poor slobs who are trudging along at Minimal and Simple LoAs.

In a Complex Action you could move up to twice your Movement, or up to your normal movement and then perform a Simple Action to boot. (NOTE TO GM: Don't get too hung up on measuring millimeters; if it sounds good, let the character go for it!)

MODERATE success means that your character is capable of performing a Simple Action. His initiative is calculated normally. Moving half or more (rounded up) of your Movement (which is equivalent to 3x your character's Speed characteristic) in meters is a Simple action. With a Moderate success, however, you can still move up to one-half of your Movement and still perform a Simple Action, i.e., you can move up to one-half of your Movement and still perform a Simple Action in your turn. The amount of movement used in Climbing and Jumping are detailed in the Skills sections dealing with those skills.

A **Simple Action** is a step down from a Complex Action. A Simple Action lets you perform a single simple but multi-motion activity, where all the component motions have to be directed to the same end result.

MINIMAL success means that your character is still capable of taking a Simple Action, as described above, but with the following restriction: With a Minimal LoA, your character cannot move more than 1 meter in his turn, regardless of his Movement. A character with a Minimal LoA

may ACT normally (with a Simple Action), but he may not MOVE as far.

A FAILURE result means that your character is frozen in place, but he is capable of defensive action at a flat mod of +4. This is not a cumulative mod. If a character Fails his initiative task test, then he is also said to have an initiative of zero, but he is not subject to the +2 mod for his next initiative task test.

A BOTCH result means that your character is frozen in place for that turn and is incapable of taking any actions, even defensive ones, during that turn. He is said to have an initiative value of zero. (See Initiative, below.) Further, a Botch for your character's Initiative task test means that he will be subject to a flat +2 mod on his next Initiative task test. This mod is not cumulative; that is, a character is never subject to a mod of greater than +2 due to prior Initiative task Botches.

LoA TABLE

A/I SL	LoA	Actions/Move	Defensive Actions
Complete	Complex	2x Simple	No Mod
Moderate	Simple	Simple + 1/2 move OR None/Full Move	+1 Flat +1 Flat
Minimal	Minimal	Simple +1m	+2 Flat
Failure	Failure	None	+4 Flat
Botch	None	None	None Allowed

Please note: A character's Level of Damage modifiers (which are fully defined in Section 5.22) apply to the A/I roll.

3.2 INITIATIVE

Ok, now you know what you can do during your turn, but how do you tell who gets to go first? Or second, for that matter. The order that actions are taken in a tactical turn are also related to the Action/Initiative roll. You already know about the Actions part; this is how you determine the order in which you take your actions. The same test roll that determines your Level of Action also determines your Initiative. Whereas in the Level of Action part of the test you only read the best die you rolled, for the Initiative part you look at what you rolled on *each* of the individual dice. Refer to the following chart.

INITIATIVE DETERMINATION TABLE

Success Level scored by individual die	Initiative Point Value
Botch or Fail	0
Minimal Success	1
Moderate Success	2
Complete Success	3

You look up the Initiative Point Value of each die in your A/I roll on this table, which says that each die that scored a Failure or Botch gets you 0 Initiative points, that each die that scored a Minimal success gets you 1 Initiative point, that each die that scored a Moderate success gets you 2 initiative points, and that each die that scored a Complete success gets you 3 initiative points. Add up all the points that you got from your dice. The resulting number is your Initiative for the turn.

The character with the highest Initiative for the turn can choose to go first or delay taking his action until some later point during the turn, even if that isn't until everyone else who has an initiative has taken their actions. The person with the next highest initiative for that turn goes second and can delay his own action until after he has seen everyone else's actions, unless the character who got the first highest Initiative chooses to make the number 2 initiative character go first.

You can never force a character with a higher initiative than your own to use his actions before you do if he doesn't want to. However, you also cannot interrupt another character's action once it has begun. The only exception is taking a Defensive Action, when allowed. (Defensive Actions are discussed in Section 5.25.) But otherwise, if you are delaying your own action until some other character goes, then you cannot yourself act until that character has completed his action. Watch out for bad guys with Complex Actions!

Regardless of your initiative, you cannot hold your action over into the next turn. If you don't take your action before new initiatives are determined for the next turn, then you have forfeited your actions for the current turn.

For example: Lt. Minx Massing, who has a Speed characteristic of 5, is in combat with a Gorn renegade with a Speed characteristic of 2. At the beginning of a new turn, Minx rolls 5 dice for her A/I test and gets the following: 3,4,5,6,8. The Gorn rolls 2 dice for his A/I test and gets the following: 4,6. Both Minx and the Gorn are rolling vs. an unmodified A/I tricode of 4/6/8. Minx's single 8 means that her Level of Action for the turn is Complex. The Gorn's 6 means that his LoA for the turn is Simple. Referring to the Initiative Determination Table above, Minx finds that she has an initiative of 7. Since her A/I tricode is unmodified, the values of the tricode are 4/6/8, just like normal. Minx's roll of 3 is a Failure and gets her 0 initiative points. Her 4 and 5 are both Minimal level successes, so each of them is worth 1 initiative point, for a total of 2 so far. Her roll of 6 is a Moderate level success and is worth 2 more initiative points, for a total so far of 4. Her single roll of 8 is a Complete success, worth 3 more initiative points. So her initiative total is (1+1)+2+3 = 7. The Gorn got a Minimal level success with his 4, worth 1 point, and a Moderate level success with his 6, worth 2 more points. Minx, with a total of 7 for this turn, goes well before the Gorn, with a total of 3 this turn.

Note that under this system it is possible (though uncommon) that someone with a lower Level of Action could go before someone with a higher one.

For example: In the next round of the combat between Minx and the Gorn renegade, the following A/I rolls are made: Minx rolls 1,4,4,5,6, and the Gorn rolls 4,8. Minx's initiative total is 5, while the Gorn's is 4. However, the Gorn achieved a Complex LoA, while Minx only achieved a Minimal LoA. Minx still goes first, but she won't be able to do nearly as much as the Gorn. Don't confuse Level of Action with Initiative!



3.3 TIME AND TIME SCALES

The basic units of time used in Prime Directive are **TIC** (Time – In Combat) and **TOC** (Time – Out of Combat).

A Turn in Prime Directive is four seconds long. In a single four-second turn, a character can accomplish varying amounts toward the completion of some task. The time required for a character to perform an action is measured in **TICs**. Each TIC that the GM rules that a task requires to complete requires the expenditure of a Simple Action on the part of the character performing the task. If a task requires multiple TICs, then it takes the character multiple Simple Actions to complete that task, perhaps taking several turns. Thus, a character with a Moderate or Minimal A/I SL could perform a single 1 TIC task in his turn, while a character with a Complete A/I could perform two DIFFERENT 1 TIC tasks, a 2 TIC action, or 2 TICs of an ongoing action in his turn.

A character with a Failure or Botch A/I SL could not perform even a 1 TIC action during his turn.

Some tasks are listed as requiring 0 TICs to perform. In these cases, the task may be performed as a part of a larger Simple action. Zero TIC actions include things like pushing buttons, dropping things in your hands, dropping down flat onto the ground, etc. As a general guideline, 0 TIC actions may be performed as part of a Simple action and can be performed at any point during the Simple action. However, unless an exception is made by the GM, any single 0 TIC action may be performed ONCE in a single Simple action. Your character could not, for instance, push 50 buttons in a single Simple action, using the rationale that each button is a 0 TIC action!

For example: Rusty is proud of his shooting ability, and he is called upon to show his skill when confronted by a Hostile Alien, who is preparing to throw a large projectile at him. On his first in-combat turn, Rusty rolls a Moderate A/I. Fire Weapon is a 1 TIC task, which is exactly what Rusty scored. But Hostile Aliens are tough, and one shot isn't enough to take it down. Four seconds have gone by. On the next turn, Rusty gets a Complete A/I result, giving him 2 TICs of action that turn, so he has choices. He could move and fire, fire twice, or aim and fire (amongst other things). He chooses to aim and fire. Aiming is a 1 TIC activity (no task test required), leaving him with the other TIC to fire with. The Hostile Alien still doesn't go down. Four more seconds have gone by. On the third turn, Rusty only rolls a Minimal A/I result. The Hostile Alien charges. Rusty would like to run, but his Minimal LoA won't let him get too far. Rusty tells the GM that he wants to drop prone on the ground and fire again. The GM rules that dropping prone is a 0 TIC action in this case, so Rusty can drop and fire in the same Simple Action! You can imagine how it turns out...

While the individual descriptions in the Skills section will list base TIC (and TOC) values for the "standard" time values required to perform various tasks, it is up to the GM to determine modifications to the listed values due to adverse circumstances. These Time Modifiers, or Mods, act in a similar manner to tricode mods. A Task Time Mod of +2, for instance, would add 2 TICs (or TOCs) to the time required to complete the task. A Task Time Mod of x2 would DOUBLE the time required, etc.

For example: The GM rules that, due to strong local interference, Minx's Field Equipment task test with her tricorder receives a x4 Task Time Mod. Her Field Equipment task, usually a 2 TIC task, now requires 8 TICs to complete. If this was not occurring during a combat situation, or if this were not some other situation where time was critical, the GM would simply inform Minx that the task was taking considerably longer than normal. But if this was a time critical situation, the length of time it takes her to use her tricorder suddenly becomes a little more crucial. Minx has to get 8 Moderate A/I or 4 Complete A/I results, or some combination thereof, before she can even roll her task test!

TOCs are used to measure the amount of time that the GM rules an out of combat task requires. TOCs are applied to tasks that take minutes, hours, or days to complete, and as such, TOCs can be assigned any length of time appropriate to the task involved. Sometimes the time value of a TOC is assigned by a skill description, but more often it is determined by the scenario or by the GM.

In a situation where a TOC is equal to hours or days, the GM must take into account such factors as fatigue and unexpected interruptions and consider whether or not the character or characters involved in the task are able to do anything else at all besides the task at hand.

For instance, a character using Survival to forage for food for the team would probably be assigned a TOC value of from several hours to a whole day, depending on the GM's call regarding the abundance of game in the area, etc. If that character was pulled away from foraging for a few minutes to examine an abandoned structure or help a stuck teammate out of a mudhole, or whatever, the foraging attempt would not be adversely affected. However, in a situation where a character has to carefully and consistently monitor the transfer of energy from some phaser power packs into a crashed shuttle's energy cells, a task the GM rules to be a TOC equalling 6 hours, then even a brief interruption might cause the GM to assign some flat mod or even require the character to perform the task all over again! The GM might also ask the character to undergo a Strength or Discipline characteristic task to stave off the effects of strain and fatigue. This would be a GM call and is directly related to the seriousness of the situation.

For example: The Team is quarantined on a virus-stricken moon. All the members will begin to become affected by the virus in 24 hours. The GM rules that the Team Medic must perform the following three Medicine/Pathology tasks: Isolate, Analyze, and Compose Counter-Agent. The GM also rules that each of those tasks has a TOC value of 8 hours. As this is a delicate situation, it means that the Medic must not only achieve Complete success on each of the three tasks if he is to be able to completely defeat the virus before it begins to take effect, but he must also do it uninterrupted. If he fails to achieve the necessary Success Levels in that time, his subsequent task tests will be with whatever mods the GM assigns to reflect the onset of the virus!

In some cases, a Team out of combat might be simultaneously performing various tasks with radically different time scales. For example, the medic might be performing surgery (the GM has ruled the operation will take four hours) while another has gone hunting (the GM has ruled that he can roll for success in finding a local ruminant each hour) while two others are trying to repair various equipment (the GM has

ruled that they can roll for success every quarter-hour). In such a case, the GM will walk the team through the day, having each member roll his task dice at the appropriate points (e.g., the engineers would roll at 0815, 0830, 0845, and 0900, at which time the hunter would also roll). Whenever someone finishes or abandons a task, the GM asks him what he will do next and assigns the appropriate TOC length, noting the time for the next die roll.

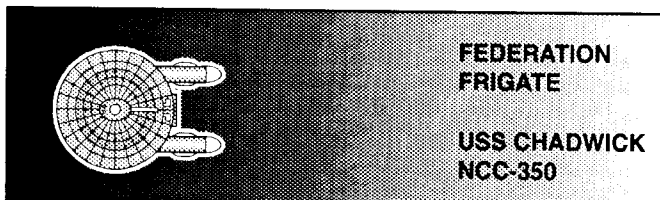
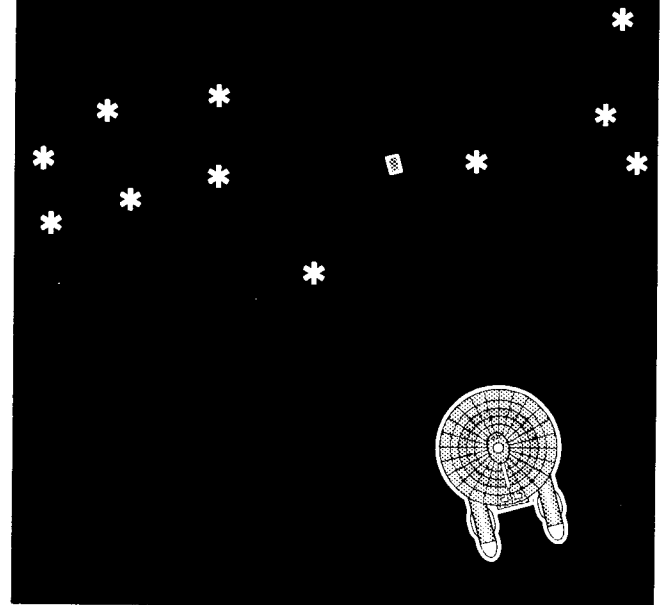
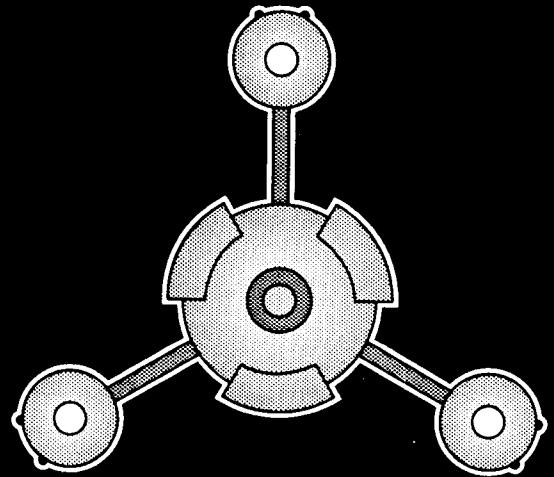
The true rule of thumb for the amount of time (in TICs and TOCs) to apply to specific tasks is **whatever is deemed dramatically appropriate to the situation**. TICs and TOCs are often used as plot devices to put time pressure on the characters to get something done before something else horrible happens.

TICs and TOCs are a part of the game mechanics to allow the GM to control the use and passage of time so that events occur in a structured sequence. They also exist to give you the opportunity to add tension to what would otherwise be a routine series of tasks for the players. There are some time scale guidelines in the individual skill descriptions, but by and large, let the time required to perform tasks vital to the plot expand to fill a dramatically appropriate period. This is NOT to say that you should penalize the players by making each mundane task take so long that either the action slows down unnecessarily or they cannot possibly complete the things they need to get done, especially if they have done everything else correctly.

Don't unnecessarily expand the time required for simple or incidental tasks unless it makes sense because of some special situation or circumstance or because it will add dramatic tension to the scene or overall plot. The Race Against Time is a standard method to spice up a plot line, BUT it should never be impossible or superfluous.

IMPORTANT NOTE TO BOTH THE GM AND PLAYERS:

The spirit of the Action and Initiative rules in Prime Directive are not meant to be a meticulously detailed series of minutely considered "war games moves". Rather, the designers hope that the players (and the GMs) will paint their actions with a wider, more colorful brush. Instead of thinking: "Hmm, could an Olympic athlete REALLY do all that in four seconds," you should think "Have my favorite SF/Adventure movies ever had someone doing this?"



FEDERATION
FRIGATE

USS CHADWICK
NCC-350

BATTLE STATION #10 was cut off by the initial Romulan invasion in Y173. It was six years before a Federation ship, the frigate *Chadwick*, was able to reach the station (and battle stations had food stocks for only two years). The last surviving crewman had locked the station on automatic defense mode, and it destroyed the *Chadwick*. The next mission to Battle Station #10 was by a Prime Team.

**SECTION FOUR:
SKILLS AND SKILL TRICODES**

In this section the following format is used: The skills are arranged alphabetically below the characteristic that supports them, both below and in the appropriate section where they are fully defined. It is there that the base tricode is listed. In parentheses after the base tricode is the CIP cost to learn Level 0 in the skill. Finally, the base application time scale is discussed at the end of each skill description.

4.1 MASTER SKILLS LIST

STRENGTH	
Jumping	47
Rope Climbing	47
Swimming	47
Wrestling	47
ACCURACY	
Acrobatics	48
Drive (Vehicle)	48
Fine Work	48
Fire (Weapon)	48
Free Climbing	48
Heavy Weapons Operation	48
Lethal Damage Attack (AMA)	48
Martial Arts	49
Melee Combat	49
Nerve Strike (AMA)	49
Pilot (Vehicle)	49
Ride (Animal)	49
Skiing	49
Sleight of Hand	49
Sniper	49
Stealth	50
Throwing	50
Vulcan Nerve Pinch	50
Zero Gravity Maneuvering	50
SPEED	
Quick Draw	51
System Speed	51
LEADERSHIP	
Interrogation	52
Negotiation	52
Oration	53
Persuasion	53
Seduction	53
LOGIC	
Astrogation	54
Computer Programming	54
Cryptography	54
Investigation	54
Mathematics	55
INTUITION	
Art	55
Bribery	55
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Fast Talk	55
Gambling	56
Security Procedures	56

DISCIPLINE

Resist Interrogation	56
Survival (by terrain type)	56

DISCIPLINE—PSIONICS

Amnesia	57
Command	57
Confusion	58
Mind Bar	58
Aid Mind Bar	58
Mind Meld	58
Mind Scan	59
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TECHNICAL

Cloaking Device Technology	60
Communications Systems	60
Computer Systems	60
Console Operation	60
Damage Control	60
Demolitions	60
Electronics	60
Field Equipment	60
Impulse Drive Systems	62
Jury Rig	62
Life Support Systems	62
Mechanics	62
Medical Systems	62
Power Generation Systems	62
Sensor Systems	62
Shield Systems	63
Ship's Weapons Systems	63
Transporter Systems	63
Warp Drive Systems	63

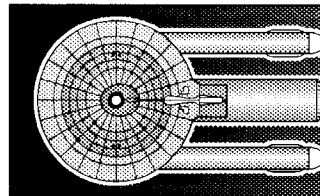
GENERAL KNOWLEDGE

Administration	63
Cultural Knowledge	63
First Aid	63
History	64
Language	64
Law	64
Medicine	64
Natural Sciences	64
Philosophy	64
Physical Sciences	64
Star Fleet Regulations and Operations	64
Surgery	64

PERCEPTION

Blind Fighting	64
Shadowing	65
Tracking	65

(REMEMBER! The CIP cost to learn Level 0 in a skill is applied only for skills acquired when the character is learning new skills with Mission CIP points, AFTER Character Generation has been completed.)



**FEDERATION
FLEET TUG**

**USS PTOLEMY
NCC-3801**

4.2 STRENGTH SUPPORTED SKILLS

The struggle between Adrianna and the Klingon spy changed abruptly as they both discovered their weapons to be empty.

"You have met your match, Prime Scum." He began to maneuver around the Prime Team member.

"Don't be so sure," Adrianna replied, as she shrugged off her backpack. "This is where it gets interesting!"

...see *Wrestling*

Jumping: 4/6/8 (10)

Jumping allows a character to increase the normal distance that he may leap. (See the JUMPING Table in Section 1.14)

Complete SL means that the character may add 1.5 meters to his RUNNING Leap. Divide this new value by 2 to determine his STANDING Leap, and by 4 to determine his Vertical Leap.

Moderate SL means that the character may add 1 meter to his RUNNING Leap. Divide this new value by 2 to determine his STANDING Leap, and by 4 to determine his Vertical Leap.

Minimal SL means that the character may add .5 meters to his RUNNING Leap. Divide this new value by 2 to determine his STANDING Leap, and by 4 to determine his Vertical Leap.

Failure means that the character does not affect his basic Jump distance.

Botch means that the character HALVES his normal Jumping distance. Normally, this means that the character will be experimenting with new and different ways to (briefly) amuse himself while in freefall. Alternately (at the GM's discretion), it means that the character has leapt just far enough to look stupid while desperately scrambling and grasping for something (anything!) on the other side of whatever it was that he was jumping over. An Accuracy Characteristic task with a flat +2 or so is about right for this, unless one of the bad guys over there feels like playing "This little piggy..."

Jumping is a 1 TIC action. However, to make a Running Jump, a character must have at least a Moderate SL to be able to move the required 3 meters.

Rope Climbing: 3/4/5 (5)

Allows the character to climb up and down a rope without fear of falling off.

Complete SL means that the character climbs 100m up or 200m down.

Moderate SL means that the character climbs 30m up or 100m down.

Minimal SL means that the character climbs 10m up or 20m down.

Failure means that the character is stuck and cannot go up or down.

Botch means that the character loses contact with the rope and, unless restrained in some manner, will fall.

If the Climb task is performed out of combat or over very long distances (climbing up or down mountains or buildings, etc.), the time required to climb the distances listed above should be ultimately determined by the GM, taking into account the general difficulty of the climbing surface as well as other factors, but a good starting TOC value would be 2 minutes per task attempt.

If the Climb task is being performed in combat or over a short distance (10 meters or less up or 20 meters or less down), say rappelling out of a shuttle or climbing a one or two

story building, the TIC value of 2 or 3 should be used; divide the distance climbed above by 10 for each level of success.

Swimming: 3/4/5 (3)

Complete SL allows the character to swim twice his Strength characteristic in meters during his turn.

Moderate SL allows the character to swim his Strength in meters during his turn.

Minimal SL allows the character to move one meter during his turn.

Failure means that the character is beginning to founder.

Botch means that the character is going under.

For each subsequent occasion that the character rolls a Failure or Botch SL without having first rolled a Minimal SL or better, he will take 1 box of Stun damage per turn until he becomes unconscious, after which he will take 1 box of Lethal damage per turn.

Each swimming task requires 1 TIC. For long distance swimming (to shore from a sinking boat or long scuba jaunts to reefs, wrecks, etc.), assign a TOC value of 3 minutes and multiply the distances listed above by 50, or assign a TOC value of 15 minutes and multiply the distances by 250.

Wrestling: 6/8/10 (8)

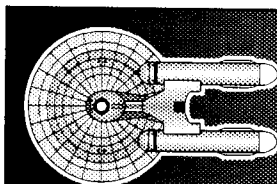
Allows the character to employ brute strength instead of Speed and Maneuver as an attack form. As can be seen from the higher task tricode, Wrestling is not as efficient as Martial Arts. However, once a Complete Success Level has been scored on an opponent, Wrestling becomes a HEAVY damage maneuver as the wrestler literally squeezes the life out of his grappled opponent.

Wrestling may also be used to Pin or incapacitate an opponent. If a character using Wrestling states his intention to PIN his opponent at the beginning of his action and achieves a Complete SL, he has Pinned his opponent. In this case, the Defensive Action maneuver (either Block OR Dodge) may be used to counter the attack, and the effects are counted as a Reciprocal Response against the Martial Pin attempt. If the attacking character is attempting to Pin a character who is unable to perform a Defensive action, the Pin attempt will succeed if the character achieves an SL of Minimal or better.

Once a character has been successfully Pinned, any attempts to free himself will be resolved as a "Point Winner" contest between the original attacker, using his Strength or Wrestling ability (attacker's choice) and the pinned character's Strength or Wrestling or Martial Arts ability (pinned character's choice). The Point Contest should be resolved using the standard 10-point scale. Until the Pinned character has exceeded the original attacker's "score" by at least 10 points, he is still Pinned.

A Pinned character cannot perform any action except to try to escape from his attacker. A Pinned character may not perform defensive actions, and any further attacks made against such a character are resolved as if the character was Immobile and as if he had Botched his A/I roll. At the GM's discretion, the Pinned character may or may not be able to talk, scream, etc.

Each wrestling task requires 1 TIC.



FEDERATION
LIGHT CRUISER

USS REPULSE
NCC-1503

4.3 ACCURACY SUPPORTED SKILLS

Peltier fingered the lump on the back of his head where the Lyran Stalker had struck him moments before.

"He's getting away with the data chips!" yelled one of the compound guards as the feline spy raced for freedom with the speed of a jungle cheetah.

Unperturbed, Peltier's face broke into a evil grin as he spied the base's corral of strong limbed Astralan Hammer Beasts. As he jumped upon the back of the sleek riding beast so much like the plains horses he had ridden in his youth on Earth, he heard Hodgeson call out behind him.

"Hey, Commander, what do you think you're doing?"

"I don't know," replied Peltier, "I'm making this up as I go along!"

...see Ride Animal

Acrobatics: 4/6/8 (8)

Allows the character to make rolls and tumbles and land on his feet.

Complete SL allows the character to add +3m to his Movement for that turn OR counts as the character Moving Erratically without a loss of Movement. Complete SL also allows the character to make astounding leaps or dives over and under obstacles and come up on his feet at the end.

Moderate SL allows the character to add +2m to his Movement for the turn. This means that the character can move erratically for the turn with a net addition of +1m to his reduced Movement. Moderate SL means that the character can perform reasonably exciting jumps and dives and come out on his feet.

Minimal SL adds +1m to the Character's Movement for the turn and allows him to make minor jumps and dives.

Failure means that the character cannot do anything particularly Acrobatic this turn, but suffers no penalties.

Botch means that the character has fallen on his face (or worse). His Movement for that turn is 0, and he ends his turn Prone.

Acrobatic tasks require 1 TIC.

Drive (Vehicle): 4/6/8 (5)

Allows the character to operate a particular type of ground effect vehicle. Categories include All-Terrain (ATV), Hover, Light Tire and Track Driven, Heavy Tire and Track-Driven, and Military Armored Fighting Vehicle (AFV).

Complete SL allows the driver to make a dangerously tight turn or safely maneuver between impossibly tight obstacles, all at 110% of max speed. Lesser drivers trying the same maneuvers at that speed would probably crash.

Moderate SL allows the driver to maneuver at about 75% top speed, without messing up the vehicle's finish too badly, or perform some other difficult, but not too challenging, feat without trouble.

Minimal SL keeps the vehicle on the road but forces the character to slow to about 50% of top speed.

Failure either damages the vehicle or forces it to almost a halt while the driver gingerly maneuvers the vehicle through or around the tough spots.

Botch means that the vehicle has crashed. End of statement.

Typically, a Drive task requires 1 TIC to avoid an obstacle or make a vehicle control task, but GMs may wish to apply generic TOC task tests at whatever intervals they deem appropriate. The GM may rule that while driving an ATV across particularly rugged terrain the driver must perform a

Drive task every hour or two hours, etc., yielding a TOC value of one or two hours, etc.

Fine Work: 4/6/8 (8)

This skill allows the character to perform extremely fine manipulations and otherwise do exceedingly delicate work. Surgery, Electronics, or Archeology, just to name a few, will sometimes call upon a character to perform Fine Work.

Complete SL means that the character got the wire right where it was supposed to be or repaired the vein in the patient's brain just right. This Success Level ensures that the procedure was performed perfectly, and whatever was being manipulated wasn't damaged or misplaced in any way.

Moderate SL means that the character got the work done in more or less the way he wanted it. The works are a little bit off, but it shouldn't matter unless bumped around a bit.

Minimal SL means that the character got the thing in or out of place, but barely. It's kind of bent up and not attached too well. It works, for the moment, but don't count on it staying that way for too long.

Failure means that the work was not performed. The whatever is either still where it was if the character was trying to remove it or not in place at all if he was trying to install it.

Botch...Oh boy, now you've done it! The character has completely messed up, breaking the object of the manipulation or damaging something vital around it.

The time scale for the Fine Work task may be as short as 1 TIC for a single solder join or chip installation, or it could be much longer, such as TOC = 1 hour or even TOC = 1 day, for complex surgical procedures or delicate fossil removal. The GM will determine the time scale.

Fire (Weapon): 4/6/8 (8)

See the COMBAT section for details.

Fire (Weapon) requires 1 TIC.

Free Climbing: 4/6/8 (5)

Allows the character to scale a vertical surface, such as a cliff face, tree, elevator shaft, outside of a building, scaffolding, ductwork, etc., with no rope or other climbing aids. Halve the success distances from Rope Climbing, above.

The time scale for the Free Climbing task is identical to the Rope Climbing task, listed above in the Strength-supported skills section.

Heavy Weapons Operations: 4/6/8 (15)

See the COMBAT section for details.

Heavy Weapons operation requires 1 TIC.

Lethal Damage Attack: (AMA) (15)

A Lethal Damage Attack (LDA) is an Advanced Martial Arts (AMA) technique used to quickly dispatch an opponent. Unlike normal Martial Arts skills which are used to trip up and bludgeon an opponent, LDA is a no-nonsense, quick take down maneuver meant to kill an opponent. Unlike normal Martial Arts, which inflict Stun damage, LDA causes Lethal Damage.

When your character wishes to employ an LDA, he must state his intention to do so before the attack is made. Having done so, he resolves the attack as follows: Roll the attack as normal but ADD a number of dice to the Martial Arts task dice equal to one-half your character's LDA skill. The test is resolved with a flat +2 mod plus one-half of the target's Kinetic AR, as an additional mod. LDAs are considered Martial Arts attacks, and they use either the listed Strength D# mods or one-half your character's LDA skill, whichever is HIGHER.

Armor has no further effect than what is discussed above (i.e., stops none of the damage), but Block tasks are resolved normally.

As with all AMA skills, a character cannot have a Skill Level in LDA that exceeds his skill level in Martial Arts.

Lethal Damage Attack requires 1 TIC (which also includes the time required to make the base Martial Arts attack).

Martial Arts: 4/6/8 (12)

See the Combat section for details. Martial Arts require 1 TIC.

Melee Combat: 4/6/8 (12)

See the Combat section for details. Melee Combat requires 1 TIC.

Nerve Strike: (AMA) (15)

A Nerve Strike is an Advanced Martial Arts Technique used to incapacitate a humanoid opponent. When your character intends to use a Nerve Strike, he must state that intention before the attack is made. Having done so, he then makes a normal Martial Arts attack but ADDS a number of task Dice equal to one-half his Nerve Strike skill. Apply a flat mod of +2 plus TWICE the amount of Kinetic AR possessed by the defender to the attack tricode.

Complete SL renders the target unconscious, filling in all of his Stun Capacity boxes plus a number of boxes equal to one-half the attacking character's Skill in Nerve Strike.

Moderate SL fills in half of the target's remaining Stun Capacity, round up.

Minimal SL simply inflicts 1 box of Stun damage.

Failure results in no damage being inflicted.

Botch results in the loss of the attacking character's next action.

Armor has no further effect on the SL of the attack beyond what is listed above. Block attempts work as usual. As with all AMA skills, a character cannot have a Skill Level in Nerve Strike that exceeds their skill level in Martial Arts.

Please note: Characters will not necessarily be familiar with the physiologies of every alien they face, and the GM is free to introduce mods in this event.

Nerve Strike requires 1 TIC (which also includes the time required to make the base Martial Arts attack).

Pilot (Vehicle): 4/6/8 (8)

This skill operates in all ways like the skill Drive (Vehicle), except that the Piloting skill is used to control vehicles that fly or glide.

As with driving, the typical time value for the Pilot task is 1 TIC, although the GM may assign TOC values for long flights through adverse conditions.

Ride (Animal): 4/6/8 (5)

This skill operates in all ways like the skill Drive (Vehicle), except that the Ride skill is used to control riding creatures, such as Terran horses, Vulcan Sel'Layts, and Astralan Hammer Beasts.

The Ride task functions in all ways like the Drive task, above, in terms of time scale, but with animals rather than mechanized vehicles.

Skiing: 4/6/8 (6)

Skiing is the skill used to navigate down an incline on foot-bound runners, or the local equivalent. Refer to the Drive (Vehicle) skill for Success Level guidelines.

The Skiing task works like the Drive task in terms of Time Scales, but with a shorter TOC value to make an indicative task test for a single downhill trip.

Sleight of Hand: 4/6/8 (5)

Allows the character to palm a small object, or generally fool an observer as to the actual location of some small object the character was handling. This is a Reciprocal Response Test vs. Perception.

Complete SL allows the character to completely fool even an attentive observer as to the end location of a small object.

Moderate SL allows the character to fool someone as long as they aren't watching too closely or expecting a flim-flam. Someone expecting a move or just watching the character closely will spot the move on a Reciprocal Response Perception characteristic test SL of Complete.

Minimal SL is only slightly better than pulling the move when no one was watching. Even a casual observer is allowed to make a Reciprocal Response Perception characteristic test to notice the move. If they score a Moderate SL or better, they spot the move.

Failure means that the character probably didn't fool anybody.

Botch means that not only did the Sleight fail, but the object of his attempt falls obviously to the floor or goes skittering across the table in full view of everyone around.

Sleight of Hand is a 0 TIC action, but the character must have at least 1 TIC during his turn to perform it.

Sniper: 4/6/8 (15)

As indicated in the Combat section, the accuracy of most rifle type weapons drops off drastically past the optimum listed range. This is for normal "from the hip" fire where the firer is running around, trying to get off a couple of shots every few seconds at whatever targets present themselves. The Sniper skill allows the user to trade time, movement, and scope of targets for greatly improved accuracy over a considerably longer range.

There is a flat +2 mod for a shot taken at Moderate Range, a flat +4 mod for a shot taken at Long Range, and a flat +6 mod for a shot taken at Extreme Range.

Complete SL on the Sniper test offsets ALL mods for Range when the attack is made.

Moderate SL on the Sniper test offsets +4 of the Range Mods when the attack is made.

Minimal SL on the Sniper test offsets +2 of the Range Mods when the attack is made.

Failure has no effect on the normal To Hit tricode.

Botch means that the Sniper has fired prematurely. Make the attack using the normal To Hit values for range, etc., and apply another flat +2 when everything else is said and done.

The chief value of the Sniper skill is that it may be performed multiple times before the actual attack is made, using the 3 Minimal=1 Moderate, 3 Moderate=1 Complete rule (also called the 3 to 1 rule) to achieve higher and higher SLs before pulling the trigger. This represents the Sniper spending extra time lining up his shot. There are NO Repeated Task mods applied for this test (i.e., given sufficient time and judgement, the Sniper is sure to be able to line up his shot properly). The total SL achieved **at the time the attack is actually performed** is the one that affects the Range Mods for the Fire

(Weapon) task. As there will be times that the GM will limit the amount of time that the Sniper has to perform his task, the SL of the Sniper task will not always be Complete.

A Failure result on the Sniper task test (in progress) will automatically drop the currently achieved SL of the task by one level, representing the target stepping behind some cover or another individual getting in the way, etc. (i.e., a Failure result would drop a Moderate SL to a Minimal, Minimal to Failure, etc.). Such a drop in SL takes the SL to the very bottom of the 3 Minimal=1 Moderate cycle, forcing the Sniper to work his way all the way up through the SLs again using the 3 to 1 rule, regardless of how many "partial" successes he had achieved before the Failure result. A Failure result will never drop the Sniper down to a Botch SL.

A Botch result on the Sniper test will cause the Sniper to immediately fire at the target with a Botch SL on his Sniper task (itchy trigger finger...).

Once the target becomes aware of the presence of the Sniper (i.e., he fires or is spotted by someone), all Sniper tasks are subject to a flat +2 mod.

In order to qualify to use the Sniper skill, the Sniper must fulfill certain conditions. He must not be expending ANY of his Movement, and the weapon itself must be equipped with a device known as a Sniper Rig. This allows the weapon to be held absolutely still and trained on target. Without such a Sniper Rig, the Sniper Tricode is at a flat +4. The Sniper must also track only one target at a time. If he wishes to switch from one target to another, he must start his Sniper SL accumulation all over again. (It also stands to reason that the Sniper must find some concealed location from which to conduct his attack.)

It takes 5 TICs to set up a Sniper Rig and another TIC to get "set". Each Sniper Task roll requires 1 TIC. The Sniper cannot FIRE his weapon in the same TIC that he performs his Sniper task.

Stealth: 3/5/7 (8)

Allows the character to move in such a manner that he is unseen and unheard by those around him. This is a Reciprocal Response Test vs. Perception.

Complete SL means that the character melts into the shadows and slinks along making less noise than the rustling of the wind. Unless another character has some device or capacity that greatly elevates his sight/sound perception, or is using a sense other than sight/sound for perception, there is no chance of the stealthing character being perceived.

Moderate SL means that the character uses the available cover in an adequate manner, greatly reducing his chances of being observed or detected. He is detected if another character makes a modified Perception characteristic test at a Complete Success Level. Remember that Reciprocal Response tests apply the inverse of the original test's mods to their own tricode.

Minimal SL means that the character didn't run out into the enemy camp screaming "Here I am!" A Moderate SL on the Reciprocal Response Perception test spots the character attempting to be stealthy.

Failure means that the character wandered right into someone's line of sight. A Minimal SL on the Reciprocal Response test spots the hapless sneaker.

Botch means that the character in fact wandered into the enemy camp and yelled "Here I am!" Everyone in the area knows exactly where the character is at that moment.

Stealth tasks can be as short as 1 TIC, to silently enter a room or step into a shadowy doorway, or as long as TOC = several minutes, for infiltrating an enemy camp or sneaking

around to approach a sentry. The GM will determine the time scale for any particular Stealth task.

Throwing: 4/6/8 (8)

See Combat section 5.11 for details.
Throwing requires 1 TIC.

Vulcan Nerve Pinch: 2/4/6 (5)

The Vulcan Nerve Pinch is a special combat technique, **available only to Vulcan characters**, which is used to incapacitate a humanoid opponent. Vulcan characters will not necessarily be familiar with the physiologies of every alien they face, and the GM is free to introduce mods in this event.

Despite the similarity to the AMA skill Nerve Strike, the Vulcan Nerve Pinch is NOT a Martial Arts skill and is not dependent upon the character's possession, or use, of the Martial Arts skill in any way.

Since the Nerve Pinch is essentially a "touch" attack, characters may attempt to either Dodge or Block the attack. The choice is left to the defending character. The effects of the Defensive action on the Nerve Pinch are slightly different than they are for regular attacks. Since the Defensive action directly affects the attacker's tricode rather than affecting the damage inflicted, the Defensive action is resolved BEFORE the Nerve Pinch attack is made, rather than afterwards.

Complete Dodge/Block SL completely negates the Nerve Pinch attack.

Moderate Dodge/Block SL applies a flat +4 to the Nerve Pinch tricode.

Minimal Dodge/Block SL applies a flat +2 to the Nerve Pinch tricode.

Failure has no effect upon the Nerve Pinch attack.

Botch reduces the Nerve Pinch tricode to 1/2/3, before other mods are applied.

As you can see, the Nerve Pinch works best versus a target that is restrained or surprised. Further, apply a flat mod of TWICE the amount of Kinetic AR possessed by the defender to the Nerve Pinch tricode.

Complete SL renders the target unconscious, filling in all of his SDC boxes plus an additional number of stun boxes equal to one-half the Vulcan character's Skill in Nerve Pinch. (The target will be out for quite a while.)

Moderate SL fills in a number of SDC boxes equal to one-half of the target's Stun Capacity. Note that this means that if the target is already one-half or more "stunned", he WILL go unconscious.

Minimal SL simply inflicts 1 box of SDC.

Failure results in no damage being inflicted.

Botch results in the loss of the attacking character's next action (i.e., he automatically Botches his A/I test, or in the case of a Botched Nerve Pinch task performed with the first half of a Complex Action, the second half of the action is lost). Armor has no further effect on the SL of the attack beyond what is listed above.

A Vulcan Nerve Pinch is a 1 TIC action.

Zero Gravity Maneuvering 4/6/8 (6)

This skill allows a character to successfully maneuver in an environment where there is no gravity. A Zero-G test is made at the beginning of each combat turn in a Zero-G environment. This test takes no time and is performed before A/I rolls are made for the turn. The SL of the Zero-G test will directly affect the tasks that the character attempts to perform for that turn in the following manner:

Complete SL means that the character has got his "space legs" under him and is not hampered in any way by the lack of gravity. This means that the character has no base

mods applied to any task tests taken that turn due to lack of gravity. (The GM may still wish to apply any special mods he deems appropriate to the situation however.) The character's A/I roll is taken as normal, with no mods for the unusual environment. A character with this SL may move up to five times his Strength characteristic in meters if he attempts to leap across an open area, or he may climb up to his normal Movement along a surface. A leap requires an Accuracy characteristic test (use a 4/6/8 tricode) at the point at which the character "lands" on the other side. Movement along a surface does not require a Climb skill test.

Moderate SL means that the character is maneuvering well despite the awkwardness of the situation, with only minor impairment to his ability to act. All his actions for the turn are resolved with a flat +2 mod. This includes his A/I test. The character may still move as described above.

Minimal SL means that the character is getting around as planned but with major impairment to his ability. All his actions are resolved with a flat +4, including his A/I test.

Failure results in the character's inability to do anything for the duration of the turn. His A/I SL is an automatic Failure. If the character is still in motion from a previous turn, he may not attempt to alter his course by tumbling and has a flat +4 imposed to his "landing" task test, which is the only action that he may attempt during the turn.

Botch means that the character has become completely disoriented by the lack of gravity. His A/I SL is an automatic Failure. If he was anchored to a surface, he drifts free and floats 2D6 meters away in a random direction. If he was in motion, his wild flailing causes him to spin off in a random direction a distance in meters equal to the sum of a number of D6 equal to his Strength Characteristic. If this direction and distance brings him into contact with a surface, he automatically strikes the surface and takes Stun Damage equivalent to one-half his Strength characteristic

Note that the mods listed above take into account not only the character's own attempt to maneuver, but also their having to deal with the peculiarities of the Zero-G movement of other bodies around them. A character may partially offset the mods for his actions by voluntarily limiting his own movement. If a character is attempting to interact with an object or person that remains motionless relative to his own frame of reference, then he will operate with a maximum mod of flat +1, regardless of his Zero-G SL. This assumes that the character is anchored in a stationary position in some way. If the character is anchored but attempting to interact with an object or person which is **not** stationary relative to his frame of reference, then he will operate with a maximum mod of +2, regardless of his Zero-G SL.



4.4 SPEED SUPPORTED SKILLS

There were four of them. Adrianna Bansett could smell the Romulan ale still strong on their breath as they lurched toward her.

"Hey, StarerFreet! You wanna go ona', ona' date wif uz's?" slurred the largest one as he staggered closer.

Adrianna simply narrowed her eyes in response.

"C'mon, babe. We'll show you a ril good time."

Suddenly, his eyes went wide with recognition and fear. Her hand, unquestionably empty just a moment before, now held a sleek combat knife that seemed to have appeared from nowhere.

"Can my friend come along too?" she crooned.

...see *Quick Draw*

Quick Draw: 6/8/10 (15)

Normally, it requires a Simple Action for a character to ready a new weapon for use. Use of the Quick Draw skill allows a character to ready a weapon and use it in the same action.

Complete SL allows the character to ready the weapon with no mods to its subsequent use, and requiring NO time.

Moderate SL allows the character to ready the weapon in 0 time, but with a minor decrease in accuracy if the character wishes to employ the weapon in the same action. Any attacks or defensive actions made by the Quick Drawing character in that action and involving the Quick-Drawn weapon are resolved with a flat +1 to the tricode.

Minimal SL allows the character to ready the weapon in 0 time, but with a marked decrease in accuracy if the character wishes to employ the weapon in the same action. Any attacks or defensive actions made by the Quick Drawing character in that action and involving the Quick-Drawn weapon are resolved with a flat +2 to the tricode.

Failure SL means that the character fails to ready the weapon in a lightning-like manner, but he is not prevented from drawing the weapon normally. In any event, the **ONLY** action that the character may make in this action is to draw the weapon. He is not required to do so, but if he chooses not to draw the weapon, he may make no other action this turn.

Botch means that character does, in fact, get that weapon out, but too far out. The character ends up throwing the weapon D6 meters in a random direction. This may not be (intentionally) used as an attack, but the GM is free to liberally interpret the horrid consequences of a weapon lobbed in this manner.

Note also that the Quick Draw skill can be used to resolve a "Showdown at the OK Corral" situation, where the character that scores best on the Quick Draw test shoots first. Note that Quick Draw only allows a character to ready a weapon that is holstered at his side or slung in some other easily accessible fashion. Quick Draw could never be used to ready a weapon that is buried in a backpack or broken down and hidden in a suitcase, etc. Quick Drawing a Heavy Weapon would be resolved with a flat +2 to the tricode.

Quick Draw is in and of itself a 0 TIC action.

System Speed: 4/6/8 (15)

Allows the character to perform manual manipulations, things like: manually entering data on a key pad, performing a delicate surgical operation, or plugging loose isolinear chips back into their sockets, at a much greater rate of speed than usual.

This skill can only be used in conjunction with another skill that the character wishes to perform more quickly than normal. The character must state whether he wishes to use System Speed before he rolls the task test for the primary skill, and is then required to roll the task test for System Speed, regardless of the Success Level scored in the primary test.

Complete SL allows the character to complete his task in one-third the time that would normally have been required.

Moderate SL allows the character to complete his task in two-thirds the time that would normally have been required.

Minimal SL allows the character to complete his task in four-fifths the time that would normally have been required.

Failure means that the character was unable to complete his task any faster than normal.

Botch means that the character got fumble fingers while trying to hurry the job and blew it. Not only did he not speed up the time it takes to finish, he has reduced the Success Level that he scored for the operation itself by one level. If this means that his SL for the operation itself drops to Botch, look out!

System Speed must be performed for whatever length of time the base task requires. Only one System Speed task test is made for each task that the character wishes to speed through, however, regardless of the TIC or TOC value assigned to that base task. Note that the GM may subdivide the entire procedure into a number of smaller tasks. "First remove the detonator timer housing, then isolate the timer mechanism, then freeze the ground connection, then bypass the tamper circuit and cut the wire." As you can see, four tasks, each of which could have a System Speed task attached to them.



4.5 LEADERSHIP SUPPORTED SKILLS

"Perhaps I can help you with some direct data input," Davey said to the young technician.

A half smile moved along her full lips. "I wonder if you know what you're saying?" she asked.

"I wonder if you wonder..." he replied.

...see Seduction

Interrogation: 6/8/10 (8)

Allows the character to extract information from a captive subject against his will. This is a Reciprocal Response Test vs. Discipline.

Complete SL allows the character to drag out any and all information that the subject may possess, regardless of the unwillingness of the subject. This gives the Interrogator more or less carte blanche to go traipsing through the subject's memory.

Moderate SL gets the subject (the person being interrogated) to break about one specific item of important information, but does not completely wear down the subject's resolve. The information revealed about that one topic will probably not be entirely complete, but it will be accurate.

Minimal SL gets the subject to reveal trivial, but still potentially important, information.

Failure results in the revealing of no useful information whatsoever.

Botch results in either a stream of completely false information, with a few true tidbits thrown in to confuse and annoy the characters, or a complete shut down of the subject's mind into absolute catatonia.

Interrogation is NEVER conducted on a TIC time scale. The base time scale is the interrogation subject's Discipline times a TOC value of 1 hour. This is affected by both the interrogator's Success Level and the subject's Resist Interrogation skill, if any.

Negotiation: 4/6/8 (8)

Allows the character to bargain or in some way reach a mutual agreement or understanding with another group or individual. This CAN be a Reciprocal Response Test vs. Discipline, if the other party does not wish to negotiate or feels that it is being threatened or getting the short end of the stick.

Complete SL has the other party falling all over itself to comply with the character's deal; the other party will eagerly and enthusiastically fulfill their end of the bargain.

Moderate SL has the other party fairly pleased about what it expects to get out of the deal you just made; the other party will comply with the bargain unless something else really good comes along. Even then they'll let you know that the deal is off.

Minimal SL means that the other party grudgingly accepts the deal or agreement, but it wouldn't take too much to get them to call it off again. In that case they might not even tell you they were doing something else until it became apparent in some way.

Failure means that the other party is unwilling to accept your terms.

Botch means that you have gravely insulted the other party, and all negotiations are called off. There might also be some talk of imprisonment or worse for the negotiating character(s).

The time scale for negotiation is determined by the GM. It could be as short as TOC = 1 minute to haggle over the price of some Matroclin Andercorrin at a booth in an open air

bazaar, to TOC = days or weeks to negotiate a treaty between the warring factions on Sekleos IV.

Oration: 6/8/10 (8)

Allows the character to eloquently and emphatically call for a course of action or evoke a mood or state of mind. Those listening to the Oration may be moved to act upon what the Orator has said. This CAN be a Reciprocal Response Test vs. Discipline if the audience is not inclined to act or feel in the way that the Orator is calling for.

Complete SL wows the crowd, and they go sweeping fervently off to do whatever it is that the Orator called for, whether it's to storm a castle wall or decry the unjust nature of some official. Of course, what the Orator gets is a disorganized mob with no plan or leadership.

Moderate SL gets a sizable portion of the audience going "You're RIGHT, by gum!", but they don't go sweeping off into the night to tilt at windmills. The majority of the audience now agrees with you (at least until some other Orator swings them back the other way), but they aren't swayed to take immediate, forceful action. Moderate SL might get you a few hard core converts, but by and large it sets the audience up for another Oration shot later.

Minimal SL gets you some polite applause and a few assenting grunts, but does little in the way of actual persuasion or call to action.

Failure gets no positive response from the audience at all. They just stare at you like you have Tralaxian Stenchweed in your teeth.

Botch gets you booed and jeered off stage (or whatever). They don't necessary disagree with you; they just don't like you. Be sure to collect up all the eggs and rotten vegetables that the natives are kind enough to share with you.

Oration will normally have a TOC value of no more than about 1 minute. The GM should make the final decision based on the situation.

Persuasion: 4/6/8 (8)

Allows the character to get another individual or small group to do something that they are disinclined to do. This is a Reciprocal Response test vs. Discipline. Note that with Oration you are dealing impersonally with a large crowd who may or may not already be inclined to do as you say, and that with Negotiation you are trying to convince someone that it is to their benefit to agree to some bargain or exchange. With Persuasion you are trying to get an individual or very small group to do something that it knows that it shouldn't, or is afraid or in some other way disinclined to do, just because the character has made them think that it's important. (This is different from Bribery.)

Complete SL gets someone to take active, perhaps dangerous actions specified by the persuading character. Whether or not they are successful is determined by the GM. This Success Level is often accompanied by the hapless accomplice moaning, "How did I let you talk me into this?"

Moderate SL gets someone to take risky or compromising, but not actively dangerous, actions to fulfill the wishes of the character.

Minimal SL gets someone to go a few steps out of their way for the character, but they won't do anything with any risk attached to it. "I'll think about it..."

Failure gets a flat refusal to have anything to do with the character's request.

Botch either gets an, "I never want to talk with again, you manipulating, spineless worm!" sort of response, or the individual squeals on the character, informing superiors or other authorities, as appropriate, about the character's request.

Again, the GM makes the call on time scale, based on the situation.

Seduction: 4/6/8 (8)

Allows the character to engage in intimate, though not necessarily overtly sexual, interaction with another individual. This can be a Reciprocal Response Test vs. Discipline if the subject is initially unwilling or uninterested in being Seduced.

Complete SL means that the object of your attentions is completely enthralled by you and will go to great lengths to be with you and remain the sole object of your affections. How long this attitude lasts is dependent upon the nature of the "seducee". A capricious free spirit might be infatuated for only a few weeks or days, maybe even hours! Of course, some might carry a torch for you for the rest of their lives and be crushed, or vengefully angry, when you move on . . .

Moderate SL means that the subject is actively interested in you and is willing to flirt around a little bit. Don't push it too far though.

Minimal SL means that they sort of are attracted to you and maybe are a little flattered that you're trying, but they don't have any real interest in you. Chatting is still fine, though.

Failure means that there's just nothing going on between you. It doesn't mean they don't like you or won't talk to you, just that there's no interest in you as a special friend.

Botch means a slap in the face, a drink spilled down your uniform, an angry mate or suitor on your case, and a reputation as a "cad".

Again, the GM makes the call on time scale, based on the situation.

Important Note to Players: Leadership Skills should NOT be used by player characters on other player characters, unless it is specifically mandated by the parameters of the mission.

For example: Players will rarely, if ever, persuade or seduce one another against the wishes of the player controlling the character.



4.6 LOGIC SUPPORTED SKILLS

He looked up from the computer terminal, a broad smile on his face.

"I was right," he beamed. "Davenport logged on that night at 22.30...a bit difficult when you know that she wasn't even on the station that night!"

...see *Investigation*

Astrogation: 2/4/6 (10)

Allows a character to locate his current position in space and locate and compute a path to another point in space using only the star field as a guide. This skill gives the character strong knowledge of the star formation in this part of the galaxy. Due to the vastness of even known space, and the enormous complexities involved in interstellar travel, however, the presence of a computer capable of Astrogation calculations is almost always required to actually plot a starship's course and, as such, usually does most of the work for an Astrogator. If a computer is not available to the Astrogator, there is a flat mod of +4 to the Astrogation task test for the purposes of plotting a course through interstellar space. There is no mod for locating one's self in space as long as the stars are visible.

Complete SL allows the plotting of the most efficient course between A and B, or the successful plotting of complex search or evasion patterns. Complete SL also allows a character to pinpoint his location in the known regions of the galaxy.

Moderate SL allows the plotting of a reasonably efficient path between A and B, but might overlook some minor problems along the way, like stellar dust clouds and asteroid fields, etc. A lost character can pin down what part of the galaxy he's in, or maybe the system.

Minimal SL plots a path between A and B, but only barely. The path is needlessly overlong and fraught with avoidable and dangerous problems. A lost character can put himself within a few parsecs, but that's about the best he can do.

Failure means the character throws up his hands in disgust and proclaims, "You can't get there from here!" A lost character has absolutely no idea where he is.

Botch means the character tried to pilot the ship through the Neutral Zone or through the core of a burnt-out sun, or something equally fun. A lost character either thinks he's in a spot half way around the galaxy from where he really is or is convinced that he's been transported to another galaxy all together.

With an Astrogation computer containing the necessary star plots, the Astrogation task takes in the area of 2 TICs to perform. Without one, about the best base time you can hope for is TOC = 6 hours. And if you don't have access to a number crunching computer at all, TOC = 48 hours BASE.

Computer Programming: 2/4/6 (8)

Allows the character to create and implement new computer subroutines and operations. Note that in the Star Fleet future, most computers are advanced forms of expert systems allowing most personnel to utilize their capacities without having to deal with the bother of knowing how to program the things themselves. This skill allows a character to alter the functionality of an expert system subroutine already in the computer to get it to do something new or to create a whole new subroutine.

Complete SL allows the character to program a computer to do something entirely new and to perform this new

function exceedingly well. This program can efficiently utilize the vast amount of computing ability present in the "mainframe" and get accurate, fast results to the problem at hand.

Moderate SL means that the character has adequately programmed the computer to sift through the data given it to provide moderately complete answers and data analysis. If faced with a real tough problem, however, it will respond with an annoying "Insufficient Data".

Minimal SL means that the character has programmed the computer to deal with the problem in a minimal fashion. But remember that computers are inhumanly fast. The computer will respond "Insufficient Data" faster than any human could!

Failure = "Warning! Warning! This does not compute!"

Botch means that the computer will respond with wildly inaccurate data and will delete important files with impunity.

The time scale for simple operation is TIC = 5, more complex operation is TOC = 5 minutes to TOC = 5 days. This is with a modern, voice actuated computer. "Primitive" keyboard or icon driven units can increase the time scale by a factor of 10, or more! The GM makes the call on time scale, based on the situation.

Cryptography: 4/6/8 (10)

Allows a character to create and decipher complex codes and other methods of transformed data transmissions. For massively complex numeric codes, this skill can be used in conjunction with Computer Programming, above, in order to run through the incredible number of potential numeric variations that can serve as the key to the code. In this case, the character's SL in Computer Programming would be the highest SL he can achieve in the Cryptography task.

In the case of relatively simple codes, as defined by the Adventure or the GM, no computer or computer skill is necessary.

Complete SL means that the character has entirely deciphered the code, either by brute force computation or divine inspiration.

Moderate SL means that the character has a good idea of how the code works in general, but some parts of it are still a mystery to him. About 50% of any given message in this code can be translated and read.

Minimal SL means that the character has "lucked" onto a small portion of the code key, and about 10% of the message can be read.

Failure = "It's all Greek to me!"

Botch means that the character is going about deciphering the code in a wholly inappropriate manner. He's going down the wrong path. Apply those Botch mods to the next try, Binky!

Time scale is computed in the same manner as Computer Programming, above.

Investigation: 6/8/10 (10)

This is the skill used to search for relevant but difficult-to-find information related to the subject of a specific mission. Investigation can be used to locate an obscure reference to an ancient planet, to provide the life story of an individual, or any number of related searches. Investigation is almost always used in conjunction with another skill, such as a specific Science or Technical area, or with a General Knowledge skill relating to History, Philosophy, Culture, or another broad based area.

Investigation can either be used to give one a broad understanding of a new subject (General Investigation) or to

attempt to locate obscure facts or references pertaining to the subject (Narrow Focus).

In the **General Investigation** mode:

Complete SL gives a character the ability to easily locate almost any relevant facts or materials related to the subject of the investigation. Note that this does NOT give the character any Skill Level in this area, only the ability to locate information while connected with a data bank.

Moderate SL gives the character access to a wide host of relevant information, but some of the more obscure facts may remain unrevealed.

Minimal SL gives the character a minimal understanding of the subject, with substantial holes in the breadth and depth of his information.

Failure does not reveal any useful information to the Investigating character.

Botch gives the character access to entirely wrong information. He is reading up on the culture of Sigma Octantis, a cannibalistic group of xenophobic head hunters, instead of Sigma Draconis, a pacifistic and hospitable culture. Won't he be surprised when the Ambassador arrives...

In the **Narrow Focus Investigation** mode:

Complete SL reveals information that cuts right to the heart of the investigation. Specific bibliographical or historical accounts are located, personal biographies or scientific essays are found, etc.

Moderate SL points to informative and suggestive information, but misses the true essence of the investigation. Secondary sources, unconfirmed reports and unverifiable references are located. Solid conclusions may still be formed from the information provided by a Moderate SL, but there is no "smoking gun".

Minimal SL provides infuriating glimpses and suggestions about the subject. No hard information or documentation, just enough to let you know that you still don't know.

Failure reveals no useful information.

Botch leads the character completely astray. Utterly erroneous conclusions are drawn, which are seemingly supported with hard evidence.

The time scale for Investigation is set by the GM. It could be as short as TOC = 1 minute to examine a room for "clues" to TOC = days or weeks to ferret out a traitor.

Mathematics: 4/6/8 (8)

Allows the character to perform incredibly complex, theoretical and imaginary calculations on a chalkboard, a stylus, or with paper and pencil if necessary. While computers can help you crunch the numbers faster, your Team will not always have access to one.

Complete SL means that you have minutely calculated whatever it is that you're calculating to the Nth degree.

Moderate SL means that you have a solid grasp on the nature or quantity of your calculations. Your answer may be off by +/- 10%.

Minimal SL means that there were too many variables or unknown quantities to deal with. Your "Best Guess" answer may be off by as much as +/- 30%.

Failure means you just can't get the numbers to work out at all.

Botch means you really messed up somewhere, and you don't know where. The answer you get to the question "How many quantum packets of Mu energy are required to precisely break down the Dilithium crystal matrix?" is "An orange and a slice of toast". Hmmm...

TOC values range from minutes for relatively simple calculations to a lifetime trying to grapple with Shanneret's Last Theorem.

4.7 INTUITION SUPPORTED SKILLS

"Beware the one you know as Reynolds. Though he wears the Pennington Flash upon his uniform, he is a Zilon from the planet Tharg and cannot be trusted."

...see Evaluation

Art: 6/8/10 (5)

Allows the character to work in and create or perform works of art in a specific artistic field, such as Sculpture, Poetry, Glass Blowing, Jeweler, Painting, Dance, etc.

Complete SL means that your creation or performance is superb. Standing ovations and gallery exhibits are the norm.

Moderate SL means that your work is of exceptional, if not brilliant, quality. This is the standard level of professional work.

Minimal SL is not the greatest. There are technical flaws in the work, but laymen would never notice.

Failure means that the work "just doesn't work."

Botch means that the whole thing was a disaster. It wasn't pretty, and to get right to the point, people hate it.

Time scale is dependent upon complexity. TOC = hour(s) for simple sketches or basic renderings, to TOC = days or weeks for detailed portraits or sculptures.

Bribery: 4/6/8 (8)

Allows the character to engage individuals or small groups to perform illicit or unsanctioned activities in exchange for monetary or other enticements. This can be a Reciprocal Response test if the targets are not usually bribable. See Persuasion for a run down on Success Levels. A Failure or Botch will probably get the local security people brought down on you.

Time scale usually will be 2 to 5 TICs.

Evaluation: 6/8/10 (10)

Allows the character to make an "in his guts" assessment of a situation or individual.

Complete SL means that the character sees right through to the truth. Of course, the GM never comes right out and says, "Oh, here's the whole situation. You see..." Rather, he will inform the player that his character thinks that the individual or situation is "OK", or that "There's something definitely wrong here. I don't know what, but something is definitely up with that Orion Captain", etc.

Moderate SL means that the character is "Ok with" or "Uneasy about" the situation as a whole, but no specifics.

Minimal SL means that the character has subconsciously tucked away little bits of data, but can't quite get to them to form an opinion. The GM may throw him subtle hints but nothing overt.

Failure means that the character has no strong gut feelings about the situation whatsoever.

Botch means that the character has read the situation or individual completely wrong! The Cannibal Natives are "Good Guys", and the Galactic Avenger, sent to help the players right an Ancient and Evil wrong, is "not to be trusted."

Evaluation is a 0 TIC task.

Fast Talk: 4/6/8 (8)

This allows a character to dupe an unwary victim into a state of confusion or to believe something that he would normally realize is false.

Complete SL means that your character gets away with "The Big Lie". Some poor slob will believe anything you tell

him, until he has enough time to sit down and think about it for awhile.

Moderate SL means that you've snowed the guy, but don't make it too implausible.

Minimal SL means that you've got the guy confused, but he knows that he's confused. If you can come up with some good supporting lies to bolster the main one you're working on, he might go for it.

Failure means the guy just looks at you and says, "Sorry buddy, I didn't understand any of that, but I still can't let you in. Do you want to talk with the Major?" (who is probably a lot smarter than this guy).

Botch means that he knows you're trying pull a fast one on him, and he will respond accordingly.

The time scale for Fast Talk should be no more than 4 or 5 TICs, and certainly no more than TOC = 1 minute.

Gambling: 2/4/6 (5)

Allows a character to participate in "Games of Skill" or "Games of Chance" in an attempt to gain monetary reward. (See the Reciprocal Response section for suggestions on how to handle gambling contests.)

The time scale for Gambling is determined by the length of time spent playing and, once again, is up to the GM to determine, based upon the situation.

Security Procedures: 6/8/10 (12)

This covers the numerous aspects and responsibilities of providing a secure environment for individuals and locations. Security Procedures cover the applications of physical surveillance, restricted access, and threat response. A character providing security services could be guarding a warehouse, screening passengers entering a starport, or acting as a personal bodyguard. Often the individual providing security services is also called upon to attend to trespassers, malcontents, and other criminals in the security personnel's area of authority. High level security personnel are also often expected to plan for specific security needs as they arise and investigate breaches in existing security facilities and procedures.

Complete SL in Security Procedures either allows a character to completely analyze the requirements for providing a secure environment for a facility or individual, taking into account such things as the layout of the physical plant, the flow of traffic through check points, and threat response capacities, or personal security counter-measures, such as variable transportation routes, round the clock supervision, and limited public access. A Complete SL makes it as difficult as possible for a hostile to gain access to and interact with the object of the security measures.

Moderate SL makes it substantially more difficult for a hostile to gain access to the subject of the security, requiring concerted forethought and planning to penetrate the security.

Minimal SL provides no more than a nuisance to professional insurgents, but serves to adequately control the flow of rank and file traffic that comes in contact with the subject of the security.

Failure means that the security planner has not foreseen and provided for the scope of eventualities that are likely to challenge the security of the subject.

Botch not only allows but actually encourages hostiles to attempt penetration of the security blanket, as they are made aware of the obviously inadequate security coverage.

The time scale for Security Procedures tasks are determined by the nature of the task. For example, frisking a suspect takes about 4 TICs, planning security for a Treaty Conference takes TOCs = hours/days, etc.

4.8 DISCIPLINE SUPPORTED SKILLS

Twice they asked him to surrender, and twice he answered with his silence.

...see *Resist Interrogation*

Resist Interrogation: 6/8/10 (15)

Eventually, any character can be broken down by a competent interrogator. The key here is how long the character can last before breaking, allowing others the chance to aid or rescue him. Resist Interrogation allows your character to slow the efforts of those attempting to interrogate him.

Complete SL increases the time scale of an Interrogation task versus your character by your Discipline characteristic squared, with a minimum multiplier of x2 (i.e., a Discipline characteristic of 2 would increase the Interrogation time scale by x4, a Discipline characteristic of 5 would increase the Interrogation time scale by x 25, etc.).

Moderate SL increases the Interrogation time scale by twice your Discipline characteristic.

Minimal SL increases the Interrogation time scale by +1, in whatever units the time scale is determined to be.

Failure has no effect on the Interrogation attempt.

Botch means that your character has exhausted himself mentally by resisting too hard too early. As a result, the Interrogation task is completed in one-half the normal time.

Survival (by terrain type): 4/6/8 (8)

Survival allows a character to operate and thrive in an otherwise hostile (but not immediately fatal) environment. This includes, but is not limited to: location of edible foodstuffs, reliable methods of navigation, knowledge of the various threats and dangers present in the environment, and locating or providing shelter against the elements. Each type of terrain has a separate Survival skill associated with it. The standard types of terrain are Forest, Jungle, Swamp, Desert, Mountain, Arctic, Plains, Open Water, Urban, and Space Station, although the GM is encouraged to think up new terrain types.

Complete SL is sufficient to orient oneself in the environment to within a few degrees or toward a prominent landmark or settlement, to locate a supply of food sufficient to feed himself and several other companions for several days, to recognize and avoid or defeat a naturally occurring hazard or danger well in advance of actually encountering it, or to locate a defensible and secure camp site.

Moderate SL allows you to orient yourself, and the Team you are a member of, in a manner that adds no more than an hour or so to the required travel time (or day, depending on the distance to be travelled) to some known location, or to locate a supply of food for himself that would last several days (or for a small group for one day), or to recognize some threat or hazard and avoid it just prior to initial contact, or to locate an adequate campsite.

Minimal SL gets the character where he's going in about twice the time it would normally take, provides food for himself only for a day, allows him to recognize the nature of some danger or hazard when confronted with it, or allows him to find a minimally defensible campsite.

Failure fails to provide any or all of the advantages described above.

Botch gets a character totally lost, eating poisonous food, diving deeper and deeper into a dangerous location, or camped in the path of a major rock slide, etc.

The time scale for Survival is usually TOC = 1 day, to forage for food, navigate, or stay warm or cool or whatever. Simpler tasks such as spot hazards, construct shelter, etc., take a TOC = GMs ruling.

4.9 DISCIPLINE SUPPORTED SKILLS—PSIONICS

T'Pon concentrated, and small droplets of sweat ran down from her forehead as she struggled to maintain contact with the member of the Temple Guard who stood bound before her. T'Pon turned to Peltier.

"The Archaeological party was here, Commander," she paused, and then continued. "...and the blood on the steps outside resulted from their initial contact. This one was not involved and does not know where they are being held."

...see *Mind Touch*

This section deals with Psionics, the powerful mental abilities available to Vulcan player characters in Prime Directive. As detailed in Section 1.4, in order for your Vulcan character to qualify for the **Psionic** Division, he must have a **DISCIPLINE** characteristic of 6 or greater by the end of the Characteristic Generation Process.

Please note: Vulcan characters who are NOT Psionics Masters may still acquire Psionic skills, but must pay **DOUBLE** the normal cost to do so. This means that they pay double the cost for both the start up cost to get level 0 and for any skill levels they get thereafter.



Limits On Action During Psionic Activity

Many of the Psionic Abilities listed in this section impose LoA limits on characters who are using Psionic Skills. These LoA limits are intended to regulate the passage of time while the characters are involved in their Psionic activities. Please note, however, that as a general rule where interacting with the outside world is concerned, characters engaged in initiating Psionic activity are assumed to have achieved a LoA of Botch. While a character is initiating a Psionic activity, or once a target character has been successfully affected by a Psionic ability, neither character may make any actions or expend any portion of their Movement, unless specifically stated either by the specific skill or the GM.

Amnesia: 6/8/10 (20)

The successful use of this Telepathic ability allows you to erase a period of time from someone's memory. In order to perform Amnesia on someone, you must first establish a Mind Meld with that person. The SL you achieve with the Mind Meld is the **MAXIMUM** SL you can achieve with Amnesia. Both the Mind Meld **AND** the Amnesia attempt may be Reciprocal Response tests if the subject is unwilling to have his memory erased. (Usually the case...) Note that Amnesia can **NEVER** plant false memories in someone's mind, only erase real memories.

Even though a character is still technically "under the influence" of a Psionic ability, once the use of the Amnesia ability has been completed, the target character's LoA is no longer limited because of Psionic activity.

Complete SL erases up to a period of time reaching back equal to your Discipline characteristic in days. With a Complete SL, you can selectively edit minute occurrences within that period, allowing the target to remember some things while erasing their memories of other things. You can selectively erase things that occurred in as short a period as a few seconds, like the reading of a specific passage from a document or the appearance of a group of transported figures. The shorter the period of time that is erased from the target's mind, the less likely he will be to notice that his memory has been tampered with.

Moderate SL allows you to erase up to a period of time reaching back equal to your Discipline characteristic in hours. Some editing within this period is allowed, but not as precisely as Complete SL allows. Events that occur in periods as short as minutes can be edited out. As always, the shorter the period that is erased, the less likely that the tampering will be noticed.

Minimal SL allows you to erase a period of time reaching back equal to your Discipline characteristic in minutes. No editing is allowed, and the erasure must occur in one temporal "block".

Failure means that you have not erased any of the target's memory.

Botch means that you must undergo a Stun attack with a D# equal to the Discipline characteristic of the target.

Time to perform Amnesia is TICs equal to the target's Discipline. A Psionic character performing Amnesia is incapable of achieving better than a Minimal SL for his A/I roll.

Command: 6/8/10 (25)

Command allows you to direct, involuntarily, the actions of someone else in your physical presence. This is **ALWAYS** a Reciprocal Response test against Discipline.

Complete SL allows you to force the target to perform a Complex Action.

Moderate SL allows you to force the target to perform a Simple action.

Minimal SL allows you to force the target to perform a Minimal LoA.

Failure means that you are unable to control the actions of the target.

Botch means that you are subject to a Stun attack with a D# equal to the target's Discipline characteristic +2.

In order to perform Command, you must first Mind Touch the target. The SL you achieve with this Mind Touch is the maximum SL that you can achieve with Command. Once you have established any level of Command over your target, you can delay the execution of the Commanded action for up to a number of **TURNS** equal to your Discipline characteristic. During this time the target character is unable to communicate to others that he has been affected.

A character who has been Commanded to perform some sort of Task Test will use YOUR skill level for the task REGARDLESS of his own skill level but will use his own Supporting Characteristic Value for the task. ANY task test undertaken while Commanded is resolved with a flat +2 mod.

Once the Commanded action is resolved, the target will realize that he has been forced into an action against his will, although he will not necessarily know who was the perpetrator of the mind command.

Time to establish Command over another character is TICs equal to the target character's Discipline characteristic. A Psionic character establishing or maintaining Command is incapable of achieving a Complete SL for his A/I roll.

Confusion: 6/8/10 (20)

Confusion clouds the target's mind with conflicting neural data, making it difficult (if not impossible) for him to decide upon an appropriate course of action. Confusion is a Reciprocal Response test against the target's Logic characteristic. As with other Psionic activities, Confusion may only be directed against an individual who is connected to the Psionic character via a Mind Touch link. The SL of the established Mind Touch is the highest SL that the character may achieve with Confusion against that target.

Complete SL renders the target incapable of achieving better than a Minimal Level of Action. Any dice that score better than a Minimal LoA are treated as Minimal for the purposes of determining both Initiative and LoA for that turn. Further, the Confused character suffers a flat +4 to all Logic, General Knowledge, and Perception based skill and characteristic tests.

Moderate SL renders the target incapable of achieving better than a Moderate LoA. Any dice that score a Complete LoA are treated as Moderate success for the purposes of both Initiative and LoA determination. Further, the Confused character suffers a flat +2 to all Logic, General Knowledge, and Perception based skill and characteristic tests.

Minimal SL causes the confused character to suffer a flat +1 to all Logic, General Knowledge, and Perception based skill and characteristic tests.

Failure has no effect upon the target.

Botch causes the Psionic character to undergo a Stun attack with a D# equal to the target's Logic characteristic.

A target remains Confused for a number of turns equal to the Discipline characteristic of the Psionic character. The target may attempt to make a Reciprocal Response test each turn after the Confusion sets in by expending a simple action. There are no Repeated Task Attempt mods for this test.

Time to establish Confusion is TICs equal to the target's Discipline. A Psionic character establishing or maintaining Confusion is incapable of achieving a Complete SL for his A/I roll.

Mind Bar: 6/8/10 (20)

Mind Bar is a method of temporarily raising your Discipline characteristic for the purposes of any task that is supported by that characteristic or any Reciprocal Response test which involves that characteristic, resisting telepathic contact or assault, or simply resisting the effects of extreme heat and cold (etc.), torture, or interrogation. Mind Bar has no effect on the calculated value of your character's Stun Damage capacity, nor does it add to any of your character's Discipline based skills or Psionic abilities.

The Duration of the Mind Bar is equal to 1 hour times your (unmodified) Discipline characteristic. A Mind Bar may be let down at any time. If you attempt to reestablish a Mind Bar without having let a period of time equal to at least the

duration of your previous Mind Bar go by, then you must apply the Repeated Task Attempts mods for a continuing task to the subsequent attempts. This IS a cumulative mod.

While you are sustaining a Mind Bar, the MAXIMUM Level of Action that you can achieve is MINIMAL.

Complete SL adds +5 to your Discipline characteristic for the duration of the Mind Bar.

Moderate SL adds +3 to your Discipline Characteristic for the Duration of the Mind Bar.

Minimal SL adds +1 to your Discipline for the duration of the Mind Bar.

Failure adds nothing to your Discipline characteristic.

Botch temporarily HALVES your Discipline characteristic and adds a flat +2 to any task involving the Discipline characteristic for the next five minutes. Any attempt to reestablish the Mind Bar within this period means that you are subject to Repeated Task Attempt mods.

Time to establish Mind Bar is 2 TICs. While sustaining Mind Bar, the MAXIMUM LoA that you can achieve is Minimal.

Aid Mind Bar: 4/6/8 (20)

Aid Mind Bar allows you to temporarily raise the Discipline characteristics of other characters in a manner similar to the one described in Mind Bar, above. To perform Aid Mind Bar upon one of your friends, you must first successfully perform Mind Touch upon that character. The SL that you achieve for Mind Touch is the maximum SL that you can achieve for Aid Mind Bar. This is, of course, not the minimum level you can achieve for Aid Mind Bar. Aid Mind Bar only lasts in minutes times your Discipline characteristic, so it is not as effective as Mind Bar. The effects of Aid Mind Bar are exactly as described in Mind Bar, above, but with the period of effect reduced as described above.

Time to perform Aid Mind Bar is 3 TICs. While sustaining Aid Mind Bar, the MAXIMUM LoA that you can achieve is Minimal.

Mind Meld: 6/8/10 (15)

This is a more comprehensive form of Mind Touch. The Mind Meld opens your mind to the target's mind, and a virtual exchange of personality results. You must be actually touching the target to utilize Mind Meld. A Mind Meld is the only way for two individuals with COMPLETELY different cognitive schemas to exchange meaningful information in a telepathic manner. While Mind Touch can transmit/receive information between individuals whose cognitive universals are roughly equivalent, but differently labeled, Mind Meld goes beyond the innate mental structures of semantics and syntax and exchanges iconic information by supplanting the cognitive schema of one of the participants with the cognitive schema of the other. This is the ability that a character would use to communicate with an energy creature, a non-carbon based life form, or a creature that operated with entirely different concepts about time and space, etc.

There can be no holding back in a Mind Meld, as both parties will come away with complete and truthful knowledge of the nature of the other, all their fears, hopes, and frailties. Mind Meld is a dangerous procedure, and as such there is a possibility of danger to the initiator, as detailed below.

Complete SL brings about the level of shared knowledge described above and causes the initiator one box of Stun damage. The shared information may be digested and accessed as soon as the character has recovered the one box of Stun damage.

Moderate SL brings about the level of shared information described above and causes the initiating character to take all

but one of his current boxes of Stun damage. The information may be digested and accessed as soon as the character has recovered all the Stun damage caused by the Mind Meld.

Minimal SL brings about the level of shared information described above and causes the initiating character to take all of his Stun capacity boxes, PLUS a number of extra Stun boxes equal to the Discipline characteristic of the target. The character can digest and utilize the information when he has recovered all the Stun damage caused by the Mind Meld attempt.

Failure results in the Stun damage as described in the Minimal SL description, but there is NO effective transfer of information.

Botch results in the same damage as described in the Minimal/Failure results, but the period of Recovery for the Stun damage is undertaken as if it were Lethal damage instead, with the character rolling once per DAY to recover the damage. This damage is still Stun damage in every other respect and should not be treated as Lethal damage in any real way.

A character may attempt to Mind Meld with another character who is unconscious, but the task attempt is then subject to a +1/2/4 expanded tricode mod.

Time to establish Mind Meld is TICs equal to the target's Logic characteristics. (The more innately logical and structured the target's mind is, the harder it will be to break down his cognitive universals and supplant them with the overlaying schema.) While establishing and sustaining Mind Meld, the MAXIMUM LoA that you can achieve is Minimal.

Mind Scan: 6/8/10 (15)

Mind Scan is used to open your mind to a large area in an attempt to make minimal, but traceable, contact with other intelligent life. No information at all can be sent or received in this manner; all that you get is knowledge that something, or someone, is out there. The range, expressed as a Radius, that your character can extend a Mind Scan is your Discipline characteristic x 25 meters. Large groups, those in excess of 100 individuals, can be detected at up to 10 times this range (250 meters x Discipline), and very large groups, those in excess of 10,000 individuals, can be detected at up to 100 times this range (2.5 kilometers x Discipline). The conscious or unconscious state of the individuals being Mind Scanned for has no effect upon the task tricode.

Complete SL reveals the exact number (or near estimate in the case of large numbers) of aware life forms and the direction and approximate distance in which they lay.

Moderate SL means that your character can determine the rough number (1, more than 1, or many) of aware creatures within his sensing range and the rough direction in which they lay. (Over there somewhere...)

Minimal SL means that your character can detect the presence of an aware life form or forms within their maximum sensing range.

Failure results in not detecting any life forms within the range.

Botch results in false reports of the number and distance of life forms, if any, within range.

Time to perform Mind Scan is 4 TICs. While performing Mind Scan, the highest LoA that you can achieve is Minimal.

Mind Touch: 6/8/10 (25)

Mind Touch is used to establish direct, two-way telepathic communication between yourself and another individual. In this manner, the initiator can send and receive mental communications with the subject. Information can be extracted involuntarily in this manner.

Complete SL allows true telepathic communication and the transfer of complex thoughts and images. This SL allows a character to communicate with another character/individual who speaks or thinks in another language, but whose underlying cogno-linguistic structures are relatively similar to the character performing Mind Touch. For wholly alien cognitive structures, the skill Mind Meld is required.

Moderate SL gives the initiator the ability to send/receive simple thoughts and images (short phrases or simple, static images).

Minimal SL gives the initiator the ability to send or receive vague impressions to/from the subject (joy, anger, pain, fear, etc.), but no actual thoughts or focused images may be sent or received.

Failure means that there is no level of communication established.

Botch means that the Initiator must undergo a Stun attack whose D# is equivalent to the modified Discipline characteristic of the intended target.

The 6/8/10 task tricode is used when you are actually touching the target, and there is a flat +4 mod if the initiator and the target are not in direct, physical contact. In any event, the initiator must be able to clearly see his target, at a range of no greater than the initiator's Perception x 10 meters, unless the initiator has first contacted the target via Mind Scan. A Mind Touch may NEVER be established across a viewscreen, radio, telescope, or any other communication or remote sensing device. In the case of a character attempting to establish a Mind Touch via a Mind Scan, there is an additional +1/+2/+4 mod applied, depending upon the SL of the Mind Scan. A Complete SL in the Mind Scan, then, would impose a +5 to the Mind Touch tricode, a Moderate SL would imply a +6, and a Minimal SL would imply a +8. A Failure or Botch SL on the Mind Scan would not allow a Mind Touch attempt to take place. A character may attempt to Mind Touch another character who is unconscious, but the task attempt is then subject to a +1/2/4 expanded tricode mod. The Mind Touch attempt can be a Reciprocal Response test if the target is unwilling to engage in the Mind Touch.

Time to establish Mind Touch is TICs equal to the target's Discipline. While establishing and sustaining Mind Touch, the MAXIMUM LoA that you can achieve is Minimal.



4.10 TECHNICAL SUPPORTED SKILLS

The communicator sparked and whined, but a familiar voice acknowledged Peltier's signal. Azundur'kar smirked and cleaned up the assortment of wires, cables, and things on the work bench.

"I told you it'd work..."

...see *Jury Rig*

As a general rule, a specific Technical Skill allows a character to both operate and/or repair that type of technical system. (While the Operations tricodes are all 3/4/5, the Repair tricodes differ by skill and are listed below.) They let the character successfully use the device or system to its full operating capacity. See the Astrogation skill for a model of Operations type SLs. If a character with an Electronics or Mechanics skill (the two "base repair" skills) is called upon to Repair a particular system, and he does not have at least a skill rating of 1 in that system, his Repair tricode has a flat mod of +2. (It's harder to repair something if you don't know how it's supposed to work.) Also note that the various technical skills can be used to deactivate or otherwise scramble the "bad guy's" equipment, too. You say that you have to get past an enemy force field or deactivate the Insidious Alien Life Drain machine that your team leader is hooked up to? No problem! That's what the tech guys on the Team are there for!

The tricodes listed with the skill descriptions are the Repair tricodes. These are the values used when a character is attempting to alter (Jury Rig) or repair the tech system in question. For those Technical skills that don't fit this mode, separate skill descriptions have been provided.

Cloaking Device Technology: 6/8/10

This skill provides for the design, repair, and operation of Cloaking Devices, of both static and shipborne varieties. (Please note: This skill is only available to Orions, Romulans, and certain NPCs, such as the Technical Specialist.)

Communications Systems: 4/6/8 (8)

Communications Systems allow your character to operate and repair dedicated communications systems, such as subspace radio, transponders, and "antiquated" EM Spectrum radio systems.

The time scale to operate Comm Systems is 1-4 TICs. The time scale to repair damaged Comm Systems is TOC = minutes to hours, depending on the severity and pervasiveness of the damage.

Computer Systems: 4/6/8 (8)

Computer Systems allow your character to operate and repair Computer systems, including readout devices and "main-frames." Note that this is NOT the same skill as Computer Programming.

The time scale for Computer Systems is as short as 1 TIC for routine inquiries to TOC = hours for complex, multi-faceted integrations.

Console Operation: 4/6/8 (3)

This allows a character to use the "Quick Shift" control panels used aboard modern starships and in modern research facilities. Rather than have rigidly fixed control panels with actual buttons and switches, the "Quick Shift" format uses heat sensitive fluid LCD configuration. This skill allows a character to switch a Navigation Board to a Sensor

Board in little or no time. Note, however, that security systems will prevent some conversions, and most boards are not "wired" to be changed into more than one or two other boards (and then only of closely-related systems). On a ship of the Prime Team's race, they should be able to accomplish whatever they need to, but there is no way that they could beam into the crew lounge of an enemy ship and use the automatic teller machine to fire the phasers!

Time scale is 1 TIC.

Damage Control: 6/8/10 (8)

This skill is used to perform emergency hull repairs as your oxygen goes whistling out into space through a breach in your hull...or other similarly urgent tasks, such as extinguishing fires and clearing debris.

Time scale for Damage Control should be TOC = 1-10 minutes, but will usually be whatever is dramatically appropriate.

Demolitions: 4/6/8 (8)

This skill allows a character to emplace and detonate, or remove, explosive devices in the field.

Complete SL either directs a blast to its maximal effectiveness or removes or disarms an active explosive device that has already been emplaced.

Moderate SL means that the explosive charge has been placed so that about 75% of its full force is directed in the way the character wanted, or that an emplaced device that was not perfectly installed (i.e., a Moderate SL or less) is disarmed or removed.

Minimal SL means that an explosive device yields about 50% of its total force where the character wants it to, or that a Minimally installed active device has been deactivated or removed.

Failure means that the device, while active, has failed to detonate. Another Demolitions skill task must be undertaken to rehook the device, and a level of Minimal or better is required. Remember to add those Repeated Skills tricode mods!

Botch means that the device is a dud and fails to detonate. (Alternatively, the device could go 'BOOM', depending upon the GMs decision.)

Time scale to emplace is 2-6 TICs (per emplacement). Time scale to detonate is 0 TICs. Time scale to disarm will be determined by the GM to fit the particular situation.

Electronics: 2/4/6 (10)

Electronics is a Base Repair Skill and is often the skill used in Repair Tasks. Mechanics is the other Base Repair Skill.

Time scale is determined by the repair task.

Field Equipment: 1/3/5 (3)

This skill allows your character to operate all the standard issue equipment that he is likely to receive, including communicators, tricorders (detailed below), med kits, homing beacons, environmental gear, etc.

The time scale for Field Equipment is determined by the individual piece of equipment used. Communicators are by and large 1 TIC actions, while tricorders are 2-5 TIC actions, etc.

Field Equipment Sub-Section: Tricorder Operations

This skill allows your character to operate a standard issue tricorder as a multi-purpose detection/computation/analysis device. It is considered to be a piece of Field Equipment and requires use of the Field Equipment skill.

The primary function of the tricorder is to detect the presence of things (life forms, minerals, energy sources, objects, etc.) over a distance. In this mode, called Scanning Mode, the tricorder can be set to look for a general class of things (any life forms, any energy source), for a specific class of item or energy source (Klingons, ion generators), or particular or unique things (K'loth, the commander of the Klingon Assault shuttle, the ion trail left by the particular shuttle the Klingon Commander rode over in). The tricorder's ability to detect the presence of whatever it is scanning for is diminished over distance. Refer to the following table for the Range Categories for tricorder use.

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

The Tricorder Scanning task is resolved using the Field Equipment skill, but the tricorder for this complex task is 4/6/8. When using a tricorder in Scanning mode, the following mods apply:

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

The various Success Levels (SL) achieved with a tricorder Scan test are read as follows:

Complete SL—Scanner has located the presence and precise location of the subject of the scan, if present. This SL will determine if the subject is in motion or undergoing any sort of change or fluctuation.

Moderate SL—Scanner has determined the general distance and direction to the subject of the scan. The distance can be off by as much as +/- 10%, and the direction can be off by as much as 10 degrees of arc in any direction. This SL will usually determine if the subject is above/below ground, etc.

Minimal SL—The scanner is able to firmly detect the presence of the subject, but that's about it. Both the distance and direction are more speculation than hard data. The distance can be wrong by up to an entire Range Category, and the direction can off by as much as 22 degrees of arc in any direction. Absolutely no further information is available at this SL.

Failure SL—The subject cannot be identified as either present or absent from the area being scanned.

Botch SL—Ho boy! "Where did all those Huge Hostile Primitives come from? My scanners didn't detect an army of angry aliens!"

It is possible to limit the scope of a scan to any reasonable spatial configuration. One could, for instance, scan "in that cave" or "along that ridge top" or "on the other side of that wall", etc. This is part of the normal tricorder operation and does not require a task test, nor does it impose a mod. Scans can also be conducted at various distances, i.e., "Are there any (fill in the blank) within 25 meters?", "Beyond 15 kilometers?", etc.

Once you've found what you're looking for, you can start to analyze it. Analysis can be performed on a subject that has been Scanned at an SL of Minimal or better, though the better you Scanned it, the better your analysis usually turns out. Tricorder Analysis functions use the same 4/6/8 tricorder as in Scanning.

Tricorder Reading Analysis

Use the following to determine your Analysis SL:

Complete SL—You can make precise measurements and determinations about the subject of analysis in quantitative terms. Mass, quantity, purity, composition, residual energy traces, age, and other physical features for inorganic material and chemical composition, genetic make-up, and other physical features for organic materials may be minutely analyzed and parsed out. The precise nature and locations of wounds, vital signs, surgical alterations, concealed weapons, poisons or toxins, personal equipment, etc. may be made about individuals. The rough tech level, population, structures and fortifications, energy sources, and infrastructure of settlements and urban areas may be determined. The composition, structure, level of damage, energy source, emissions, and general function of any devices may be determined. Remember though, the tricorder can only provide raw data, and any extrapolations or interpretations must be provided by a human agent. The use of an appropriate skill related to the object of the analysis is usually required to make a proper interpretation of the data provided by the tricorder. A Complete SL will usually apply a -1 flat mod to any task test that uses the Analysis data as the primary informational basis of the task attempt. The GM has final say on this.

Moderate SL—At this SL, the subject of the analysis can be analyzed in detail, but not to the extent that Complete SL provides. Conditions are detected, but not fully explained. "There's some sort of alkaline poison in his system, but I can't determine its exact composition!" or "It is dilithium alright, but there's some sort of ferrous contaminant mixed into the lattice. I might be able to compensate for it, but I can't get a good reading on its composition." A task test based on this SL has no positive or negative mods imposed upon it.

Minimal SL—This SL provides the minimal information about the subject. "He's been poisoned!" or "There's something wrong with this dilithium..." A Task test based upon this information is performed with a flat +1 mod.

Failure—"Sorry, Chief, I can't get a reading of any kind."

Botch—This yields a completely inaccurate reading.

The following Mods are applied to the Analysis task test.
 Scan SL was Complete No Mod
 Scan SL was Moderate +1 Flat
 Scan SL was Minimal +2 Flat
 Scan Success was Failure No Test Possible
 Scan Success was Botch +8 Flat

Remember to apply Repeated Task Attempt mods and then apply the 3 to 1 rule to both scan and analysis tests.

IMPORTANT NOTE TO TRICORDER USERS: There is, of course, no way to predict or describe every way in which the tricorder might be used. Often a scenario will describe the SL results of the important tricorder scans, but even in novel situations, the GM should be able to easily determine the results of a scan by using the guide lines established above.

As a plot-saving feature of the tricorder, it would require several hours AT LEAST to derive a detailed map and room by room description of any building or structure much larger than a shack. Even then a large mod would be imposed, and at least a couple of complete SLs would be needed. The tricorder can still reveal general "Is there any of this stuff in there?" and "Is the guy we're looking for in there?" type info, but don't expect the GM to hand you a complete room by room layout of the bad guy's base just because you're toting around a tricorder!

Impulse Drive Systems: 6/8/10 (10)

This skill allows your character to operate and repair Impulse and other sublight propulsion systems. Note that this is not the same skill as Pilot (Helm).

The time scale to operate Impulse systems is determined by the period of operation. The Repair time period is determined by the severity and pervasiveness of the damage to the system.

Jury Rig: 6/8/10 (15)

This skill allows a character to patch together a needed piece of equipment by taking bits and pieces from other similar devices. If, for instance, you needed a Transporter Beacon and you didn't have one lying around, but you had lots of other equipment that you weren't doing anything in particular with, you could JURY RIG a transporter beacon...if you're lucky.

In order to be able to make a Jury Rigged version of some other device, the character must have at least 1 skill level in the appropriate tech skill and must have a Mechanics or Electronics skill at least equal to his Jury Rig skill. (Even if Jury Rig is higher than Electronics or Mechanics, the effective rating for the Jury Rig skill is "reduced" to the higher of the other two for the purposes of this test.) Also, a D3 (D6 divided by two) other functional systems must be "sacrificed" to make the Jury Rigged system. This number can be reduced by 1, to a minimum of 0, for each Success Level the character is willing to give up from his task test result. The "sacrificed" systems can be restored at any time by disassembling the Jury Rigged device and putting the pieces back where they belong. You can't restore the "sacrificed" systems if the Jury Rigged device is ever reduced to a Botch level of operation, however.

Complete SL means that you've got yourself one of whatever it is that you needed. At best, the Jury Rigged version is going to operate at about 75% of "the real thing" and will still probably break down after a few uses.

Moderate SL means that you've got a version of the device that works at about 33% of the original.

Minimal SL means that you've got a version of the device that works at about 10% of the original.

Failure means that you don't have the right parts around to make a Jury Rigged version of the device.

Botch means that you scragged all the components that you assembled, and they are permanently out of service. All the "sacrificed" systems are also out of service.

After each use of a Jury Rigged device, you must make a "retest" roll by rolling the task tricode again.

Complete SL means you get two more uses out of the device without having to make the retest roll.

Moderate SL keeps the device operating at the same level as it was previously (though it never raises the level up).

Minimal SL drops the device's effective level by 1 SL.

Failure means that the device has stopped working, and you have to make another Jury Rig task test to get the thing working again. Remember those subsequent tricode mods!

Botch on the retest roll means that the thing has blown up or burnt out and cannot be repaired.

The time scale for a Jury Rig task is determined by the complexity of the task. A simple tweak might be a 5-10 TIC task, while a complex, parts-laying-all-over-the-floor major overhaul might be a TOC = hours task. Moving around very large devices and a lack of appropriate tools would both tend to increase time required for the task.

Life Support Systems: 6/8/10 (20)

This skill allows your character to operate and repair Life Support Systems, including shipboard atmosphere, temperature, day/night cycles, and gravity control.

The time scale for operations is 2-5 TICs. Time scale for repair is dependent upon the severity and pervasiveness of the damage to the system.

Mechanics: 2/4/6 (15)

This is the other Base Repair skill.

The time scale for a Mechanics task is based upon the base time for the related repair task.

Medical Systems: 6/8/10 (10)

This skill allows your character to operate and repair Medical diagnostic and surgical instruments, such as bioscanners, laser-scalpels, tissue growth inducers, bone-knitters, etc., that you find in any starship sickbay.

The time scale to patch somebody up is dependent upon First Aid and Surgery task time scales. Time scale to diagnose is determined by the obviousness or commonality of the ailment.

Power Generation Systems: 6/8/10 (10)

This skill allows your character to operate and repair Power generators, including Matter-Antimatter generators, Fusion/Fission reactors, Dynamic Electrostatic generators, and Batteries of all types.

Time scale to operate is dependent upon the time in use. The time scale to repair is determined by the severity and pervasiveness of damage to the system.

Sensor Systems: 6/8/10 (10)

This skill allows your character to operate and repair Sensor/Scanner systems, including Main Ship's Sensor array, Navigational sensors, Drone/remote transponders, and internal security sensor systems. (The use of a tricorder, however, is ALWAYS resolved with the use of the Field Equipment skill.)

Time scale for operation is 3-6 TICs for routine sensor scans to TOCs = Hours/days for complex/complete mapping of planetary surfaces or stellar bodies, or intense scans for minute traces of some rare substance or for a static cloaked ship, etc.

Shield Systems: 6/8/10 (10)

This skill allows for the operation and repair of Shield and force field systems, including Ship's Main Shields and detention/security or isolation fields.

Time scale for operation is usually about 1 TIC. Time scale for repair is based upon the severity and pervasiveness of the damage to the system.

Ship's Weapons Systems: 6/8/10 (10)

This skill allows your character to operate and repair a ship's primary armaments, including (as appropriate by race): phasers, photons, disruptors, plasma torpedoes, hellbores, web casters, tractor repulser beams, drones and drone racks, etc. (Please note: Ship-to-Ship combat is best resolved by playing Star Fleet Battles!)

Some technology is used by more than one race. For example, a Kzinti character with this skill could figure out the disruptors and drone racks on a Klingon ship because their own ships use the same weapons. A list of available weapons and who can use them is given below:

- Phasers: Any race.
- Photons: Federation, Tholian, Orion, WYN.
- Disruptors: Klingon, Kzinti, Lyran, LDR, Tholian, Orion, WYN.
- Plasma torpedoes: Gorn, Romulan, ISC, Orion, WYN.
- Hellbores and fusion beams: Hydran, Orion, WYN.
- Web casters, web generators, snares: Tholian.
- Tractor repulser beams, displacement devices: Andromedan.
- Drones and drone racks: Kzinti, Klingon, Federation, Orion, WYN.
- Expanding sphere generators: Lyran, LDR, Orion.
- Stasis field generators: Klingon.
- Particle cannons, shield cracker, web breakers: Seltorian.

The time scale to operate is usually about 3–5 TICs (including arming and lock-ons). The time scale to repair is dependent upon the severity and pervasiveness of the damage to the system.

Transporter Systems: 2/4/6 (10)

This skill allows your character to operate and repair Transporter systems. Under normal operating conditions, ANY Success Level above Fail is sufficient to get the transported characters or object to/from the transporter pad. In adverse conditions, however, such as ion storms, extreme range, insufficient power or destination lock-on, etc., the GM may require higher Success Levels to successfully transport, with increasing degrees of severity for failure to achieve the required Success Level. In any event, a Botch result on a transporter operations task test results in the immediate and permanent loss of whatever was being transported, *including* characters. Do not attempt to use this skill unless you are absolutely positive that you will succeed!

Time scale for transporter operations is usually about 2 TICs, including coordinate lock-on and beam-out. In situations where higher Success Levels are required for successful beaming, there may be several TICs of send'em out and bring'em back before the success or failure of the operations task is resolved. Repair time scale is determined by the severity and pervasiveness of the damage to the system.

Warp Drive Systems: 6/8/10 (10)

This skill allows your character to operate and repair Warp Drive propulsion systems, commonly in use among the majority of the major Galactic Powers. [Please note: This is not the same as the Pilot (Helm) skill.]

Time scale for operations is determined by the time the system is in use. Repair time scale is determined by the severity and pervasiveness of damage to the system.

4.11 GENERAL KNOWLEDGE SUPPORTED SKILLS

"Kuntaya Mekko Noginamina Federation Sunturo," the Federation representative intoned in horribly accented Rutani. "The Federation brings you these gifts as a token of our esteem for you, Chief Sunturo."

Minx Massing rolled her eyes in disbelief. Didn't these people ever read their cultural briefings? As an expert in Rutani culture, Minx had been temporarily assigned to aid the Protocol division of the Ambassadorial mission to Alisen VI, but this was too much!

"I think you'd better amend your greeting, Ambassador Garret," she whispered to the Federation representative, eyeing the 250 kilo Queen of the Rutani 'Pig Clans'. "You just offered to marry Chief Sunturo, and by the way she's looking at you, I think she's going to accept!"

...see *Cultural Knowledge*

Administration: 4/6/8 (4)

Administration is a skill related to the management of large groups of people or information. An administrator is called upon to create and maintain an orderly routine for the smooth operation of whatever organization he is responsible for. Administrators are often called upon to set policies and establish precedents, as well as to resolve conflicts and settle disputes. An administrator may be responsible for a small department or an entire organization. Administrators are also sometimes no more than glorified secretaries, with no real authority, but responsible for the smooth flow of information or maintenance of schedules.

The varying degrees of SL measure the degree of efficiency with which tasks are carried out by subordinates and the clarity with which information is transferred through the administrator's channels.

Time scale for Administration is always about two hours more per day than there are hours in the day.

Cultural Knowledge: 2/4/6 (8)

This allows the character to know about various elements of a culture's history, values, and practices. Success Level determines depth and accuracy of information.

Time scale for use is 0 TICs. (You either know it or you don't.)

First Aid: 2/4/6 (5)

This allows a character to treat minor injuries in the field. The initial Success Level has long-lasting effects, so characters are advised to invest well in First Aid.

Complete SL means that broken bones are expertly set and bad cuts are completely cleaned and sealed. Given sufficient time, all but the worst injuries will heal fully and naturally. Reduce the number of boxes filled in on the character's Lethal Damage Capacity track by 3.

Moderate SL means that adequate attention has been given to the character's injuries, but they will still need to be looked at later for them to heal completely. Bleeding from wounds is stopped but could reopen if additional damage is taken, bones are set but should be looked after to make

certain they heal properly, etc. Reduce the number of filled in boxes on the character's Lethal Damage Capacity track by 2.

Minimal SL means that the character is barely patched up but is good enough to keep going. Reduce the number of marked-off boxes on the character's Lethal Damage track by 1.

Failure means that the character was not aided in any way by the first aid.

Botch means that the character's injuries were aggravated by the First Aid attempt. Add +1 box of Lethal Damage to the character's track. A character may only attempt to render First Aid to a wounded character once per incidence of injury. If a wounded character who has received First Aid and still has damage on his lethal track is wounded again, First Aid may be tried again. However, there is a cumulative +1 flat mod for each previous attempt that was made while the character still had damage. Once the character heals back to 0 boxes naturally, this mod is also set back to 0. See Section Six: Healing for more information.

Unless First Aid brings the character to 0 marked-off boxes, the next time the character takes any lethal damage the old wounds will open up and the character will take +1 points of damage from that first attack only. This +1 point is taken after all damage reduction tests are taken and cannot, itself, be reduced in any way.

The time scale for First Aid is 4 TICs per task attempt. The GM is, of course, free to change the time required to reflect adverse conditions.

History: 2/4/6(5)

Allows the character to know about and analyze a particular period of history. Success Level determines depth and accuracy of information.

Time scale for use is 0 TICs. (You either know it or you don't.)

Language: 2/4/6 (5)

Allows the character to express and comprehend both the oral and written (and/or others, if appropriate) forms of communication for a group of related languages. Success Level determines the quality and quantity of expression or comprehension.

Law: 4/6/8 (5)

Allows the character to understand and act in accordance with the legal system for which his skill applies. The Success Level determines the depth and accuracy of the character's understanding of a particular legal point or practice.

Time scale in this instance is determined by the particular type of application. Two minutes with a local or magistrate or peace keeper, or three weeks in a courtroom trial...

Medicine: 2/4/6 (10)

Allows the character to understand the biological structure and operations of members of related races and to diagnose the nature of injuries or illness and prescribe medication or other forms of treatment to sick or injured members of those races. Subdivisions include: Genetics, Pathology, and specializations by anatomical area.

Time scale is determined by the complexity of the task at hand: 2 TICs with a medical tricorder to diagnose a simple wound or illness or hours/days in the BioLab trying to isolate a viral strain. The GM will determine the time scale based on the situation.

Natural Sciences: 4/5/6 (10)

Allows the character to have a depth of understanding concerning the nature and operation of numerous sciences such as: Agronomy, Anthropology, Biology, Botany, Ecology, Etymology, Oceanography, Organic Chemistry, Psychology, Sociology, and Zoology.

Time scale for use is 0 TICs to observe/recall a basic fact or days/weeks to research a new topic or to conduct lab work.

Philosophy: 4/6/8 (5)

Allows the character to understand and explore the tenets and dogmas of related schools or branches of different Philosophies. Success Level determines depth and accuracy of insights or understanding of the philosophy.

Time scale for use is 0 TICs. (You either understand it or you don't.)

Physical Sciences: 4/5/6 (10)

Allows the character to have a depth of understanding concerning the nature and operation of numerous "hard" or physical sciences such as: Astronomy, Geology, Inorganic Chemistry, Material Science, Metallurgy, Meteorology, Nuclear Physics, and Optics.

Star Fleet Regulations and Operations: 1/2/3 (1)

This is the basic knowledge of Star Fleet rules that a character will have after completing the Academy.

Surgery: 4/6/8 (20)

Allows a character to perform internal surgery to repair or otherwise render medical aid to internal areas of the members of a group of related races. See Section Six: Healing for more information.

4.12 PERCEPTION SUPPORTED SKILLS

"You're trapped, Federation swine! I know your phaser pack is empty. It's just a matter of time until I catch you!"
 H'Ruusti M'eins was out of power, but not out of options. The Romulan Praetorian Commander had a thing or two to learn about the Black Eagles! With a perfectly placed throw, the hulking Rigellian shattered the single primitive lighting unit in the warehouse, plunging the entire area into darkness.
 "Ok, Tal!" he challenged into the darkness as he drew his combat knife, "you just come and get me!"
...see Blind Fighting

Blind Fighting: (AMA) 6/8/10 (15)

Blind Fighting is a skill that allows your character to offset or negate the +8 flat mod imposed in Melee or Martial Arts combat when you are unable to see your opponent. By using your hearing and natural kinesthetic sense, you may attempt to locate and attack your opponent or perform a defensive action against his attack, without actually seeing him. A separate Blind Fighting task test must be made for each combat round in which you wish to use this skill. You are never required to use the skill if you choose not to risk rolling a botch.

Complete SL completely negates the +8 mod for that turn. You may attack or defend as if you could see your opponent normally.

Moderate SL halves the mod to your attack or defensive action. Apply a flat +4 instead of a flat +8.

Minimal SL gives you a general idea where your opponent is. Apply a flat +6 to your attack or defensive action.

Failure does not affect your action in any way. The standard +8 is applied.

Botch means that you think that your opponent is somewhere that he isn't. If you attack, you automatically miss. If he attacks, apply a flat -2 to his to hit tricode. Note that Blind Fighting may never be used in ranged combat.

The time scale for Blind Fighting is 0 TICs.

Shadowing: 4/6/8 (10)

Shadowing allows a character to follow closely behind another character while attempting to remain unobserved.

Complete SL allows the Shadowing character to successfully follow the target character quite closely, perhaps closely enough to minutely examine him or overhear a conversation, without alerting the target character to the Shadowing character's presence.

Moderate SL allows the Shadowing character to successfully follow the target character within easy observation range, but not closely enough to overhear any conversations.

Minimal SL allows the Shadowing character to follow the target character at the outer range of the Shadowing character's ability to observe him.

Failure means that the Shadowing character has temporarily lost sight of the target character.

Botch means that the Shadowing character has been seen by the target character. (Where you go from here is up to the GM!)

Once a character has successfully Shadowed another character, he may continue to roll Shadowing attempts to keep the target character in sight WITHOUT imposing any Repeated Task Attempt mods AS LONG AS the Shadowing character does not wish to INCREASE his SL. If, for instance, a character is Shadowing another character and achieves a Minimal SL on his initial attempt, he could continue to Shadow the target character with no Repeated Task Attempt mods to his Shadowing tricode. However, in this case the best SL that he could achieve would be a Minimal SL, and a Failure or Botch would still drop his SL down to the lower level. If the character wanted to get closer to the target character, (i.e., increase his Shadowing SL), he **would** apply Repeated Task Mods to his rolls until he achieved an SL that he was satisfied with. Of course, the conditions under which the Shadowing takes place would have major effects upon the situational mods applied to the task.

As described in Tracking, below, a character can use the Shadowing skill to thwart the attempts of others to Shadow that character! Shadowing takes up as much time as is required to keep up with the target character.

Tracking: 6/8/10 (10)

This skill allows the character to follow the path of an individual (or group of individuals) who has previously passed by the character's current location by observing minute traces their passage has left behind.

Complete SL gives the tracking character a comprehensive knowledge of the number, composition, and departure direction of the target individuals he is following. This SL might provide information about the condition of those being tracked, whether they are wounded, carrying or dragging something behind them, or perhaps if there was a fight or other disruption at the scene. It also gives the tracker a rough idea of how long ago his target(s) passed by the location. Remember, though, this SL doesn't give the character any sort of "special vision" into the past; it only allows him to make an extrapolation based on the evidence present at the scene.

Moderate SL gives the character solid (but not necessarily complete) information concerning the target character he is tracking. The information will be correct, but it will not provide the same depth or breadth of insight as a Complete SL.

Minimal SL will usually tell the tracking character that those he is trailing have passed this way and will indicate the direction of their passing, but little more.

Failure indicates that the tracker is unaware of any signs of the passing of those he is tracking.

Botch provides the tracker with wholly erroneous information. "Hmmm, it looks like they met up with about twenty other guys here! Maybe we should go back." or "Look, I'm sure what I see here! They walked right up to the lip of that volcano, and they didn't come back!" Good going, Hawkeye...

Please note: The Tracking tricode listed above is for general "wandering through the forest looking for any sign that someone wandered past here" tasks. If the Tracking character is examining a location that he (correctly) believes to be directly along his quarry's path, the tricode is lowered to 4/6/8.

As a general rule of thumb, apply a flat +1 for each period of 6 hours that elapse between the time those that are being tracked pass by and the time the tracking character arrives on the sight, and a -1 flat mod for every two members in the party being tracked. Note that local conditions, the nature of the party being tracked, and the terrain through which the tracking is taking place (rain, fire, forests of fragile crystal plants, distinctive hoofprints, etc.) can have a HUGE effect on these mods. As always, it's the GM's call. Also, note that a character with this skill who believes that he might be subject to a tracking attempt by another character later on, may conduct an Reciprocal Response test using his own tracking skill as the opposition skill. Later, it becomes a skill test versus skill test to track the character. Of course, the target character must state his intention at the time he is moving. This initial test is made with a flat +1 mod for each two additional people whose trails the character is attempting to conceal. (Of course if those characters have Tracking themselves, they can all just make their own rolls.)

Neither the actual Tracking task attempt nor the Concealment application would normally be subject to the Repeated Task Attempt mods.

Time scale for Tracking is 0 TICs to just wander around looking for something to track and perhaps 2-5 TICs to examine and extrapolate from a suspected site.



SECTION FIVE: COMBAT

Ok, you've yelled, "Halt! Federation Prime Team!" and they still haven't stopped doing whatever it is that you think they should have stopped doing. Your Leadership characteristic of 10 isn't going to cut it this time, and you're tired of trying to reason with these bozos. What do you do? Take a lesson from your Kzinti pals: Scream and Leap!

Sad but true: sometimes you must resort to direct, physical action to get your point across, to accomplish an objective, or to save your own bacon.

Welcome to Combat!

Combat is resolved using trICODES just like all the other tasks in Prime Directive, but there are enough peculiarities and details involved that Combat requires its own specific section. For those players new to role-playing, we have also designed a Simplified Combat System (SCS) which will speed up the Combat aspect of the game considerably. (This is rule 5.28.)

5.1 COMBAT TRICODES/RESOLUTION

The base to hit tricode for all attacks is 4/6/8. That is the nominal tricode, where the target isn't too far away or hidden around a corner and isn't actively trying to dodge or parry or whatever. There are numerous things that could make it harder (or easier) for you to hit your target. Refer to the tables later in this section which summarize the common +/- mods for various types of attacks.



5.2 INTRODUCTORY COMBAT EXAMPLE

When characters engage in combat situations in Prime Directive, there are a number of things for you to keep track of. The idea of the Prime Directive combat system is to allow you to visualize the action your character is involved in without getting too bogged down in measuring millimeters. Of course, the character with the higher skill and speed should have some advantages in such contests, so special rules to govern combat are required to ensure that a sickly old Pavlovian Dog Soldier is no match for a proud Kzinti warrior or that a green militia recruit isn't likely to out-gun a veteran Prime Team Marksman.

With the high stakes involved in combat (your character's life more often than not), most players insist on maintaining a high degree of control over their character's actions in combat situations, and players must understand the limitations placed on them and their opponents by such factors as time, their positions on the battle field, their skills and characteristics, and their equipment.

The major combat considerations in Prime Directive are thus broken down as follows:

TIME: In a combat situation, the character has only moments to decide what he is going to do before his opponents react! (You, as the player, of course, will not have to act out the combat at this break-neck pace. The GM will always allow you a reasonable period of time to decide what your character is going to do during his turn, and you will never have to leave the comfort...and safety...of your chair!) A special roll is made at the beginning of each new combat turn. This roll, called the A/I roll, determines both the ORDER in which all the characters involved in the combat may act and the AMOUNT that they may do in their turn. The mechanics for this roll are described in Section Three: Actions and Initiative.

POSITION: The relative position of the characters is vitally important to determine who can do what to whom, which is, after all, the point of combat. Characters making ranged attacks with guns and other projectile weapons need to know if they can even SEE their targets (rather than just hear them, for example). And even if they can see their targets, they need to know in game terms how much harder it is to hit a target crouching behind a wall 100 meters away in the dark than it is to hit a character standing stock still two meters in front of you! Again, the rules for all this are detailed below; just remember that everyone will need to be informed as to the relative positions of all the characters with respect to the battle field and each other.

ATTACK: When it is your turn, you may choose to try and zap an opponent. There are many ways to do this and the rules below will fully explain the attack procedures. Suffice it to say that the attack procedure is largely based upon your abilities with the type of attack you are employing and the positional situations that aid or deter your chances of a solid hit. Of course, the more powerful the weapon being employed and the greater the SL of the attack, the more damage you can expect to inflict upon your target.

DEFEND: Of course, when it is your character that is BEING attacked, you want to be able to defend yourself! In some cases your combat skills are pitted directly against your opponent's skill, while in other situations you simply try to twist and dodge out of harm's way. There are also other ways to protect yourself that must be accounted for, like ARMOR, which soaks up damage that might otherwise harm your

character. And of course, a wound that would incapacitate a normal human might not even slow down an angry Rigellian!

Remember: There are four steps to the combat turn:

TIME POSITION ATTACK DEFEND

The following combat example should walk you through the various steps:

TURN 1: Peltier and Adrianna are skulking stealthfully through a lightly wooded area trying to reconnoiter an Orion Smuggler's base. The GM determines that they have crossed the path of a wandering sentry patrol from the Orion stronghold. Before Time In Combat turns (or TICs) are used, the GM asks Peltier and Adrianna to both make a Perception task test to see if they detect the Orion sentries before or after the sentries detect them. (Remember: The Orion sentries are NPCs and, as such, are controlled by the Gamemaster.) Peltier and Adrianna both succeed admirably and have a bead on the sentries, who in turn are still unaware of the Team members' presence. At this point the GM declares that the action is shifting into TICs, adrenalin is flooding into their bloodstream, and all the characters are going into Combat Time.

For the **TIME** portion of the first turn, the GM asks Peltier and Adrianna to each determine their **INITIATIVE** (which determines the **ORDER** in which characters act during that turn) and their **LEVEL OF ACTION** (which determines **HOW MUCH** the characters can do during that turn). Normally, the GM would also determine the Initiative and Level Of Action for the two Orion sentries at this point, but since it has been determined that they are unaware of the Prime Team members presence, the GM rules that they will only make their rolls **AFTER** the Primes reveal themselves in some way.

For the **POSITION** part of the first turn, Peltier and Adrianna rightfully want to know how far away the sentries are from them, how they are facing, and what sort of terrain is around and between them. The GM informs the players that the sentries are approximately 18 meters away and walking along a narrow trail through the underbrush in the forest. The GM informs the players that while the intervening trees shield the Primes from view, it also interferes with their ability to make a ranged attack with their phasers. The Primes now have the option of **CHANGING THEIR POSITIONS**, perhaps to gain cover or to achieve a better attack position, or they may simply go to the **ATTACK** portion of the turn, hoping that their superior skills will allow them to overcome the difficulty presented by all the trees. Not wanting to alert the sentries to their presence without being sure of taking them down, both characters elect to move closer to the targets. This means that there are no **ATTACKS** or **DEFENSES** employed in the first turn.

The GM instructs both of the characters to make **STEALTH** task tests, which if successful will allow them to sneak up on the enemy. Even though both the characters are experts in stealth, luck is not with Adrianna. She fails her Stealth task test and snaps a dry branch underfoot. Both the sentries become aware of the presence of someone else in the woods, and the GM rolls a Characteristic task test against their Perception to determine just how well they locate the unfortunate Primes.

TURN 2 begins with **BOTH** sides determining their **TIME** factors, Initiative, and Level of Action. Since the GM ruled that the sentries became aware of someone's presence, they too are able to act this turn in combat time. The GM tells the Primes that they have the higher initiatives and, as such, may act first. Both players elect to wait and see what the sentries will do before committing themselves to a course of action.

(This is one of the benefits of having the higher initiative during a turn. You can wait and see what another character is going to do before you commit your own actions.) The GM rules that one of the sentries was only minimally successful in determining who or what made the noise that he heard. That sentry stops, takes cover behind a large tree, and shouts into the forest, "Hey, who's out there?" The second sentry, however, knows exactly what's out there and decides to make a run for it.

Adrianna elects to take out the fleeing Orion with her actions for the turn (she was the one who scared him off, after all), while Peltier goes after the remaining sentry. Peltier has the higher Initiative number overall, so he acts first. The GM informs Peltier that he is just on the other side of a large tree from his target. Peltier dives out from around the tree and fires at the Orion. The Orion, realizing too late that trouble is coming his way, tries to dive out of the way of Peltier's phaser blast, but the combination of his low Level of Action for the turn and Peltier's deadly skill with the weapon are too much for him. Peltier's blast strikes him squarely in the chest, and the sentry slumps to the ground, knocked out for hours to come.

The GM informs Adrianna that her target is fleeing, that he is almost 30 meters away, and that there is heavy interference from the trees blocking her lines of sight and fire. Adrianna **MOVES** after him, hoping to be in a position to fire at the sentry by the end of the turn. But as she emerges from the tree line, the GM informs her that the fleeing sentry has turned a corner in the path and is no longer in her line of sight.

TURN 3 begins, as always, with the characters determining their Initiatives and Levels Of Action. Adrianna rolls very well while Peltier rolls poorly. Adrianna elects to chase after her target rather than wait for Peltier to catch up. She elects to **MOVE** down the trail to regain a line of sight with her target. When she turns the corner in the forest trail, however, the GM informs her that the sentry is standing in the path with his weapon drawn. Adrianna has had the tables turned on her!

The sentry then fires his weapon at Adrianna, who has turned from hunter to prey. She tries to dodge out of the path of the Orion's pulser attack but only manages to avoid a portion of the burst. The Orion's aim was good, so Adrianna takes the brunt of the attack. Fortunately, Adrianna is wearing Light Skirmish Armor, which affords her a certain degree of protection against the attack. With the force of the attack blunted by the armor, Adrianna is able to take the attack with only a minor reduction to her overall effectiveness and continues onward toward her target.

TURN 4 begins with the normal Action and Initiative rolls. Adrianna is slowed somewhat due to her slight wound, but she is still able to act before the Orion, who seems to have been stunned into inaction by Adrianna's refusal to go down before his well placed pulser blast. The GM informs Adrianna that she begins the turn less than 5 meters from the sentry. Peltier is over 20 meters away and must spend his entire turn closing the distance. Realizing that the Orion's pulser weapon has an empty charge pack, a fact she discerned when he didn't immediately fire again, Adrianna draws her combat knife and moves to engage the sentry in melee combat. The poor sentry can either use his pulser as a hand weapon (not a great idea) or drop the pulser and attempt to draw his own knife before Adrianna attacks (not very likely). The Orion stands his ground and tries to ward off Adrianna's attack with the butt of his gun. Adrianna rolls her **ATTACK**, and the Orion attempts to **PARRY**. Adrianna is an expert in melee combat but is slightly wounded. The Orion is not particularly skilled in melee combat and is trying to parry with an inappropriate

weapon. Adrianna rolls very well, and the Orion rolls poorly. The Orion is wearing no armor, realizes the bad situation he is in, and surrenders.

When Peltier shows up a few turns later, he sees Adrianna resheathing her blade, the trussed-up Orion sentry at her feet. Ahead lies the Orion Stronghold.

5.3 GETTING TO KNOW YOUR WEAPONS

Combat in Prime Directive is resolved in turns, as discussed earlier in Section Three: Actions and Initiative. Most of the things that you might do in a combat situation are resolved by the use of tasks, just like in any other challenging situations. There are four primary sorts of combat skill tasks that you might be called upon to undertake: Fire (by weapon type — including Heavy Weapons), Throw, Melee, and Martial Arts.

5.4 WEAPONS SKILLS—FIRE, THROW, MELEE, AND MARTIAL ARTS

Fire (Weapon Type) is the skill used to fire ranged weapons, such as phasers, guns, bows, etc. There are four basic subdivisions to the FIRE skill: Fire (Energy Weapons), Fire (Ballistic Weapons), Fire (Parabolic Arc Weapons), and Fire (Muscle Powered Weapons).

Energy weapons include weapons such as phasers, disruptors, plasma generators, etc. Any sort of weapon that fires a beam of energy rather than a projectile is considered an Energy weapon.

Ballistic weapons are weapons such as regular guns and the gauss gun. Anything that fires a solid projectile is considered a Ballistic weapon.

Parabolic Arc weapons are usually grenade launchers and mortars. Any weapon that lobs a projectile in a high arc rather than "pointing" the weapon at its target is a Parabolic Arc weapon.

Muscle Powered weapons cover weapons in the Bow family, such as longbows, composite bows, crossbows, etc. Any weapon that uses a strength driven mechanism to power its projectile (as opposed to the character simply *throwing* the projectile, which is a separate skill) is considered a Muscle Powered weapon.

To be fluent with all FOUR of these skill subdivisions, a character must have a separate skill for each. For instance, when your character learns Fire Phaser as a skill, he is then fluent with all types of ENERGY weapons but not with the other types of weapon. If he were to also learn Fire Bow, then he would be fluent with Muscle Powered weapons, too. Note that your character would still have a +2 mod when firing an Energy weapon other than a phaser in this case, or a +2 when shooting a crossbow rather than a regular pull bow (Unfamiliar Weapon Type mod from Ranged Combat To Hit Table), but he would still roll all his task Dice with the skill and not be counted as performing an Unsupported Skill Task.

This subdivision holds true for Heavy Weapon Operations as well. There are Energy, Ballistic, Parabolic Arc, and Muscle Powered weapons subclasses of Heavy Weapons, distinct from regular weapons. (Actually, ALL Parabolic Arc weapons are Heavy Weapons.) So your character would need to learn seven different skills to be fluent with all the weapons subskills.

Throw is, of course, useful for tossing grenades, knives, spears, rocks, chairs, etc.

Melee is used for armed hand-to-hand combat. You know, knives, swords, clubs, bandi sticks, burning tree limbs, the kitchen sink, the works.

Martial Arts is for unarmed hand-to-hand combat. All Star Fleet personnel learn a scientifically perfected mix of Tae Kwan Do, Aikido, and Vulcan Su'lat, although some personnel show a higher proficiency than others. Punches, kicks, throws, dodges, and disarming techniques are all included. For those militant types who really get into it, there are Advanced Techniques, nerve pinches, blind fighting, etc., which are learned as separate, individual skills. Some purists might complain that a Martial Arts section doesn't belong in the Weapons section. Consider your Prime Team member to be a living weapon.

5.5 WEAPON TYPES AND GRADES

Most types of energy weapons, like phasers, disruptors, plasma guns, and pulsers, come in Grades, which measure their power. Each grade of energy weapon can fire at a number of different energy settings. Don't confuse the two. Energy weapons of large grades have bigger batteries and more powerful emitter hardware, so they tend to be able to fire at the higher settings, which do more damage and fire at greater ranges than lesser settings. They also tend to eat up power packs at greater rates.

Each type of energy weapon has its own Damage by Grade Table that provides all the important data for each grade of that weapon type and specifies whether it fires in Lethal or Stun mode or both. These tables also list the amount of stored energy that a weapon of that type can pack, in terms of the number of Battery Energy packs that it can hold, and the energy usage for each of its settings.

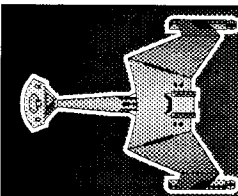
Included in Prime Directive are: the phasers used in the field by Federation forces, the Klingon disruptor, the Romulan plasma generators, the Hydran fusion and tritonic methane weapons, the Flechette pistol favored by the Orions, and the pulsers generally available to Pirates, Explorers, and the like.

Characteristics for both "primitive" and "modern" ballistic firearms are also provided, as there will undoubtedly be adventures on worlds less advanced than those of the Federation. Gun aficionados in the Prime Directive audience should feel free to make any adjustments they feel are necessary to reflect the grain/impact difference between a 7.62 and 9mm round, etc.

Oh, and you also get stats for the infamous Gorn gauss gun. Sure, it fires a solid slug, but it'll still kill you as dead as disruptor fire will. Gorns don't like being called Low-Tech, and they don't like being laughed at. Live and learn.

There is also a veritable plethora of grenades (covered in the Grenades Table), a short section on plastic explosives, and a section on Heavy Weapons. Heavy Weapons Operation IS a separate skill from Fire (Weapon).

Knives, swords, and clubbing weapons are all covered in the Melee Weapons Damage Table. Thrown Weapons and Martial Arts each get their own table, with grenade damages covered in a separate section.



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5.6 DAMAGE PART 1: HOW TO DISH IT OUT

Combat in Prime Directive is fairly straightforward. The attacker rolls against his modified skill task tricode to determine his Success Level in attacking his opponent. A high Success Level in the attack means that the attacker got in a more solid shot on his opponent and will probably cause more damage.

Damage is accounted for in points. The base amount of damage that a weapon inflicts in Damage Capacity points is dependent upon the type of weapon and the grade and setting that are being used for the attack and the Success Level achieved by the attacker. Some weapons can only inflict Lethal Damage, damage which causes physical trauma or death to a living target or structural damage to an inanimate one. Other weapons cause Stun Damage, damage that causes disorientation or unconsciousness in living targets only. Some weapons can cause either Stun OR Lethal damage. Virtually all energy weapons can be fired at different settings, or levels of effectiveness. Refer to the weapon's Damage Table (below) to determine the types and grades of damage to which it can be set and the amount of damage which it inflicts at that setting.

5.7 HOW TO READ THE DAMAGE TABLES

To ensure a sense of realism in combat, each of the Weapon Damage Tables contain a lot of information. This is how you read the tables:

Weapon Type (and Grade/Class): This first column contains the name of the weapon and, where applicable, breaks down the weapon by Grade or Class. Each Grade of an Energy Weapon is an entirely different version of the same weapon, where Grade-1 is the smallest or least powerful version, and successive grades are larger and more powerful versions. Phaser Grade-1, for instance, is the diminutive Hand Phaser, a weapon with limited range and power, while Phaser Grade-3 is the powerful Phaser Rifle.

The various Grades of each energy weapon are listed separately on the table and specify the Settings to which each can be adjusted. The various Settings refer to the different power output levels that an energy weapon can be adjusted to produce. Some energy weapons may be fired in either a Stun mode or Lethal mode; some may be fired in both modes. A Stun attack inflicts incapacitating damage, while a Lethal attack inflicts destructive damage. Energy weapons will indicate the modes (Lethal or Stun) in which they can fire as part of their setting information. A phaser's Stun-1 is a low power stunning setting, used to minimize damage to fragile targets or conserve power, while Stun-4 is a "maximum stun" setting. Lethal-1 to -3 are also different settings to which phasers can be adjusted. Higher grades of energy weapons are capable of firing at more powerful settings.

The **Class** of a Weapon is the category that the weapon falls into, such as pistol, heavy blade, etc. Like Grades, each successive class of a weapon reflects a change in the size or power of the weapon. Ballistic weapons are also capable of firing on different settings (single shot, burst, and full auto feed), but unlike energy weapons, this is a reflection of the number of rounds of ammunition that the weapon is spitting out at one time, not the amount of energy produced. Other weapons divided into Classes are not capable of being adjusted to different settings.

D#: This is the Damage Number. The Damage Number of a weapon is the direct measure of its power. The various

individual numbers listed for each Type, Class, or Setting are called Damage Numbers (or D#s). The D#s for a phaser set to Stun-1 are 2/4/6; the D#s for a phaser set to Lethal-2 are 4/6/8. These numbers represent the amount of Lethal or Stun damage that could be inflicted by the weapon at that setting. The various D#s themselves correspond with the amount of damage inflicted with a Minimal, Moderate, and Complete Weapon To Hit SL, respectively.

For instance, the 4/6/8 D#s for a Lethal-2 Phaser indicate that a Minimal Phaser To Hit SL will inflict 4 points of damage, (either Lethal or Stun, depending upon the setting of the weapon), a Moderate SL will inflict 6 points of damage, and a Complete SL will inflict 8 points of damage.

Energy or Rounds: Are divided into two information sections.

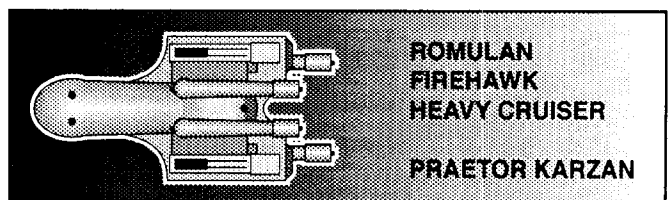
The notations directly across from an energy weapon's name list the number of power packs (pp) that it can hold at one time and the amount of Battery Energy (in Battery Points or BPs) that that many power packs provide for the weapon. A Phaser-1 (hand phaser), for instance, can hold 1pp, and that power pack provides 100 BPs; a Phaser-3 (phaser rifle) can hold 5pp, and those power packs provide a total of 500 BPs. The numerical notations across from the Setting lines indicate the number of BPs that the weapon uses per shot at that setting. A Phaser-2 (phaser pistol) uses 4 BPs to fire a single shot at a Setting of Stun-2, while it uses 10 BPs to fire a single shot at a Setting of Lethal-2. The BPs used up by each shot are deducted from the current total Battery Energy for the weapon. When the weapon's BPs reach 0, the batteries are completely drained and the weapon may not fire again until the power packs are recharged or replaced. Complete information on power packs and recharging is found in Section Eight: Equipment.

The notations directly across from a ballistic weapon's name lists the maximum size of the magazine, in rounds (or Rds), that the weapon may carry. The number of Rds equals the exact number of bullets or other ammunition that the weapon carries in one magazine.

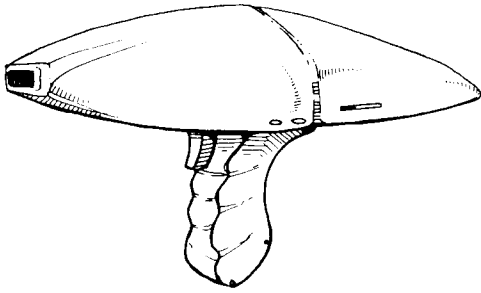
(Rounds, in this context, have no relation to, or bearing upon, the term "Rounds" as applied to the notion of Combat Rounds as found in Section Three: Actions and Initiative. The two terms are completely different and should not be confused.)

As noted above, many ballistic weapons are capable of firing at different Rate of Fire settings, which increase damage by pumping out more ammo at a time and consequently use up ammo at a greater rate. The number across from a ballistic weapon's setting is the number of Rds used from the weapon's magazine each time it is fired at that setting. When the Rds in the magazine have been reduced to 0 due to ammo expenditure, the magazine is empty and the weapon cannot be fired again until the magazine is reloaded or replaced. Complete information on magazines and spare ammo is found in the Equipment section.

Other weapons do not use Energy or Rounds of ammo.



5.8 PHASERS



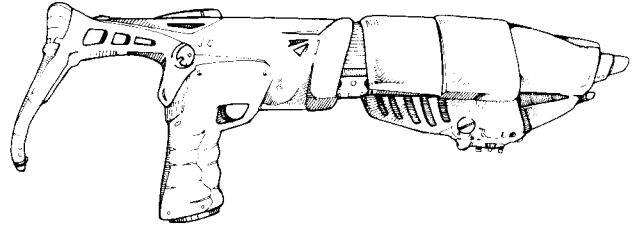
Phasers are powerful weapons that can punch through most forms of armor. All phaser gun attacks (not grenades) IGNORE the first point of Energy Armor worn by a target (i.e., reduce the energy Armor Rating (AR) by one for the purposes of a phaser attack ONLY). There is no permanent reduction to the AR, nor does this reduction apply to other non-phaser attacks.

PHASER TABLE

WEAPON TYPE & GRADE	D#s	ENERGY
HAND PHASER (.5 kg)		
STUN-1	2/4/6	1pp (100)
STUN-2	4/6/8	(1)
STUN-3	6/8/10	(3)
LETHAL-1	2/4/6	(6)
PHASER PISTOL (1 kg)		
STUN-1	2/4/6	2pp (200)
STUN-2	4/6/8	(2)
STUN-3	6/8/10	(4)
STUN-4	8/10/12	(6)
LETHAL-1	2/4/6	(7)
LETHAL-2	4/6/8	(10)
PHASER RIFLE (5 kg)		
STUN-1	2/4/6	5pp (500)
STUN-2	4/6/8	(5)
STUN-3	6/8/10	(6)
STUN-4	8/10/12	(8)
STUN-5	10/12/14	(11)
LETHAL-1	2/4/6	(10)
LETHAL-2	4/6/8	(14)
LETHAL-3	6/8/10	(18)
HEAVY WEAPONS		
SCATTER PHASER (8 kg)		
STUN-1	4/6/8	4pp (400)
STUN-2	6/8/10	(4)*
STUN-3	8/10/12	(6)*
STUN-4	10/12/14	(10)*
LETHAL-1	4/6/8	(12)*
LETHAL-2	6/8/10	(20)*
REPEATER PHASER (12 kg)		
STUN	Burst 6/9/12	11pp(1100)
	Stream 4/7/10	(35)
	Stream 4/7/10	(70)
LETHAL	Burst 6/9/12	(75)
	Stream 4/7/10	(150)

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

The Scatter Phaser – Heavy Weapon



The Scatter Phaser is analogous to a shotgun. When the Scatter Phaser fires, it can be set to any of eight different Dispersal Settings, cleverly called Dispersal 1 through Dispersal 8. The Dispersal setting represents how **wide** the area of the weapon's effect is at its farthest point from the firer. Dispersal 1 is 2 meters wide at its farthest point, Dispersal 2 is 4 meters wide, Dispersal 3 is 6 meters wide, etc. As you can imagine, firing the Scatter Phaser eats up a lot of power, especially at the higher Dispersal settings. To reflect this, you **multiply** the energy listed in the Energy column of the Scatter Phaser by the Dispersal Setting that the weapon is being fired in.

For instance, a Scatter Phaser set to Stun 1 at Dispersal 1 would use up 4 energy points for that attack. If it were fired at the same Stun 1 setting, but opened up to Dispersal 3, then it would use 12 energy points instead. Wide open at Dispersal 8, it would use 32 energy points. And that's just for Stun 1! At Lethal 2, Dispersal 8, the Scatter Phaser uses an amazing 160 energy points!

Regardless of the Dispersal setting of the weapon, which determines how wide the area of effect is, the Range of the weapon remains constant.

Note that the Scatter Phaser can be fired as a standard Phaser Rifle if the operator wishes (use the standard Phaser Rifle Tables for D#s, Range, etc.). This is because the Scatter arrays are built around a central standard Rifle grade emitter. However, the two functions may NEVER operate at the same time. For any given attack, the weapon may fire in either the Scatter or Rifle mode, but not both in the same attack. Between attacks, however, the firer may switch back and forth as he wishes.

Changing the Dispersal area of the attack is a 0 TIC action and is accomplished by the character's moving his hand a few centimeters up or down along the Phaser's barrel. A series of Inductive Capacitance sensors positioned along the barrel translate the position of the firer's hand into the weapon's various aperture settings.

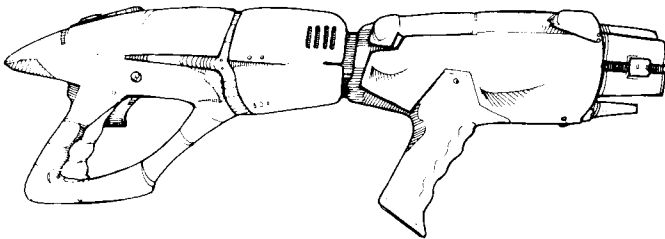
Note that the D#s for the Scatter Phaser are somewhat higher than for other phasers set to the same settings. This is because, in theory, as the Scatter Phaser spreads out across the area through and around the target, it cuts across the target in a plane, rather than striking it in a single point like a regular phaser. This makes it easier to hit a target with a Scatter Phaser, and harder for the target to dodge out of the way. To reflect these facts, use the following special rules when using the Scatter Phaser.

The To Hit tricode when using the Scatter Phaser against a moving target is 3/4/5. Apply mods as normal. A Scatter Phaser AUTOMATICALLY hits *any and all* stationary objects and individuals (friend or foe, and including vital and perhaps fragile equipment or structures) within its scatter area, assuming that they are caught within the plane of the Scatter Phaser's attack and are not completely shielded behind some

intervening solid object. Remember! The Scatter Phaser does NOT fire a 3-dimensional cone; rather, it fires a 2-dimensional triangle. Picture the attack as a triangular piece of flat cardboard that spreads out parallel to the floor to fill an AREA, not as a huge ice cream cone that spreads out to fill a VOLUME.

Dodging the Scatter attack is problematic as well, because since the target can't usually dodge left or right, they have to go up or down to get above or below the plane of the attack. Any Dodge attempts against a Scatter Phaser attack are subject to a flat +2 mod to reflect this. However, if the dodger is within one meter of any edge of the scatter area, the mod is a flat +1 instead.

The Repeater Phaser – Heavy Weapon



The Repeater Phaser is analogous to a phaser assault rifle. It has the ability to fire numerous short phaser bursts in the time that a normal phaser fires just one. This allows the firer to spread out his attack over several individual targets or to concentrate several bursts of phaser energy at a single target. When fired on a Burst setting, the Repeater unloads a brief hail of integrated phaser bursts, each of which packs a powerful punch. The more of these bursts that stay on target, the greater the damage that is inflicted (reflected by the higher than usual increase in D# between SLs). There is a +1 flat mod to Dodge versus a Repeater attack in Burst mode. Only a single target may be attacked per action with a Burst attack.

When fired on a Stream setting, the Repeater lays down a continuous stream of separate phaser blasts. In this fire mode you can sweep the weapon between multiple targets, striking each in turn, making a separate to hit task roll for each target. An expenditure of the listed Energy for any given setting is sufficient to attack up to five separate targets. You may, in theory, strike as many individual targets as you wish with a single Stream attack, but for each five targets attacked or portion thereof, you must expend the requisite amount of power pack energy. You must attack all your targets in a single right-to-left or left-to-right motion, i.e., you can't swing your weapon past one bad guy to the next, and then swing it back again to pick off the first one. Once you've swung past a target to attack the next, you can't go back again in the same action. Also, a single target cannot be attacked more than once with the Stream attack in one action. If you want to hose down a single target, use Burst mode. The mods for Range are applied to each target separately and do not carry over from target to target if they are at different ranges.

There is a flat +1 to hit mod for each target you wish to hit past the first target. This is applied in a serial manner, escalating the to hit tricode by +1 as each new target comes up in turn.

There is an additional flat +1 tricode for each target that you wish to *avoid* firing at if they are within 1 "apparent" meter

of a target that you do attack. An "apparent" meter has nothing to do with the "real" distance between two targets, but rather it refers to the distance in degrees of arc between the two targets from the point of view of the firer.

There is a flat +1 mod to Dodge out of the way of a Stream Mode attack.

Withholding your Fire

If you wish to withhold firing against a target within 1 apparent meter of a target that you have already fired against that action, you must make a Withhold Fire Test, **even if you fired at the adjacent target because you failed your previous Withhold Fire test.** The Withhold Fire test is made against a base tricode of 4/6/8 and uses your normal Fire Weapon skill task dice.

Complete SL means that you have successfully held your fire. The target is in no danger of coming under fire. Further, if there are other friendlies that you wish to not shoot at that are within 1 apparent meter of this target, you do not need to make a further Withhold Fire test. You may automatically skip over all friendlies to the next hostile target, if any.

Moderate SL means that you cut off the fire a moment later than you are comfortable with. Roll 2D6. If the number you roll is less than or equal to your Fire Weapon task dice, then you have pulled off the trigger at the last possible moment, and the friendly is safe. Treat this as a Complete SL. If your 2D6 roll is greater than your Fire Weapon task dice, then you run the risk of accidentally hitting the friendly. Make a To Hit test against this target with 2D6, instead of your own normal To Hit task dice. (In the case where you are making an Unsupported To Hit task test, you roll 4D6 and there is no doubling of the tricode.) This involuntary attack is modified by a flat +1 for each die of your Fire Weapon task dice over 2.

For instance, if your Fire Phaser task dice were 3, then your mod would be +1; if your task dice were 6, then your mod would +4, etc. Remember, this is a task test you want to FAIL, so the higher your skill, the greater the + mods, the better. (In this case, a single point of Heroic Reputation may be used to turn a single die rolled into a 1, instead of the normal application, which would turn the roll into a 6.) A Botch on this test is treated exactly like a Failure. Regardless of the result of this attack, you may now skip over intervening friendlies to your next hostile target without resorting to further Withhold Fire tests.

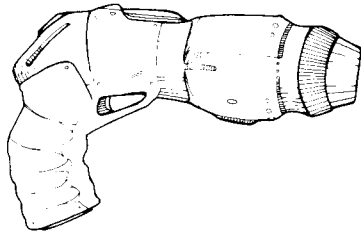
Minimal SL means that you haven't entirely suppressed your fire in time to avoid firing at the friendly. You must attack the target as if you had failed the 2D6 roll in the Moderate SL section, above. You may still skip over subsequent friendlies as described above.

Failure means that you just plain don't stop firing in time. Make an attack against the friendly with 3D6, but with no mods for your Weapon task dice. If there is another friendly within one apparent meter beyond this target, you must make another Withhold Fire test to stop from shooting him, too! This Withhold Fire test will be at a +1 flat Repeated Task mod.

Botch means that you mistake the friendly for a bad guy! Not only do you not attempt to withhold your fire, you actually try your best to gun him down, too. You must make an attack against this guy as if you were shooting at any other hostile target. If there are any friendlies within one apparent meter of this target, you will make the Withhold Fire test with a flat +2 mod.

A Withhold Fire test may only ever be made for a target that the character has a genuine desire to avoid firing at. **The Withhold Fire test may NEVER be used as a way to circumvent a high regular To Hit tricode value by hoping for a low Withhold Fire SL!**

5.9 PULSERS



The Pulsar is not a particularly powerful weapon, which is not to say that it isn't dangerous in the hands of someone that knows what to do with it. The Pulsar attacks versus a target's Energy Armor. If the target has even one point of Energy AR, the Pulsar attack is resolved as if the AR was +1. If the target has no Energy AR, resolve the attack normally.

PULSE GUN TABLE

WEAPON TYPE AND GRADE	D#s	ENERGY
PULSE PISTOL (1.25 kg)		1pp (50)
STUN-1	1/3/5	(3)
LETHAL-1	1/3/5	(6)
PULSE RIFLE (7 kg)		6pp (300)
STUN-2	3/5/7	(5)
STUN-3	5/7/9	(7)
LETHAL-2	3/5/7	(10)
LETHAL-3	5/7/9	(14)

5.10 PRIMITIVE AND MODERN BALLISTIC WEAPONS

Both Primitive Ballistic and Modern Ballistic weapons resolve their attacks versus the target's Kinetic AR. A Modern Ballistic weapon being fired against primitive kinetic armor (chain, plate mail, etc.) ignores the first point of armor, and a Primitive Ballistic weapon being used against a target in Modern Ballistic armor (any armor described in the equipment section) adds +1 to the AR of the armor.

PRIMITIVE BALLISTIC WEAPONS TABLE

WEAPON TYPE	D#s	ROUNDS
PISTOL	2/4/6	1
RIFLE	3/5/7	1

MODERN BALLISTIC WEAPONS TABLE

WEAPON TYPE	D#s	ROUNDS
PISTOL	3/5/7	15
SUBMACHINE GUN (SMG)	4/6/8	30
RIFLE	4/6/8	30
HEAVY WEAPON		
LIGHT MACHINE GUN (LMG)	6/8/10	100

A further note on the ROUNDS notation for all the above weapons. The 1 Round listed for Primitive Weapon assumes that the weapons are pan fired, muzzle loading types. This need not always be the case. The GM may certainly envision a more sophisticated version of the weapon, perhaps a six-shooter or a primitive clip. Also, there are many different types

of magazines and cartridge clips and belted ammo types available for different weapons.

Again, the Rounds listed above are just a loose guideline for the normal value that might be assigned to that sort of weapon. GMs! Feel free to adjust ANY of the values of these weapons to fit your needs. As these types of weapons will vary with each adventure, the GM should assign weights for use with the Encumbrance rules to match the weapons.

5.11 THROWING AND GRENADES

Situations will undoubtedly arise in Prime Directive where you will need to throw things. So what if you are without your trusty phaser, as long as you have a throwing knife, a chair, or a rock at hand! "Throwing things" is a combat task, like Fire (weapon) and Melee and Martial Arts, and by and large it is resolved against the same 4/6/8 tricode. There are enough peculiarities about throwing, however, that it deserves a fuller definition.

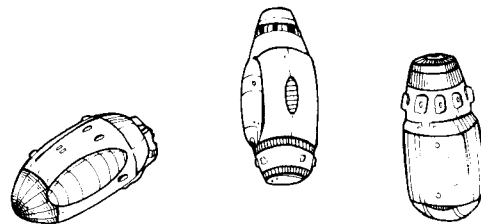
The Throwing rules can be broken down into two broad subsections: throwing things that you hope will actually hit what you're throwing at and throwing things that explode, in which case you need to get close to what you're throwing at.

When you throw something (such as a throwing knife) that you would like to actually hit your opponent, then the attack is treated like any other ranged attack, where the weapon inflicts damage according to the attacker's SL and the weapon's D#s. Sections 5.13, 5.15, 5.17, and 5.20 provide the information you will need to resolve such a thrown weapon attack.

However, when the time comes for you to throw an explosive device, such as a grenade, the rules are slightly more complex. In this section you will find the descriptions of the grenades which appear in Prime Directive and the rules that show you how they work.

Please note: Grenades are considered to be Light Thrown Weapons for the purposes of determining throwing distances.

Phaser Grenades



Phaser grenades can be adjusted to several settings, in much the same fashion as hand weapons such as phasers, although it does not have a Stun-1 setting. The D#s are like any other weapon D#s. It is, however, very difficult to DODGE a blast weapon such as a grenade, so unless a character is on the edge of the grenade's Outer (Minimal Success) Radius (see below) or unless some significant cover is between the center of the blast and the character, then all Dodge tricodes are at a flat +4 to succeed.

PHASER GRENADE TABLE

SETTING	D#S	TO HIT	RADIUS	"X"*
STUN-2	6/8/10	4/7/11	20/5/1	6
STUN-3	8/10/12	5/7/11	15/4/1	4
LETHAL-2	4/6/8	6/8/11	10/3/1	2
LETHAL-3	6/8/10	7/9/11	5/2/1	1
PEPPERBOX	-2 FLAT	AS ABOVE	AS ABOVE	AS ABOVE

* The "X" notation in this table refers to the use of the multi-turn Pepperbox setting. For the purposes of this table, "X" means times, as in multiplication, and is fully explained in the Pepperbox section, below.

The Radius column indicates the distance, in meters, away from the center of the blast to which the different D#s apply. For instance, on a Stun-3 setting, a phaser grenade's D# is a 12 at a distance of up to 1 meter from the center of the blast, a 10 at up to 4 meters from the center of the blast, and an 8 at up to 15 meters from the center of the blast. This takes into account the drop off of energy as the blast travels away from the center of the explosion.

Pepperbox Grenades

The Pepperbox settings on the Phaser Grenade indicate the special attack mode capabilities of phaser grenades. Usually when a grenade goes off, it expends all of its energy in one huge burst. When set to a Pepperbox setting, however, a phaser grenade continues to put out phaser energy in all directions, like a regular grenade, but over a period of time. A pepperbox grenade's effects last the length of time, in turns, listed in the "X" column of the Phaser Grenade Table for the setting that is selected. A Stun-2 Pepperbox grenade continues to produce its attack for 6 whole turns, while a Lethal-3 pepperbox produces its effect for only 1 entire turn. The To Hit and Radius of effects are the same as the regular settings indicate, but in Pepperbox mode all the D#s are reduced by 2 to reflect the slow release of energy. A pepperbox grenade's effects last for the number of TICs indicated in the "X" column of the Phaser Grenade Table above. Anyone or thing that enters the various ranges must undergo an attack appropriate for that range. Any characters or objects that begin the turn in the area of a continuing grenade effect must undergo an attack before A/I rolls are made or any actions are resolved during the TIC, and the effects of attack are resolved and applied before the turn actually begins. If, during the course of the turn, a character or object moves 1 or more meters within the area of effect of a continuous grenade attack, he or it will be subject to another attack for each radius effect range he passes through.

For example: On the previous turn, a Seltorian Sage Team member dropped the equivalent of a Pepperbox Phaser Grenade set to Lethal-2 on Rusty as he was running to open a security panel on a nearby wall. Rusty had already used his Action for the turn and, as such, begins the following turn with the grenade in effect around him. Rusty, tough guy that he is, takes no damage from the grenade effect at the beginning of the turn, so he does not apply any Level of Damage mods, etc., to his A/I roll for the turn. However, Rusty still wants to get to that security panel. So instead of running away from the blast area, he charges on toward its center. Rusty was initially 8 meters away from the grenade, putting him in the Minimal Radius Range of the grenade. When he moves his first meter in that area during the turn, he will immediately be subject to ANOTHER minimal D# attack. Unfazed, Rusty keeps going. When he gets to within three meters and crosses over into the

Moderate Radius range, he will immediately be subject to a Moderate D# attack. If Rusty were to actually get within one meter of the grenade, the Complete Radius Range, he would be subject to a Complete D# attack!

Photon Grenades

Photon grenades are powerful weapons. As such, Cover and Size modifiers are affected by half the amount of energy armor worn by a character. (It's as if the AR for the armor they're wearing is half of what it usually is.) This applies for Material and Device damage as well.

PHOTON GRENADE

PHOTON GRENADE	D#S	TO HIT	RADIUS
BLAST	8/10/12	7/9/11	5/2/1

Grenades — Success Levels and Scattering

The base To Hit tricodes for Minimum, Moderate, and Complete success are listed on the tables. The various SLs indicate how close to the intended target the grenade explodes. The higher the To Hit SL, the closer the grenade is to the target when it explodes, and consequently the higher the D# of the attack. The To Hit tricodes already take into account the increased difficulty in placing an attack with a smaller Radius of Effect right on target. All To Hit numbers are to hit the PRIMARY target or location of the blast.

For example: Peltier is lobbing a phaser grenade set to Lethal-2 at a stationary target. If he rolls a Complete SL (an 11), the grenade detonates within 1 meter of the target and the attack is resolved with a D# of 8. If he scores a moderate SL (an 8), the grenade detonates within 3 meters of the target and the attack is resolved with a D# of 6. If he scores a Minimal SL (a 6), the grenade explodes within 10 meters of the target and the attack is resolved with a D# of 4.

Of course, if you are in a situation where the grenade CAN'T scatter more than a certain distance, you are guaranteed a minimum Success Level appropriate to the maximum distance you could miss by.

For example: Peltier rolls up to a gun port of a Klingon Bunker and drops a phaser grenade set to Stun-3 through the opening. The bunker is only 4 meters by 4 meters. Assuming he doesn't Botch (and drop the grenade at his own feet), he is assured of getting *at least* a Moderate success. This is because it is impossible for the grenade to have missed by more than the 5 meters it would have had to have only scored a Minimal SL.

Also, a character can always place a grenade within 1 meter of his own position (or in his own or any adjacent hex if he is using a hex map to control his tactical movement). If this means that he is within the radius listed for a particular SL, he will automatically score that Success Level.

Remember, you are trying to hit a spot, not a character. As such, the Cover and Size modifiers are also usually ignored, but you must always try to picture the actual situation when lobbing a grenade. If your target is standing behind a tree, you would throw the grenade a little to the left or right of him. However, if your target was on the other side of a wall, it

would take a pretty fancy toss to get the grenade OVER the wall and still land near him.

To determine precisely where a grenade comes to rest, use the following procedure: Define a point that is the intended target point of the grenade attack and resolve the "Thrown" task test as normal. Compare the RADIUS indicated for the weapon with the SL achieved for the throw test to determine the range of distance, minimum and maximum, from the target point that the grenade will have scattered.

For example: Peltier is chucking a Phaser grenade set to Stun-2 at a group of Orion sentries. He picks a spot about midway between them all and calls that spot his target Point. After all is said and done, Peltier achieves a Moderate SL for his throw. The radius for a Moderate SL with a Stun-2 Phaser grenade is "5". This is the MAXIMUM distance in meters that a grenade on this setting can still inflict Moderate damage. Since we know that Peltier HAS, in fact, achieved a Moderate SL, this means that Peltier must have put the grenade within 5 meters of his target point. If Peltier had achieved only a Minimal SL, then the grenade would have only landed within 20 meters, which is what is listed for the Minimal SL Radius for a Stun-2 grenade. (This is, of course, assuming that the guards are within close proximity to each other.)

This determines the MAXIMUM distance that the grenade can have scattered. The MINIMUM distance is one more than the Radius value for the next highest SL for a grenade on that setting.

For example: In the above case, where Peltier achieved a Moderate SL for his throw, the MINIMUM distance that the grenade could have scattered, i.e., the CLOSEST to the target point that it could be, is 2 meters. This is determined by looking at the value of the Complete SL Radius for the Stun-2 grenade and adding 1 to it. The Complete SL for a Stun-2 grenade is "1". This means that the Complete SL D# for the grenade is applied if the grenade goes off within 1 meter of the target point. But since Peltier didn't get a Complete SL, the grenade obviously can't be within that 1 meter radius! The best he could have done and still be at the Moderate SL range is 2 meters; just outside the Complete SL range.

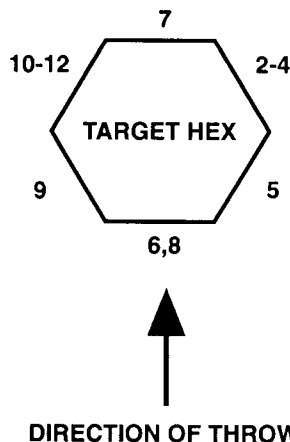
In the event of a Failure or Botch SL, assume that the grenade's maximum scatter limit is 25m. HOWEVER! It is important to note that in any event, a grenade that is being thrown over a relatively open area can **never** scatter more than one-half the distance it was thrown unless the thrower rolls a Botch, in which case anything goes.

For example: A character throws a Phaser grenade set to Lethal-2 at a target point that is 18m away. Unless the character rolls a Botch, the FARTHEST he can miss the target point by is 9m, one-half of the throwing distance. Since the Radius listing for the Lethal-2 setting is 10m, the character is assured of scoring at least a Moderate SL even if he only rolls a Failure SL on the Throwing task.

Having determined the Minimum and Maximum scatter range from the target point, determine the actual landing point of the grenade in the following manner. To determine the DIRECTION in which the grenade has scattered, roll 2D6 and

add the numbers together, yielding a number between 2 and 12, and compare the number rolled to the following diagram.

SCATTER DIAGRAM



You also compare the number rolled with the diagram to determine the direction in which the throw deviated. If for instance you rolled a 7, then the throw landed past the target point; a 6 or 8 would mean that the throw fell short, etc.

To determine the actual distance in that direction that the throw scattered, determine the Maximum and Minimum distances as described above. Divide the MAXIMUM distance by 6 and round up. Roll that many D6, taking the total of all the numbers on the dice. When the numbers rolled on the dice add up to a number that falls between the Minimum and Maximum scatter values, use that as the scatter distance.

For example: In the above example, Peltier's Moderate SL meant that his throw landed between 2 and 5 meters away from the intended target point. 5, the maximum scatter distance, divided by 6, and rounded up, equals 1. In this case, you would roll 1D6 until you rolled a number between 2 and 5. If you rolled a 1 or a 6, you would roll again. Whenever you had rolled a number between 2 and 5, that would be the scatter distance.

A final note on scattering. Common sense must always be your guide when determining scatter. A grenade, of course, could not scatter through a solid wall or directly through a tree. If the situation says that a scatter MUST have happened one way or COULDN'T have happened another, follow the logic of the specific situation. The GM will, as always, be the final arbiter of what does and doesn't make sense, but just remember that the rules are just a guideline to help visualize the mechanics of thrown weapons. They should not be considered as "hard and fast" laws that stand in the face of the laws of physics!

Flash and Fragmentation Grenades

Flash Grenades are simple fist-sized devices fitted with a charge, which when detonated in an enclosed area or room will illuminate the area with such intensity that it will momentarily dazzle or confuse characters within the radius of the explosion.

Roll to place the grenade as usual and determine the distance between the center of the blast and everyone within the area of the attack. Each character who was facing

towards the center of the blast is **BLINDED** for a number of turns equal to the D# of the grenade for that range. Further, they receive a flat +2 to their **NEXT A/I** roll. Characters who are facing away from the center of the blast operate with a flat mod equal to the D# of the attack at that range for any Accuracy or (visually based) Perception skill or characteristic test. This mod is reduced by one at the beginning of each subsequent turn, until the effect reaches 0. Further, these characters receive a flat +1 to their first A/I test after being flashed.

Flash Grenades do not inflict any Lethal or Stun Damage whatsoever, and the blinding/disorienting "damage" that they do inflict cannot be Dodged or reduced by Armor. (However, see HUD Helmets in Section Eight: Equipment for a description of Flash Suppression Systems.)

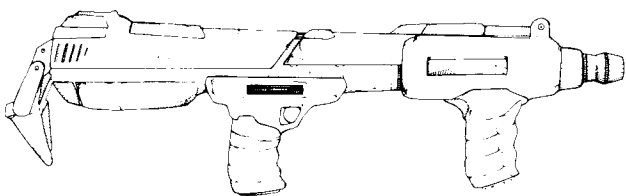
FLASH AND FRAGMENTATION GRENADE TABLE

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

Fragmentation Grenades are simple fist-sized explosive devices designed to throw shrapnel in a large area when detonated. While not standard-issue equipment, since they are deemed unnecessary when compared to the power of the Phaser Grenade, it is entirely possible that less technically advanced races than the Federation will have these grenades in abundance.

For example: Peltier and the Team are searching the cargo hold of an "abandoned" freighter in an attempt to rescue several hostages taken in an earlier raid, when they hear a noise in a compartment ahead of them. As there is not time (in this specific instance) to reconnoiter the room, it is decided that they should throw in a Flash Grenade before they enter the room in force. The possibility that hostages may be in the room along with their captors makes it unwise to use Phaser or Fragmentation Grenades.

Grenade Launchers - Parabolic Arc Weapon



The Grenade Launcher is a heavy support weapon used to propel grenades much farther than a character could ever throw them. The procedure for resolving the grenade attack (when the grenade actually reaches the target) is resolved as per the individual Grenade sections above.

However, owing to the extreme range and the difficulty in ensuring complete accuracy of grenade placement, some additional considerations are required.

Grenade Launcher attacks are resolved using the Fire (Parabolic Arc Weapon) skill, not the Throwing skill. When making such an attack, characters must take into account

modifications imposed by range, as they would in any other ranged attack. Refer to the Grenade Launcher reference line on 5.17 Master Weapons Range Table.

To accurately reflect the greater likelihood of scattering when using a Grenade Launcher, triple the distance by SL listed under the Radius column for Moderate and Minimal Success for the individual grenade to determine the maximum scatter distance. Please note that this does not affect the actual area over which the blast is effective; it simply allows for a greater scatter potential.

These rules apply to all Grenade Launchers, regardless of Race (i.e., the Hydran Hellbore Grenade Launcher operates in the same fashion as the standard issue Federation Grenade Launcher). They would just look different.

Plastic Explosives

Plastipolymer Charges (PPCs) are the Twenty Fourth century version of C4 and Plastique and are lightweight polymer-matrixed thermo-explosive compounds. While not particularly useful as weapons per se, PPCs nonetheless are excellent detonation charges, useful for demolition work. Each Unit of PPC, weighing less than a centigram, when set by a character using Demolitions skill, inflicts a 1/2/3 D# against a stationary demolitions target. Multiple units of PPC directly add to this tricode (2 units have a D# of 2/4/6, three units have a 3/6/9, etc.), allowing for accurate estimations of the amount of PPC required for a given Demolitions job.

PPCs are completely inert to shock, impact, and thermal damage. They are detonated only by contact with electrical or phased energy triggers. Several PPC Detonators usually accompany any PPC packs issued to a field team. If PPC Detonators are unavailable, a PPC charge may be set off with a Phaser hit with a D# of 2 or greater.

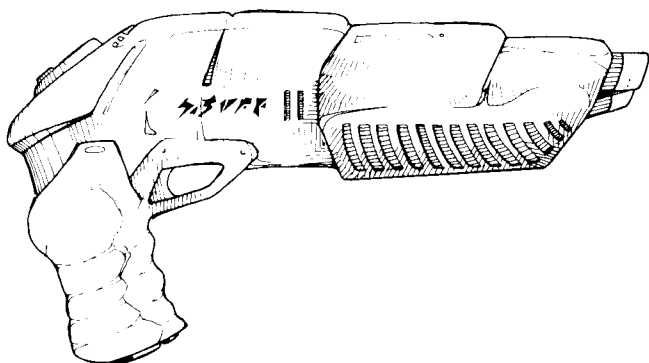


5.12 RACE-SPECIFIC WEAPONS

Please note: In most cases, these items are available only to the races listed and may NOT be requested as part of Federation Prime Team equipment. However, if they are required for a specific mission, such as a Federation Prime Team assuming the role of a Romulan Praetorian Team while behind enemy lines, the Briefing Officer will assign them to the Team if they are available. Also, over time a Team might acquire "foreign" weapons and could enlist the aid of a Technical Specialist NPC to teach them how to operate them. Of course, the same is also true for non-Federation teams trying to get hold of Federation Standard issue equipment. (Remember, though, the hardest part will always be finding more ammunition and spare parts, once yours runs out.)

• KLINGON •

Klingon Disruptors



Disruptors create an energy pressure wave that flows over a target, rather than a focused attack that strikes a target in a beam. As such, a target struck by a disruptor uses his KINETIC AR to defend versus the attack rather than his ENERGY AR. Also, due to the nature of disruptor attacks, if the target of the attack has NO Kinetic AR at all, the D# of all Disruptor attacks is resolved at a flat +1.

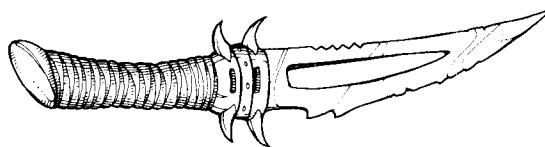
DISRUPTOR TABLE

WEAPON TYPE AND GRADE	D#s	ENERGY
DISRUPTOR PISTOL (1 kg)		2pp(200)
STUN-2	4/6/8	(4)
LETHAL-2	4/6/8	(8)
DISRUPTOR RIFLE (5 kg)		4pp(400)
STUN-2	4/6/8	(8)
STUN-3	6/8/10	(12)
LETHAL-2	4/6/8	(16)
LETHAL-3	6/8/10	(20)

HEAVY WEAPONS

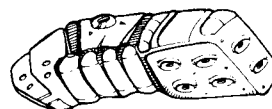
DISRUPTOR REPEATER (BIPOD MOUNT) (12 kg)		10pp (1000)
STUN-2	Burst: 4/7/10 Stream: 4/6/8	(25) (50)
STUN-3	Burst: 6/9/12 Stream: 6/8/10	(35) (70)
LETHAL-2	Burst: 4/7/10 Stream: 4/6/8	(45) (90)
LETHAL-3	Burst: 6/9/12 Stream: 6/8/10	(60) (120)
DISRUPTOR CANNON (TRIPOD MOUNT) (25 kg)		20pp (2,000)
STUN-4	8/13/16	(80)
LETHAL-3	8/11/14	(120)

Klingon Sulk'Toth (.75 kg)



This is the nasty hollow-bladed knife preferred by Klingon Warriors. It strikes as a Medium Melee Weapon and is balanced for throwing.

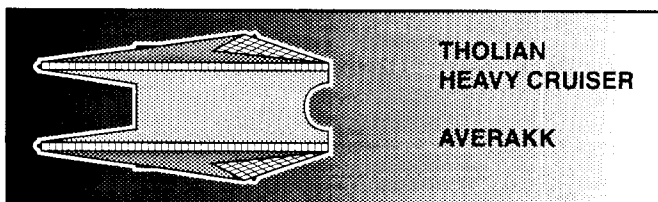
The Klingon Agonizer (.25 kg)



This hand-held device is used by Klingon Officers for discipline and torture and allows them to rule through fear. (While this is almost exclusively used by Klingon against Klingon or Klingon against Subject Race, it is entirely possible that a situation may arise where it is used against a member of a Federation Prime Team, and the effects are described below.) When placed against any of the subject's nerve centers, it directly stimulates the pain centers of the nervous system in varying degrees according to setting. The Klingon Agonizer (with a tricode, when used, of 3/4/5) can cause a small amount of Stun damage.

Complete SL causes 3 points of Stun damage, a **Moderate SL** causes 2 points, and a **Minimal SL** causes 1 point. The main use of the Agonizer (besides maintaining discipline) is its frequent employment in Interrogation. When the Agonizer is used to aid in Interrogation, a flat -1 mod is applied to the task.

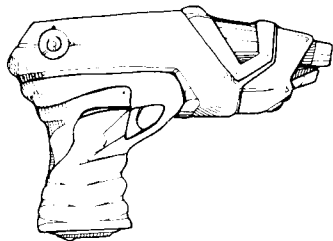
(Please note: Due to their distinctly different body type, this device has no effect on Tholians or Seltorians.)



THOLIAN
HEAVY CRUISER
AVERAKK

• ROMULAN •

Romulan Plasma Weapons

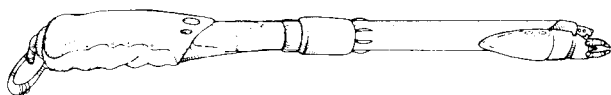


Plasma Weapons fire blasts of super-heated gas contained within an electromagnetic field. Plasma Generators set to any Stun setting will inflict one-half the amount of Stun damage caused in Lethal damage, rounded up. (The Plasma Generator is not a particularly effective stunning weapon.) The Lethal Damage D# is determined AFTER the character has performed any Defensive Actions, but before Armor mods are applied. This Lethal attack is considered a separate attack at this point, with separate, but simultaneous, AR applications for each portion of the attack.

PLASMA GENERATOR TABLE

WEAPON TYPE AND GRADE	D#s	ENERGY
PLASMA PISTOL (1 kg)		
LETHAL-1	3/5/7	2pp (160) (8)
PLASMA RIFLE (5 kg)		
LETHAL-2	5/7/9	6pp (480) (16)
HEAVY WEAPON		
PLASMA REPEATER (12 kg)		
LETHAL-2	Burst: 6/9/11 Stream: 5/8/10	12pp (960) (35) (70)

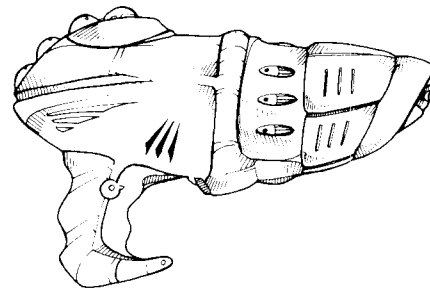
Romulan Stun Baton (1.5 kg)



While primarily used as a disciplinary tool by the Romulans, in much the same fashion as the Klingon Agonizer, the Stun Baton is also sometimes employed as a subduing Melee weapon by Praetorians. The Stun Baton requires use of the Attacker's Melee skill, releasing a powerful electrostatic charge when it comes into contact with an opponent. Its Stun D#s are 2/6/10 vs. a target's Energy AR, if applicable. It has 1pp with 12 battery points, and any SL result OTHER than Failure (which indicates a clean miss) uses 1 battery point. (A Botch result would cause the wielder to accidentally zap himself, dropping the weapon if knocked unconscious.) When the Stun Baton's pp is exhausted, or when voluntarily turned off to conserve energy, it functions as a legal Melee weapon causing normal Stun damage.

• HYDRAN •

Hydran Fusion Weapons



Fusion weapons fire a reactive metal slug that is induced to undergo a fusion reaction milliseconds after it leaves the weapon. By the time the "projectile" reaches its target, the slug has converted its mass into a teardrop-shaped volume of super-heated gaseous metal. As a result of the intense heat of the "projectile", the first point of Energy AR is ignored for a Fusion weapon attack.

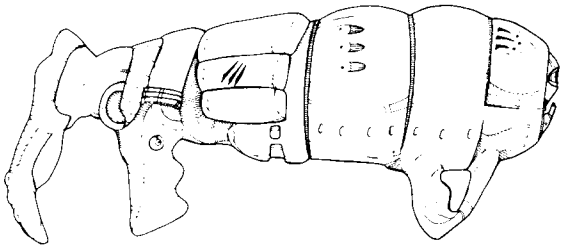
HYDRAN WEAPON TABLE

WEAPON TYPE AND GRADE	D#s	ENERGY
FUSION PISTOL (1 kg)		
LETHAL-1	3/5/7	3pp (300) (9)
LETHAL-2	6/8/10	(12)
FUSION RIFLE (5 kg)		
LETHAL-1	3/5/7	6pp (600) (12)
LETHAL-2	6/8/10	(15)
LETHAL-3	9/11/13	(18)
HEAVY WEAPON		
REPEATER PHASER* (15 kg)		
STUN	Burst 6/9/12 Stream 4/7/10	12pp(1200) (35) (70)
LETHAL	Burst 6/9/12 Stream 4/7/10	(75) (150)

*This non-Fusion squad-support weapon is the Hydran version of the standard Federation weapon of the same name, reconfigured for the tri-axial Hydrans, and does count as a Heavy Weapon.

The Hydrans, as a methane breathing (and perhaps eating...) race, are well aware of the reactive nature of their native atmosphere when it is exposed to, what is for them, the relatively rare element, oxygen. Fortunately, for the Hydrans, they often find themselves operating in the oxygen-rich environments favored by many of the other races in the Prime Directive universe. With an almost endless supply of tritomic methane (a far more volatile compound than simple CH4) on hand and an advanced understanding of the chemistry and technology related to the gas, the Hydrans were quick to develop weapons that employed the highly reactive gas as fuel. Two such weapons are the Hydran Methane Discharger, a fearsome weapon related to an old style flame thrower, and the Methane Grenade, which, while a definite step down from the dreaded hellbore, is vastly cheaper and easier to produce.

Hydran Methane Discharger (8 kg)



The Hydran Methane Discharger fires a very short ranged but devastating attack. The maximum Range for a Methane Discharger attack is 12 meters, but everything within one meter of the line of the attack is subject to damage. There are no Range Mods applied for any attacks up to the 12-meter limit (i.e., all attacks are considered to be at Normal Range), with the exception that any target within 2 meters of the firer is considered to be "Closer than Point Blank". Due to the stream nature of the explosive, fiery attack, the base To Hit tricode for the Methane Discharger is 2/4/6, and the attack goes against the target's Energy AR, if applicable. Targets are at a flat +1 mod to Dodge the attack of this weapon.

The most devastating aspect of the Methane Discharger is that once an attack has successfully struck a target, the attack automatically continues to cause damage over subsequent combat rounds. The D# for any successful Discharger attack will decrease by 2 each round until it reaches 0. For instance, a Minimal To Hit SL will cause a D#=6 attack in the initial round, a D#=4 attack on the subsequent round, and a D#=2 attack the next round before the attack burns itself out. If a target is struck multiple times with a Discharger in different rounds, the target will be subject to multiple separate declining attacks until all the attacks have burned out. The subsequent attacks after the initial hit cannot be Dodged. A single Hydran Methane Discharger carries enough fuel for 20 shots.

WEAPON TYPE	D#s	FUEL
METHANE DISCHARGER	6/8/10	20 UNITS

Please note: The Methane Discharger is a Heavy Weapon.

Hydran Methane Grenade (.25 kg)

The Methane Grenade is similar to the Methane Discharger, above. Its main effect is based upon its ability to cause damage over multiple rounds. The Hydrans almost always bring along a few of these babies to liven up a dull boarding party.

WEAPON TYPE	D#s	TO HIT	RADIUS
METHANE GRENADE	4/6/8	5/7/11	20/5/1

The Hydran Hellbore Grenade (0.5 kg)

The Hydran Hellbore Grenade is a unique weapon that has earned a deadly reputation as a support weapon. It is a special form of grenade that can only be launched from the special Hellbore Grenade Launcher. When detonated, the Hellbore Grenade's energy field spreads out to conform to the surface of any objects within its area of effect. The Hellbore Grenade then seeks out the weakest points of the objects

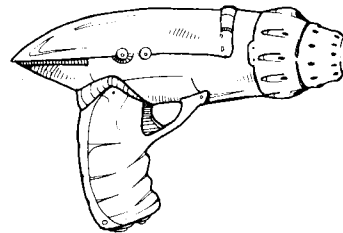
with which it is in contact and pools its energy to those points to exploit when it triggers its actual attack, milliseconds later. For this reason, the Hellbore Grenade has high D#s. Further, when attacking an object or device (such as a structure or a tank!), the Hellbore Grenade attack is resolved against the LOWEST applicable AR possessed by the object. Often, this will be 0 if the object has any unshielded openings to the outside that are greater than a few centimeters in width.

Also, while not designed primarily as an infantry effect weapon, the Hellbore Grenade can have a devastating effect upon unshielded personnel in its area of effect. To reflect this, the Hellbore Grenade IGNORES the first 2 points of Energy Armor possessed by a character.

HELLBORE GRENADE	D#s	TO HIT	RADIUS
BLAST	6/8/10	5/7/11	15/5/1

• ORION •

The Flechette Pistol/Orion Needler (0.75 kg)



The Flechette Pistol is not really an Orion weapon at all, but has become so associated with the Pirates that use it that it has acquired the moniker of "Orion Needler". The weapon fires a hail of tiny slivers of plastic or other composite materials that tumble and shred their way through unarmored targets. The weapon can have a horrible effect upon a target that stands squarely in the way of the entire cloud of projectiles (accounting for the relatively high D# at Complete SL.) Fortunately, the flechettes have little armor-defeating ability. A target with ANY Ballistic or Edged armor uses the higher of the ARs and then adds +2 to that AR value for the purposes of stopping the Needler attack. As you can see, having virtually any armor at all is sufficient to defeat a Minimal SL and will go a long way to slow down even a Moderate SL.

A Flechette Pistol can also be fired in a Single needle mode, wherein a single specially prepared flechette is fired at the target. This mode is used to silently administer poison, or other toxins or compounds, to the target. A different type of flechette needle is used in this mode, and a single clip or magazine cannot contain both Full Spread flechettes and Toxin needles. A single Toxin needle can deliver a full dose of whatever compound it is carrying directly to the target.

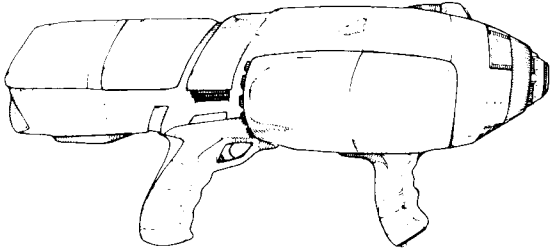
FLECHETTE PISTOL	D#s	ROUNDS
Full Spread	2/5/10	(100) 3000
Single Needle	1/1/1*	(1) 250

*The D#s listed for the Toxin needle are used only as place holders. The Toxin needle itself is incapable of inflicting ANY real damage to the target, but the needle must still "inflict" one point of "Lethal Damage" to be able deliver its load. If the target is wearing even 1 point of Kinetic or Edged AR, the needle is unable to penetrate the target's skin unless a Complete

Success is scored. (In this specific instance, this would mean that the needle happened to find the small section of exposed skin.)

• GORN •

The Gorn Gauss Gun



The Gauss Gun is a high velocity slug thrower and applies its damage to the target's Kinetic AR. Due to its extreme power, the Gauss Gun ignores the first 2 points of Kinetic armor on a target.

GAUSS GUN TABLE

WEAPON TYPE AND GRADE	D#s	ROUNDS
GAUSS PISTOL (1.5 kg)		32
LETHAL-1	3/5/7	(1)
GAUSS RIFLE (7 kg)		96
LETHAL-2	5/7/9	(1)
HEAVY WEAPON		
GAUSS REPEATER (14 kg) (TRIPOD MOUNTED)		400
LETHAL-3	Burst: 8/11/14 Stream: 5/8/10	(20) (40)



5.13 MELEE WEAPONS: DAMAGE BY CLASS

Melee Weapons come in three classes: Light (small, one-handed weapons such as daggers and knives usually not exceeding 30 cm in length), Medium (swords, maces, and other one-handed weapons usually between 30-80 cm in length), and Heavy (large, heavy two-handed weapons, such as claymore, pikes, etc.). Cutting and stabbing weapons, such as swords, spears and claws, inflict Lethal Damage, while clubbing weapons, like clubs, chairs, and non-clawed body parts, inflict Stun damage. (Note, however, that once a character is unconscious, ANY non-energy weapon may inflict Lethal Damage, i.e., you can still beat someone to death with a baseball bat. Note also, that any physical weapon may inflict damage on inanimate objects.)

Each class has its own base D# values and a Minimum Strength Characteristic requirement, as listed below:

MELEE WEAPONS: DAMAGE BY CLASS TABLE

WEAPON CLASS	D# VALUES	MINIMUM STR
Light	1/3/5	2
Medium	2/4/6	3
Heavy	3/5/7	4

The D#s work exactly like any others in the system. However, there are special D# Mods based on the strength of the character who is wielding the melee weapon.

AMOUNT BY WHICH CHARACTER'S STRENGTH EXCEEDS MINIMUM STRENGTH FOR WEAPON	MOD TO D# VALUE LT/MED/HVY:
1	+0/0/1
2	+0/1/2
3	+1/2/3
4	+1/2/3
5	+2/3/4
6	+2/3/4
7	+3/4/5
8	+3/4/5
9	+4/5/6
10	+4/5/6

A character whose strength exceeded the Minimum strength required for a Weapon class by 3, for instance, would add a flat +1 to his D#s while using a Light melee weapon, a flat +2 to his D#s while using a Medium melee weapon, and a flat +3 to his D#s while using a Heavy melee weapon. These D# values, for this same weapon, would then be 2/3/5 for Light, 4/6/8 for Medium, and 6/8/10 for Heavy.

As a further modifier, a minimum Strength characteristic value is assigned to each class of melee weapon, as indicated above. Special To Hit task tricode mods are applied to the wielder of a melee weapon if he does not meet the minimum Strength characteristic requirement. Refer to the table below:

STRENGTH STATUS	MODIFIER
Strength Minimum Met	Basic "to hit" code, no modifiers.
Less than Minimum Strength	+2 Flat Mod
Half or Less than Minimum Strength	+4 Flat Mod

5.14 MARTIAL ARTS: DAMAGE/MANEUVERS

Martial Arts count as Medium Weapons, and the D#s are the same as those listed for Medium Weapons in the Melee Weapons Tables below. Note that the Strength Characteristic Minimum Table is NOT used to modify the combat To Hit tri-code, while the Strength mods for damage ARE used, but Martial Arts always inflict STUN damage, unless the Advanced Martial Arts skill, Lethal Damage Attack, is being utilized.

Martial Arts combat is resolved using the standard 4/6/8 Combat To Hit Tricode.

Martial Arts may also be used to Pin or incapacitate an opponent. If a character using Martial Arts states his intention to PIN his opponent at the beginning of his action and achieves a Complete SL, then he has Pinned his opponent. In this case, the Defensive Action maneuver (either Block OR Dodge) may be used to counter the attack, and the effects are counted as a Reciprocal Response against the Martial Pin attempt. If the attacking character is attempting to Pin a character who is unable to perform a Defensive Action, the Pin attempt will succeed if the character achieves an SL of Minimal or better.

Once a character has been successfully pinned, attempts to free himself will be resolved as a "Point Winner" contest between the original attacker, using either his Strength or Martial ability (his choice) and the pinned character's Strength or Martial ability (his choice, too). The Point Contest should be resolved using the standard 10-point scale. Until the pinned character has exceeded the original attacker's "score" by at least ten points, he is still Pinned.

A pinned character cannot perform any action except to try to escape from his attacker. A pinned character may not perform defensive actions, and any further attacks made against such a character are resolved as if the character was Immobile and as if he had Botched his A/I roll. At the GM's discretion, the Pinned character may or may not be able to talk, scream, etc.

5.15 THROWN WEAPONS: DAMAGE/RANGE BY CLASS

Thrown weapons are classed as Light, Medium, and Heavy, just as Melee weapons, above, and use the same D#s as the melee weapons in their same class. Note that sometimes a weapon is classed as a different grade when used as a Thrown weapon than when it is used as a Melee weapon, so don't assume that the values will be equal. Always check the appropriate listing in the Equipment section.

A table of range values by class for Thrown weapons is below.

CLASS OF THROWN WEAPON	RANGE
Light	50m
Medium	30m
Heavy	10m

Note that Strength Minimum To Hit mods apply to Thrown weapons, and the Strength characteristic D# mods listed in the Melee Weapons section also act as a Modifier to the D#s for Thrown weapons.

These same mods, read in reverse, also apply to the Range values for the Thrown Weapons table. That is to say, a character whose strength exceeds the Minimum strength

required for a Weapon class by 3 would add +3 meters to the Range he would have with a Light Thrown weapon, +2 meters to the range he would have with a Medium Thrown weapon, and +1 meter to the Range he would have with a Heavy Thrown weapon.

5.16 RANGE AND CHARACTER RANGE TYPES

Range: As indicated on the Ranged Weapon To Hit Mods Table, your accuracy with a ranged weapon drops over distance. To reflect this, all weapons fire is conducted in one of six range categories.

These categories are LESS THAN POINT BLANK, POINT BLANK, NORMAL, MODERATE, LONG, and EXTREME. The Range Category for any particular shot is found by cross referencing the distance between the firer and his target with the type of weapon being fired on the MASTER WEAPONS RANGE CHART. For instance, a Phaser Pistol firing at a target 7 meters away is firing at Normal Range category. The same weapon firing at a target 25 meters away is firing at the Long Range category.

Range Type Effects: A character's Range Type (determined in Character Generation or as per his NPC template) can have an effect on the degree to which Range Mods apply to that character's ability to fire at ranges past Normal. A character, if he wishes, could also conceivably buy a Range Type for Thrown Weapons. It would function exactly as it does for guns, but for knives, grenades, stones, etc.

An **UNTRAINED** Range Type character has no skill with the weapon that he is firing and, as such, not only applies the Range Mods listed on the Ranged To Hit Mods Table, but also doubles the final tricode because he is performing an Unsupported Skill task. Bad news!

A **NORMAL** Range Type character has at least some skill with the weapon being fired, but just doesn't have the knack for picking off targets at range. He fires with the standard Range mods.

A **MARKSMAN** Range Type is a highly trained combatant, who is definitely above average with firearms. This type of character IGNORES the mods for firing at Moderate Range. When firing at Long Range, he is at only a +2 mod, and at Extreme Range he is at only a +4.

A **SHARPSHOOTER** Range Type is one of those rare individuals with the eyesight, coordination, patience, and intuition to plug a target at near the absolute limit of the weapon without strain. This Range Type character IGNORES the standard Range Mods for weapons at Moderate and Long range and receives only a +2 when firing at Extreme Range.

Below is a summary of ranged combat to hit mods by Range and Range Type.

RANGE EFFECTS TABLE

Range Type	LPB	PB	Norm.	Mod	Long	Extr.
Unskilled	+2	0	+2	+4	+8	+12
Normal	+2	-2	0	+2	+4	+6
Marksmen	+2	-2	0	0	+2	+4
Sharpshooter	+2	-2	0	0	0	+2

Please note: LPB in this table refers to Less than point-blank range.

A character's Range Type has **no effect whatsoever** upon the use of the Sniper skill.

5.17 MASTER WEAPONS RANGE TABLE

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

In the above table, the TR notation that appears under the Thrown categories refers to Thrown Range, which is the distance that the character may throw the object as shown on the Class of Thrown Weapon Table. A balanced weapon that a character could throw 30m would be at Normal range at up to 15m (50% of 30m), Moderate range at up to 22m (75% of 30m), Long range at up to 30m (100% of 30m), and at Extreme range at beyond 30m.



5.18 RANGED WEAPONS COMBAT TABLE

SITUATION	MODS:
TARGET IS IMMOBILE	-2 FLAT
TARGET IS MOVING ACROSS FIRER'S FIELD OF VISION	+1 FLAT
TARGET IS MOVING DIRECTLY TOWARD/AWAY FROM FIRER	-1 FLAT
TARGET IS MOVING ERRATICALLY	+1/2/4 EXPANDED
TARGET IS DODGING	SEE DODGE
TARGET SIZE	
TARGET IS HUGE (GREATER THAN THIRTY METERS TALL/WIDE)	-4 FLAT
TARGET IS VERY LARGE (GREATER THAN TEN METERS TALL/WIDE)	-2 FLAT
TARGET IS LARGE (GREATER THAN THREE METERS TALL/WIDE)	-1 FLAT
TARGET IS SMALL (LESS THAN ONE METER TALL/WIDE)	+1 FLAT
TARGET IS VERY SMALL (LESS THAN TWENTY FIVE CENTIMETERS TALL/WIDE)	+2 FLAT
TARGET IS A POINT (LESS THAN FIVE CENTIMETERS TALL/WIDE)	+4 FLAT
TARGET RANGE — CONSULT THE RANGE EFFECTS TABLE ON PAGE 80.	
TARGET OBSCURATION	
TARGET IS 25% OBSCURED (HUMAN SIZED)	+1 FLAT
TARGET IS 50% OBSCURED (HUMAN SIZED)	+2 FLAT
TARGET IS 75% OBSCURED (HUMAN SIZED)	+3 FLAT
TARGET IS 90%+ OBSCURED (HUMAN SIZED)	+4 FLAT
FIRER'S MOVEMENT	
FIRER MOVED UP TO HALF MOVEMENT RATE THIS TURN	+1 FLAT
OR	
FIRER MOVED OVER HALF MOVEMENT RATE THIS TURN	+2 FLAT
FIRER'S POSITION	
FIRER HAS UNSTABLE FOOTING/POSITION	+1->3 FLAT
FIRER IS MOVING ERRATICALLY	+4 FLAT
FIRER'S CONDITION	
FIRER HAS TAKEN ANY STUN OR LETHAL DAMAGE	+1 FLAT
FIRER HAS TAKEN ONE-HALF OR MORE OF STUN OR LETHAL CAPACITY	+2 FLAT
FIRER HAS ONLY ONE BOX OF STUN OR LETHAL CAPACITY LEFT	+3 FLAT
FIRER IS UNABLE TO SEE TARGET	+6/7/8 EX
FIRER'S AIM	
FIRER IS TAKING A SNAP SHOT	+2 FLAT
FIRER AIMED SHOT	-1/ACTION
FIRER HAS TARGETING HEADS UP DISPLAY (HUD)	-1 FLAT
WEATHER CONDITIONS	
PULSE WEAPON FIRE THROUGH MIST/FOG AT NORMAL RANGE OR GREATER	+2 FLAT
BOW FIRE IN LIGHT WIND	+1 FLAT
BOW FIRE IN HEAVY WIND	+3 FLAT

5.19 MELEE AND MARTIAL ARTS TO HIT MODS TABLE

SITUATION	MODS
MELEE DEFENDER IS UNARMED	-2 FLAT
DEFENDER SITUATION	
DEFENDER IS IMMOBILE	-2 FLAT
DEFENDER IS PRONE	-2 FLAT
DEFENDER IS UNABLE TO SEE ATTACKER	-4/5/6 EX
DEFENDER HAS UNSTABLE FOOTING/POSITION	-1 -> -3
DEFENDER COVER	
DEFENDER HAS 25% COVER	+1 FLAT
DEFENDER HAS 50% COVER	+2 FLAT
DEFENDER HAS 75% COVER	+3 FLAT
DEFENDER HAS 90% COVER	+4 FLAT
DEFENDING AGAINST OPPONENTS	
DEFENDER FACING MULTIPLE OPPONENTS	-1 EACH
DEFENDER ATTACKED FROM REAR QUARTER	-2 FLAT
DEFENDER PARRIES	SEE PARRY
DEFENDER PREVIOUS INJURIES	
DEFENDER HAS TAKEN ANY STUN OR LETHAL DAMAGE	-1 FLAT
DEFENDER HAS TAKEN ONE-HALF OR MORE OF STUN OR LETHAL CAPACITY	-2 FLAT
DEFENDER HAS ONLY ONE BOX OF STUN OR LETHAL CAPACITY REMAINING	-4 FLAT
DEFENDER SIZE	
DEFENDER IS SMALL (LESS THAN ONE METER TALL)	+1 FLAT
DEFENDER IS VERY SMALL (LESS THAN TWENTY FIVE CENTIMETERS TALL)	+2 FLAT
DEFENDER IS TINY (LESS THAN FIVE CENTIMETERS TALL)	+4 FLAT
DEFENDER IS LARGE (GREATER THAN THREE METERS TALL)	-1 FLAT
DEFENDER IS VERY LARGE (GREATER THAN TEN METERS TALL)	-2 FLAT
DEFENDER IS HUGE (GREATER THAN THIRTY METERS TALL)	-4 FLAT
ATTACKER POSITION	
ATTACKER HAS UNSTABLE FOOTING/POSITION	+1 -> 3 FLAT
ATTACKER IS UNABLE TO SEE DEFENDER	+6/7/8 EX
ATTACKER IS TAKING A SNAP SHOT	+2 FLAT
ATTACKER PREVIOUS INJURIES	
ATTACKER HAS TAKEN ANY STUN OR LETHAL DAMAGE	+1 FLAT
ATTACKER HAS TAKEN ONE-HALF OR MORE OF STUN OR LETHAL CAPACITY	+2 FLAT
ATTACKER HAS ONLY ONE BOX OF STUN OR LETHAL CAPACITY REMAINING	+3 FLAT

5.20 THROWN AND PARABOLIC ARC COMBAT TABLE

SITUATION	MODS:
TARGET IS IMMOBILE	-2 FLAT
TARGET IS MOVING ACROSS THROWER'S FIELD OF VISION	+1 FLAT
TARGET IS MOVING DIRECTLY TOWARD/AWAY FROM THROWER	-1 FLAT
TARGET IS MOVING ERRATICALLY	+2/4/6 EX
TARGET IS DODGING	SEE DODGE
TARGET OBSCURATION	
TARGET IS 25% OBSCURED	+1 FLAT
TARGET IS 50% OBSCURED	+2 FLAT
TARGET IS 75% OBSCURED	+3 FLAT
TARGET IS 90%+ OBSCURED	+4 FLAT
THROWER MOVEMENT	
THROWER MOVED UP TO HALF MOVEMENT RATE THIS TURN	+1 FLAT
OR	
THROWER MOVED OVER HALF MOVEMENT RATE THIS TURN	+2 FLAT
THROWER POSITION	
THROWER HAS UNSTABLE FOOTING/POSITION	+1->3 FLAT
THROWER IS MOVING ERRATICALLY	
THROWER CONDITION	
THROWER HAS TAKEN ANY STUN OR LETHAL DAMAGE	+1 FLAT
THROWER HAS TAKEN ONE-HALF OR MORE OF STUN OR LETHAL CAPACITY	+2 FLAT
THROWER HAS ONLY ONE BOX OF STUN OR LETHAL CAPACITY LEFT	+3 FLAT
THROWER IS UNABLE TO SEE TARGET	+6/7/8 EX
THROWER'S AIM	
THROWER IS TAKING A SNAP SHOT	+2 FLAT
THROWER AIMED SHOT	-1/ACTION
THROWER HAS TARGETING HEADS UP DISPLAY (HUD) — FOR LINKED GRENADE LAUNCHERS ONLY.	-2 FLAT
WIND CONDITIONS	
THROWING IN LIGHT WIND	+1 FLAT
THROWING IN HEAVY WIND	+3 FLAT
OBJECT CONDITIONS	
THROWING BULKY OR UNBALANCED OBJECT	+2 FLAT

5.21 EXPLANATION OF COMBAT TO HIT TERMS

An **Immobile Target** is one that expends no movement during its turn, whether because it is incapable of moving or because it simply chooses not to do so. A target that has expended all of its movement earlier in the turn is NOT considered "immobile" by someone who attacks that target later in the turn!

Something is **Moving Erratically** if it elects to use one-half of its MOVEMENT for the turn to zig zag around, making itself harder to hit. Note that this is not the same thing as Dodging.

A **Snap Shot** is an attack action where the attacker did not have direct line of sight to the target for at least one action directly prior to the attack.

An **Aimed Shot** is an attack where the attacker has spent the previous action(s) doing nothing but "drawing a bead" on that target. In order to claim the Aiming bonus, the attacker must have continuous, unbroken line of sight to the target. If the Target runs behind a tree or through smoke or if the Attacker is distracted in any way from his Aiming, the Aiming process must start over again or be abandoned. Once an attacker has fired at a target, the aiming bonus is lost and the attacker must start aiming all over to get any aiming bonus, regardless of the success or failure of the attack. The maximum aiming bonus is -3.

A **Targeting HUD** is a Targeting Heads Up Display device. HUDs are discussed in the Equipment section.

An **Attack Firing Scatter** is an attack using a weapon capable of a Scatter Attack setting. Scatter weapons are discussed in the Phaser section.

An **Attack Firing Burst** is an attack using a weapon capable of firing on this setting. The rules for Burst weapons are discussed in the Phaser section.

A character is **Held In Check** if an attacker has made a successful attack on a previous action but chose to withhold inflicting damage with the attack. In effect the attacker is holding a knife to the defender's throat (or its anatomical equivalent) and threatening to slit it. An attacker must have achieved a Complete Success Level with his attack to Hold A Character In Check. A character with a gun type weapon could conceivably hold a Character in Check by either scoring a Complete success in his ranged attack task test (but only if the target realizes that this is the case of course) or making a Melee combat success with the weapon, in effect holding its barrel up under the Checked character's chin. In order to hold someone in check with a ranged weapon, the attacker must be within 2 meters of the target.

Holding someone In Check is not quite the same thing as delaying one's action since the "Holder" may inflict maximum damage upon the "Holdee" without having to resort to another to hit task test at any point in the future as long as he still Holds that Character in Check.

A character is at a **disadvantage** in combat if he faces Multiple Opponents. For each combatant past the first a character faces simultaneously in melee or martial arts combat, a to hit mod of -1 is applied to each of his opponents.

An object is **Bulky** or **Unbalanced** if it has not been specifically designed to be thrown. Spears, grenades, and throwing axes are not unbalanced, despite their bulk. Tables, chairs, and rocks ARE unbalanced whatever their size.

5.22 DAMAGE PART 2: HOW IT AFFECTS YOU

"Medic, Medic!" your character cries. "He got me!"

So the nasty old renegade caught you by surprise, and now you're paying the price. You never really thought that your pristine Damage Capacity boxes would be filled in, did you? Guess what? It's time to figure out exactly how damage affects your character.

As your character takes varying amounts of damage, he will find that his ability to perform at peak efficiency diminishes. When your character has filled in one or more boxes of either of his damage capacity tracks (on his Character Datafile), but not half or more of either track, he is subject to a flat +1 mod to ALL of his subsequent task attempts, unless specifically excluded by the rules for that task.

Once your character has taken one-half or more of his damage capacity on either track, he is subject to a flat +2 mod to ALL of his subsequent task attempts, unless specifically excluded by the rules for that task.

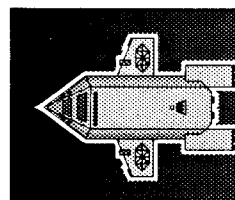
When he has taken all but one of his damage capacity boxes on either track, he is subject to a flat +3 mod to ALL of his subsequent task attempts, unless specifically excluded by the rules for that task.

Please note that these effects are NOT cumulative, and that at any given time a character will not be subject to more than one of these modifiers — he will only be affected by the highest mod. For example, a character has an SDC of 4 and an LDC of 4. When he takes his first box of damage on **either** track, all of his subsequent actions are resolved with a flat +1 mod until the damage is reduced or healed. When he takes his second point of damage on either track, this character will have taken one-half of his damage capacity and will be subject to a flat +2 mod on all his subsequent actions. When he takes a third point of damage on either track, he will then have only one box remaining and therefore be subject to a flat +3 mod to all his subsequent actions. A character with an SDC of 9 would be at +1 when he takes his first point of damage, a +2 when he takes his fourth point of damage (one-half, rounded down), and at a +3 when he takes his eighth point of damage.

When a character has one box filled in on both his Stun Damage and Lethal Damage capacity tracks, he would be at a flat +1 mod. He would not be at a +2 until either of the tracks reached the one-half mark, etc.

LEVEL OF DAMAGE MODS TABLE

LEVEL OF DAMAGE	DAMAGE MODIFIER
No Damage	No Modifier
1 Or More Box(es)	+1 Flat
Half Or More Boxes	+2 Flat
Only One Box Remaining	+3 Flat



**ORION
RAIDER-CLASS
LIGHT CRUISER

PIRANHA**

5.23 DAMAGING OBJECTS

Sometimes you might want to use your weapons to damage machinery, blow down walls, blow up rocks, or cut through doors. These are all entirely noble pursuits and are resolved in the following manner. Each object is given a total Damage rating, similar to a character's lethal capacity. This is the total amount of Lethal damage that must be inflicted on the object to achieve the level of destructive mayhem that you want to cause. Refer to the Level of Damage Table below to get an idea of what it takes to damage objects.

The top part of the Level of Damage Table is used for damaging DEVICES, machines and other delicate objects, while the bottom part is used for damaging MATERIAL, solid, fairly homogeneous blocks or sheets of some substance.

As you can tell from the table, it is easier to damage devices than it is to cut through material. You don't need to scrag a whole machine to shut it down if you can get at the little relay things and vital components inside that keep it running. When you're cutting through solid stone, though, you need to cut through everything that's in your way to get to the other side.

The table provides for four levels of damage that you might want to try to dish out. Note that for devices, there is only one level of damage listed on the table. That is because you aren't usually trying to destroy the device in the same way you try to destroy blocks of material; as such, the rules for "destroying" a device are different from the rules for destroying material.

The damage table for damaging MATERIALS is read as follows: The numerical codes in each of the columns come in two parts: Damage Required and Armor. Damage Required. The number before the slash is the amount of lethal damage, in points, that must be caused to the material to cause the level of damage indicated for that column. Armor, the number

after the slash, is the amount of damage from each individual attack that is IGNORED for the purposes of calculating the damage caused by each individual attack. For the purposes of any non-energy weapon attack, the Armor Ratings listed should be multiplied by 2.

When, after armor modification, the amount of damage listed for that material in the appropriate column has been caused, then you have caused the material that Level of Damage. Levels of Damage affect materials as follows:

EYE HOLE SIZED HOLE: This is a 1 to 2cm diameter hole in or through some material. This creates a hole just big enough to allow subtle fiddling with small tools or a hard-to-spot observation vantage point.

As with the Medium and Man Sized Holes, below, the Damage Required rating for the Eye Hole level of damage is sufficient to cause an Eye Hole-sized hole through only 5cm of material. For each multiple of 5cm of material that you wish to penetrate, multiply the Damage Required by the same amount. You do NOT have to multiply the Armor rating for increased multiples of thickness; you only apply the material's Armor rating ONCE to any given, individual attack.

For example: It takes 5 points of damage to punch an Eye Hole in an Alloyed Metal door/wall, but it really takes 11 points in ONE attack, since the material's armor rating of 6 means that it ignores the first 6 points of damage that any attack directs against it. If your character, acting alone, was to try to punch an Eye Hole through 15cm of this material, he would have to either cause 21 points of damage in one attack (4 points per 5cm equals 12 points for 15cm, and +5 points for the material's armor rating of 5 equals 21 points) or make three separate attacks of 11 points each (each 11-point attack actually causes 5 points after subtracting the 6 points for armor from each attack and three 4-point attacks equals the 12 points required to create the hole.

LEVEL OF DAMAGE TABLE

OBJECT TO BE DAMAGED	EYE HOLE	MEDIUM SIZE HOLE	MAN SIZE HOLE	DESTROYED
HAND HELD DEVICE	—	—	—	6/0
TABLE MOUNTED DEVICE	—	—	—	8/0
CONSOLE/WALL MOUNTED DEVICE	—	—	—	10/1
BIG STAND-ALONE DEVICE	—	—	—	12/1
REAL BIG STAND-ALONE DEVICE	—	—	—	16/1
HUGE STAND-ALONE DEVICE	—	—	—	20/2
LEATHER DOOR/FLAP	1/0	2/0	3/0	4/0
WOODEN DOOR/WALL	1/1	2/2	3/2	5/2
LOW TECH STONE/CONCRETE WALL (ALSO ROCKS/ STONE/RUBBLE)	2/2	4/3	6/3	10/3
REINFORCED STONE/CONCRETE WALL	3/3	6/4	9/4	18/4
LOW TECH METAL DOOR/WALL	4/5	8/6	12/6	32/6
ALLOYED METAL DOOR/WALL	5/6	10/8	15/8	50/8
ARMORED METAL DOOR/WALL	10/8	20/10	30/10	100/10
HI TECH SECURITY PLASTIC DOOR/WALL	12/10	24/12	36/12	120/12
AFV (ARMORED FIGHTING VEHICLE) ARMOR	20/12	40/15	60/15	200/15

MEDIUM SIZED HOLE: This cuts out an area of approximately 30 cm square. The pattern of the cut can be roughly rectangular, circular, or irregular, depending upon the wishes of the character, and creates a hole big enough for a man-sized humanoid to reach through, allowing him to see, work, or fire through. While this hole is not of a size sufficient to allow characters to actually pass through, it does allow them to gain access to mechanical workspaces, to pass equipment from one side of a wall to another, etc. (If the characters wish to create a hole large enough to crawl through, but not actually as large as the Man Sized hole below, they do have the option to create two Medium Sized holes side-by-side. The characters would then have to remove backpacks, etc., before passing through the hole.)

Remember, this cuts out a panel in the object, sort of like creating a door. It does NOT disintegrate the material within the perimeter of the cut, and that material must be dealt with in some way. (Cut a circular hole in a stone wall, and you still need to deal with the big "plug" of stone blocking your path.)

Just like with the Eye Hole sized hole above, the Damage Required numbers for a Medium Sized Hole are the amount of damage required to cut through an average material thickness of 5cm. You have to cause multiples of damage points equal to the multiples of 5cm of material you are trying to cut through for thicker cuts.

MAN SIZED HOLE: This cuts out an area of approximately 2 meters square. The pattern of the cut can be roughly rectangular, circular, or irregular, depending upon the wishes of the character, and creates a hole big enough for a man sized humanoid to step through without having to stoop too much. As with the Medium Sized Hole, above, this cuts out a panel in the object, does NOT disintegrate the stuff within the perimeter of the cut, and that material must be dealt with in some way.

Just like with the Eye Hole and Medium Sized hole above, the Damage Required numbers for Man Sized Hole are the amount of damage required to cut through an average material thickness of 5cm. You have to cause multiples of damage points equal to the multiples of 5cm of material you are trying to cut through for thicker cuts. If the Team wants or needs to create a hole not easily covered by the descriptions above, simply extrapolate the required damage between the numbers given. For instance, a hole large enough to crawl through, perhaps 60cm square, would be 7/4 for reinforced concrete.

DESTROYED: Unlike the case of simply cutting through something, like the circular hole in the stone wall from the examples above, this is the category that lets an energy weapon disintegrate enough material to give you the same man sized hole as above. No muss, no fuss. There isn't even monomolecular dust left behind to make you sneeze. Of course, the energy cost to put out that kind of damage is enormous. In the case of a non-energy weapon, this option lets you crunch the material up into little pieces.

The amount of material that is destroyed in this manner is just over 4 cubic meters, approximately the volume of a sphere 2 meters in diameter, or a rectangle 2 meters tall 2 meters wide and 1 meter deep. Again, you have to cause multiples of damage points to cause multiple volumes of any given material to disintegrate in this manner. (In Prime Directive, you cannot disintegrate living things in this manner; you have to kill them using the normal damage capacity rules.)

The damage table for damaging DEVICES is read as follows: For devices, the second number (Armor) is used exactly as it is for the materials section. Armor subtracts its

value right off the top of any damage caused from any individual attack. The first number, though, operates differently than Damage required. For devices, this first value is called the Operational Damage Capacity (ODC) of the device and operates similarly to the character's Lethal Damage Capacity.

Whenever a device takes damage, it must take a test to see how badly it is damaged. Refer to the table below.

DAMAGING DEVICES TABLE

LEVEL OF DAMAGE	ODC TRICODE
NO DAMAGE	COMPLETELY OPERATIONAL
ONE POINT OF ODC DAMAGE	2/4/6
HALF OR MORE ODC DAMAGE	4/6/8
ALL BUT ONE POINT ODC DAMAGE	6/8/10
ALL ODC DAMAGE	COMPLETELY DAMAGED

SUCCESS LEVEL	DEVICE CONDITION
COMPLETE	COMPLETELY OPERATIONAL
MODERATE	MINIMALLY DAMAGED
MINIMAL	MODERATELY DAMAGED
FAIL	COMPLETELY DAMAGED
BOTCH	COMPLETELY DESTROYED

The ODC tricode is a tricode like all the others encountered elsewhere in Prime Directive, and its values represent Minimal, Moderate, and Complete levels of success. In the case of the ODC test, the task is remaining in operational capacity!

The ODC numbers listed for the various devices operate in two ways. First, they are the Damage Tracks used to record the amount of damage sustained by a device, just as the damage capacity tracks measure the damage taken by your character. Second, they act as the task dice for ODC tests. ONE-HALF the ODC of a device is the number of D6 that is rolled versus the ODC tricode to see just how badly the device is affected by the attack, and the task is resolved just like any other tricode task roll.

As long as the device is undamaged, it is assumed to be Completely Operational. When it takes that first point of damage, though, look out! With its first point of damage comes its first ODC roll. One point of damage requires a roll versus a tricode of 2/4/6, as indicated on the table. When the device reaches half or more of its ODC in damage taken, the tricode becomes 4/6/8, and when it has only 1 ODC point left, the tricode is 6/8/10. When the device takes all of its ODC, it's completely destroyed.

If the device scores a Complete success on its ODC task test, then it has sustained no appreciable damage and remains Completely Operational. If the ODC task test yields a Moderate Success, the device is Minimally damaged. If the ODC task test yields a Minimal success, the device is Moderately Damaged. If the device scores a Failure, the device is Completely Damaged. If the device scores a Botch, the device is Completely Destroyed.

A device at a **Completely Operational** level is working fine, with no complications to hamper its use or effectiveness.

A device at a **Minimally Damaged** level is slightly impaired. A device at this level of damage requires a minimal success in the Repair task test to set right and has a flat +1 imposed on its operation.

A device at a **Moderately Damaged** level is significantly impaired. A device at this level of damage requires a moderate success in the repair task test to set right, or 3 minimal successes, and has a flat +2 imposed on its operation.

A device at a **Completely Damaged** level is entirely dysfunctional. It requires a Complete success in the repair task test, or the equivalent in lower level successes, to repair. A device which has been Completely Damaged may not be used at all until it is repaired to a lower level of damage.

A device at a **Completely Destroyed** level is gone, gone, gone. It cannot be repaired. Maybe the GM will be nice and let you scavenge for spare parts to use on the NEXT gizmo you try to fix..

On each occasion that a device takes even one point of damage that is effective, it must take an ODC test at whatever level of damage it will be after the current damage is applied.

Level of Damage Tricode mods, the bane of Prime Directive characters, are not applied to ODC task test rolls. The ODC trICODES are never modified because of a device's current level of damage; you just use the trICODES on the table.

For example: A Romulan spy has broken through the security perimeter and entered a Federation research facility. After stealing vital data from the base's computer, he is attempting to destroy the device to conceal the nature of his tampering. The GM rules that the base's computer is a Wall Mounted Console device and has an ODC code of 12/1. The device has 12 ODC points, equal to 12 lethal capacity points for a character, and 1 point of armor. The Romulan's first shot is a weak one, and he only scores 2 points of damage, which turns into only 1 point after the armor value is applied. But the device has taken damage and must roll an ODC test. The GM rolls 6D6, one-half of the ODC value of the device for the ODC test. The ODC tricode for 1 point of damage is 2/4/6. The roll yields at least one 6, so the device remains undamaged. The Romulan rolls again and scores only 2 points after the armor is applied. With an ODC of 12, the device will not be at one-half plus until it takes 6 or more points, but since it is a machine, it still has to take an ODC test EVERY TIME it takes damage. The tricode is still 2/4/6, and the device always gets to roll its 6 dice. However, this time the best roll is a 5, and the machine is now slightly damaged. The next attack does 6 more points of damage, bringing the device up to the More Than Half Level of Damage. The ODC tricode is now 4/6/8. The ODC test yields a moderate success, which would normally mean that the device would go to a Minimal Level of Damage, but since the device already has a minimal damage level, the attack does no additional damage. (Actually, the device is now one-third of the way to moderate damage, just like in Levels of Success.) The frustrated Romulan puts one more shot into the computer, delivering 3 points of damage, which is just enough to push the thing over the edge. The ODC test is rolled, and the result is a Botch. The computer blows up twice, once for exceeding its ODC capacity and again for the Botch result. Not even Azundur'kar can do anything for the poor computer now.

5.24 DAMAGE PART 3: HOW TO WEASEL OUT OF TAKING IT

By now you should have the definite idea that damage is something to be avoided. Too true! Your character can get HURT in combat! There are things that can help him out in that regard. Some are artificial, like Armor, and others are active measures that he can take, like Dodge, Parry, or Block.

There are two ways in which the effects of an attack can be lessened: Defensive Action and Armor.

A **Defensive Action** attempts to get the character out of the way of the attack, perhaps avoiding it entirely.

Armor ablates the force of an attack, protecting the wearer from harmful effects.

5.25 DEFENSIVE ACTIONS—DODGE, PARRY, BLOCK

These are a character's first line of defense versus an attack, things that let him avoid or at least lessen the severity of an attack. These are active maneuvers that require him to take some action in his own defense. Depending upon the type of combat situation in which your character finds himself, he can Dodge, Parry, or Block, which are used to counter Ranged, Melee, and Martial attacks, respectively. As a group of actions, these are called Defensive Actions, a term you may recall from Section Three: Actions and Initiative.

To be able to perform a Defensive Action during his turn, a character must not be surprised (i.e., he must not have Botched his A/I roll that turn). In order to perform multiple Defensive Actions in a single turn, a character must not have used his entire Level of Action for the turn. Once a character has used up all the action allowed to him during a turn, he may make at most ONE Defensive Action during his turn. Any character who has achieved a LoA of Failure or better may always perform AT LEAST one Defensive Action during his turn, but this is subject to his being aware of the attack.

Once a character with a Complex or Simple Level of Action declares that he will use part or all of his turn to perform Defensive Actions, he may perform a Defensive Action each time he is attacked that turn, regardless of the number of attacks that are directed against him. (Of course, it gets harder to successfully perform a Defensive Action each successive time you try one in a turn; see below.)

A character with a Minimal or Failure Level of Action may only perform ONE Defensive Action (period) during his turn.

A character with a Complex action can spend half of his turn performing a simple action, including moving his entire movement, and save the other half to perform Defensive Actions later on in the turn, OR if he performs no other actions, he may spend half the turn performing Defensive Actions and spend the other half of the turn continuing to perform Defensive Actions, but starting the Multiple Defensive Action Mod over again at 0! A character utilizing this option can restart the mod progression at any time during the turn.

For example: If there are three Grunts and a Guard Captain trying to overwhelm a character in the same turn, the character with a Complex LoA could stand his ground, using the first half of his action to defend vs. the grunts, accepting the Successive Defensive Action Mods for the second and third attacks. Then he would start the second half of the turn when he came up against the Captain, resetting the Multiple Defensive Action Mod to 0!

A character need only attempt to defend against attacks that actually hit him. If, for instance, a character is being shot at by five opponents, but only three of them actually hit him, he need only attempt to (in this case) dodge against the three attacks that succeeded.

A character must still perform Defensive Actions in the order in which the attacks were made, i.e., he must defend against the first successful attack before defending against the second successful attack, etc. Note, however, that a character is never forced to perform a Defensive Action against a successful attack, even if he has already performed defensive maneuvers earlier in the turn and wishes to perform more defensive maneuvers later in the turn. If, for instance, a character is successfully attacked by three opponents during the course of a turn, he may elect to defend vs. the first attack, ignore the second attack entirely, and then attempt to defend against the third.

A character should never be told the severity (SL) of an attack before he elects to perform a Defensive Action. All the information he should receive before deciding is: "You're hit by the guy with the plasma gun."

DODGE: A Dodge is used to avoid an attack made at range, like a phaser burst, a gun shot, an arrow, or a thrown spear or axe, or to avoid the effects of an area effect weapon, like grenades. Dodge is a SPEED characteristic task test. In order to dodge, a character must be able to act as noted above.

PARRY AND BLOCK: Parry and Block are the defensive maneuvers that are used in Melee combat and Martial Arts combat, respectively. You Parry blows in melee combat and Block punches and kicks in Martial Arts combat. Versus a creature with claws or a spiky tail, etc., the character may employ whichever maneuver he prefers, subject to the approval of the GM.

Unlike Dodge, Parry and Block are not SPEED characteristic task tests. Parry is a Melee Combat skill task test, and Block is a Martial Arts task test. While a Dodge task is never considered unsupported, both Parry and Block could be considered unsupported if the character attempting to exercise the maneuvers does not possess even 1 skill level in Melee combat or Martial Arts.

To Parry an attack, your character must have a ready melee weapon of some kind. A sword, knife, tree limb, or chair will suffice. A character may only use Parry versus a Melee attack, never a Ranged or Martial Arts attack.

To Block an attack a character must be in unarmed combat. A character cannot Block a Melee or Ranged attack. (No one ever said "Quickly as you can, grasshopper." to your character!)

The base tricode for Defensive Actions is 4/6/8, as in normal combat. There are, however, additional modifiers that factor into Defensive Actions. Refer to the following table for a summary of Defensive Action Task Mods.

Defensive Action Tricode Modifiers Table

Defender's Condition	Tricode Mods
A/I Level This Turn is Complex	Flat +0
A/I Level This Turn is Simple	Flat +1
A/I Level This Turn is Minimal	Flat +2
A/I Level This Turn is Failure	Flat +4
A/I Level This Turn is Botch	No Defensive Action possible
Each successive Defensive Maneuver, after the first, during a single turn	+1 Flat /Successive Defensive Maneuver

For example: Sgt. Major Bansett is confronted by a pair of primitive life forms with prepared bows and arrows. Adrianna has a Simple LoA this turn and is aware of both of the beasties. Wanting to defend versus both of them should they attack, Adrianna moves half her movement and saves the rest of her turn to perform Defensive Actions. They turn out to be hostile and are experienced with their weapons. The first one to attack misses, and Adrianna is not called upon to Dodge. The second attack, however, hits and tags her with a Moderate Success Level. (Adrianna's player is not informed of the SL of the attack, however, only that it will strike her unless Adrianna Dodges.) Adrianna, wisely, chooses to exercise her dodge option. The base defensive tricode is 4/6/8. Adrianna's Level of Action (LoA) this turn is Simple which, according to the table above, imposes a flat +1 to her dodge tricode. Her dodge tricode now is a 5/7/9. (Hey, YOU try jumping out of the way of an incoming arrow.) If she were currently suffering any Level of Damage mods, or if Adrianna's footing was unstable, those mods would be factored in as well. But since Adrianna is firmly on solid ground and has a clear line of sight to her attackers, her dodge tricode remains 5/8/10. This is the tricode against which she will roll her SPEED characteristic task test. If later in the same turn another attacker came running out of the brush to engage Adrianna in Melee or Martial combat, she could respond with a Parry or Block maneuver and be at a 6/9/11 tricode, due to the +1/successive Defensive Action mod.

Ok, now you know what Defensive Actions are and how and when you can perform them. The thing you really want to know is: What do they do for you? The results of the Dodge task test are read as follows:

Success Level	Effect on Damage
Complete	Completely Negated
Moderate	-4 D#
Minimal	-2 D#
Failure	No Effect -Take Full Damage
Botch	+2 D#

If you score a Complete Success, the attack has missed entirely and you take no damage at all. If you score a Moderate or Minimal success, then you have twisted out of the way of the attack enough to reduce the amount of damage that the attack will cause; subtract 2 or 4 from the listed D# of the attack. (The D# of an attack is a measure of the base Damage that the attack inflicts and serves as the basis from which the tricode to reduce the damage of the attack is formed. D#s are discussed further below.) If that is sufficient to reduce the D# of the attack to 0, you take no damage from

the attack. If you score a Failure, you have failed to avoid the attack and take the full brunt of the damage. If you Botch, you actually twisted into the attack and take more damage as a result! Add 2 to the D# of the attack.

5.26 ARMOR

Defensive Actions are a viable method for reducing the amount of hurtin' that you might take from an attack, but you need to expend actions to use them, and you never know just how much you can rely upon their results. What you really want is something that works all the time, something that you can count on to protect you. That thing is -- ARMOR!

Armor is a passive method of damage reduction. Armor comes in a number of different forms, from very light to very heavy. The degree of protection that a piece of armor provides is dependent upon the Armor Rating (AR) of the piece. The Rating of a piece of armor is broken down into three categories: the Energy Armor Rating, the Kinetic Armor Rating, and the Edged Armor Rating.

Energy AR is used against pure energy attacks, like phasers, pulsers, disrupters, and lasers.

Kinetic AR is used against attacks whose damage is conveyed by directing high velocity objects, like bullets and arrows, at their targets. The Kinetic AR is also used against any blunt Melee or Martial Arts attacks, like clubs and maces, and all punches and kicks.

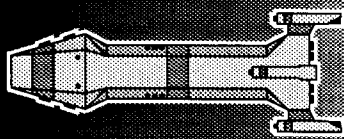
Edged AR is used against any sharp edged cutting or slashing weapons, such as swords, knives, and claws.

The ARs of a piece of Armor are listed sequentially. A typical piece of armor might look like this: 3-3-5. This piece of armor has an Energy AR of 3, a Kinetic AR of 3, and an Edged AR of 5.

PLEASE NOTE: The AR values of a piece of armor are listed in a manner that looks like a task tricode. The AR values of armor, however, are NOT tricodes and should not be confused with them.

The applicable AR of a piece of armor is always subtracted from the D# of an attack to calculate the amount of damage that the attack inflicts on the character. If the AR is greater than or equal to the D# of the attack, no damage is caused.

For example: Sgt. M'eins is shot at and struck by a Disruptor Pistol set to Lethal-1. The attacker scores a Moderate SL, and Rusty fails to reduce the D# with a Defensive Action. The D# for the attack is 7. Fortunately, Rusty is wearing Light Skirmish Armor, which has a Kinetic AR of 4. Rusty is able to immediately subtract the AR value from the Damage Value of the attack, lowering it to 3. If nothing else lowers the damage inflicted by the attack, Rusty will take only 3 points of Lethal Damage instead of 7.



HYDRAN
RANGER-CLASS
HEAVY CRUISER
HMS TENACITY

5.27 ADVANCED COMBAT EXAMPLE

Now that you've read through the Armor section, let's take another look at that combat between the Primes and the Orion sentries from the Introductory Combat Example.

TURN 1: Both Adrianna and Peltier roll against a standard 4/6/8 A/I tricode, but with a +0/1/2 expanded mod for their Light Skirmish armor. Their modified A/I tricode is 4/7/10. Both achieve Moderate LoAs for the turn and are both in range of their targets. The GM tells the players that he will assign the following mods to any ranged attacks the characters make from their current positions: +1 for targets moving across the firer's field of vision and an additional +2 for the cover provided by all the trees in the way (approximately 50% obscured). The normal 4/6/8 to hit tricode is now modified to a 7/9/11 tricode. The GM rules that if the characters want to get to the edge of the woods and eliminate the +2 mod for the tree cover, they will need to make a full move (a move of greater than one-half their MOVE for the turn), which imposes a flat +2 mod anyway. The characters, agreeing that in either case their odds for a one shot take down are not good, decide to simply move up on their quarry and set up their attacks for the next turn. When both the characters get to within a few meters of the sentries, the GM asks them to make Stealth task rolls. Unfortunately, Adrianna rolls poorly (more twos and threes than she would have liked) and Fails her Stealth roll. The GM secretly rolls perception characteristic rolls for each of the sentries to see if they notice the noise that Adrianna has made. One sentry rolls a Minimal SL and is only vaguely aware of some movement in the trees. The other sentry, however, achieves a Complete SL, so the GM rules that he spots the pair of skulking Primes. Note that neither sentry has a LoA to use during this turn (since neither rolled an A/I roll at the beginning of the turn), and as such they cannot react to what they see or hear until the next TIC.

TURN 2: All four characters make their A/I rolls for the turn. The GM rolls for the two sentries. The Primes both roll Complex LoAs for the turn. (Peltier rolls 8, 6, 4, 3. Adrianna rolls 9, 4, 4, 3, 1.) The more perceptive sentry also rolls a Complex LoA (8, 3), while the less perceptive sentry rolls a Minimal LoA (4, 3). The same rolls also indicate that the initiative order is Peltier with an Initiative of 7, Adrianna with an Initiative of 6, perceptive sentry with an Initiative of 3, and less perceptive sentry with an Initiative of 1.

Not knowing if they have been discovered, Peltier and Adrianna elect to hold their actions and respond to the sentries. If the sentries do not react to the Prime's presence, Peltier and Adrianna plan to simply continue sneaking up on the hapless duo. If the sentries do react, Peltier and Adrianna plan to simply attack them. The sentry with the higher LoA decides to make a run for it in the hope of alerting his comrades at the Stronghold, dashing down the path at top speed and disappearing around a bend. As his LoA was Complex, the sentry still has another Simple action left to him once he turns the corner. Realizing that it is unlikely he can outrun his opponents, and being craftier than most of his ilk, he decides to lay a trap. (Actually, in this case, it is the GM who decides that it would be fun to surprise one of the team members with a surprise Orion attack!) The Orion readies himself with a drawn pulse gun and waits for the Primes to appear around the corner. Back on the trail, the slower sentry, who still hasn't noticed that his companion has taken off for the hills behind him, calls out into the underbrush. "Hey, who's out there?" The GM has decided that, in usual dim-witted, true to lackey form, the sentry just doesn't get what's going on. Realizing that their presence has been detected, Peltier and Adrianna

quickly divvy up the combat responsibilities and burst into action.

With the higher initiative, Peltier chooses to go first. The GM informs him that he is just around a large tree from his target (the slow one). With the first part of his Complex Action, Peltier jumps out from behind the tree and rolls onto the ground a few meters from the sentry. Since he has moved less than half of his normal Move, Peltier elects to spend the rest of the first portion of his turn AIMING at the sentry. With the second part of his Complex Action, Peltier actually fires at his target. Peltier's 4/6/8 base to hit tricode is modified to a 5/7/9, due to the fact that he moved up to one-half of his MOVE during the TURN in which the attack occurs. However, Peltier also spent a minimal LoAs worth of time AIMING at the target before firing, which offsets the +1 mod for movement. His to hit tricode returns to its base 4/6/8 value. (Note that if Peltier had fired in the first part of the Complex action, he would have also been penalized for a Snap Shot, which is an attack made when the attacker cannot see the target at the beginning of the ACTION in which the attack was made. Since Peltier did not actually make his attack until the second part of his Complex Action, the Snap Shot modifier is not applied.)

Peltier rolls his 6 Fire (Weapon) task dice, scoring 10, 7, 5, 4, 2, 1. The 10 scores a Complete SL for the phaser hit. Peltier is using a Phaser pistol set to Stun-3, so the D# for the attack is 10 Stun. The sentry tries to dodge out of the way. His base Dodge tricode is 4/6/8, just like any other combat task. But there are modifiers. Since his LoA for the turn was Minimal, there is a flat +2 mod applied to the roll. His Dodge tricode is now a 6/8/10. The sentry rolls his Speed in D6 (the Speed characteristic determines the number of task dice for a Dodge attempt) and rolls 5 and 3, resulting in a Failure. A Dodge failure does not affect the D# of the attack, so he is still facing a 10 Stun attack. (Note that if the sentry had achieved a Minimal or moderate SL, the D# of the attack would have been lessened by 2 or 4, respectively, to an 8 or a 6, and if he had scored a Complete SL, he would have dived out of the way of the beam and taken no damage at all.) The sentry is wearing no Armor, so the D# of the attack is unmodified. He takes all 10 points, which greatly exceeds his Stun Damage Capacity of 4. The sentry is knocked cold by Peltier's phaser blast and is out of the combat.

Over on the other side of the battle field, Adrianna is chasing her opponent. The GM informs her that he has turned around a bend in the path and that she has lost sight of him. She spends her whole turn moving to catch up with the fleeing Orion.

TURN 3: All the remaining characters roll their A/I. Adrianna gets an Initiative of 8 and an LoA of Moderate. Peltier gets an initiative of 4 and an LoA of Minimal. The remaining sentry gets an Initiative of 5 and an LoA of Moderate. However, the GM rules that the remaining sentry is continuing to point his weapon down the trail and that he will fire at the first Prime to come around the corner. As long as the sentry achieves an LoA of Minimal or better for his turn, he maintains his concentration and will be able to make a surprise attack vs. whoever comes into his line of sight. Adrianna, not expecting an ambush (shame on her!) comes barreling around the corner, expecting to target the back of the fleeing sentry. Surprise! The sentry, therefore, has Surprise on Adrianna and may attack first despite Adrianna's higher initiative for the turn. The combat cycle begins again, only this time with the Prime Team member as the target.

The sentry rolls his Fire (Weapon) task dice vs. the base to hit tricode of 4/6/8, modified to 6/8/10 since the GM rules that he is firing a Snap Shot. The sentry has 4 task dice and

rolls 10, 5, 3, 1, which yields a Complete success. Adrianna elects to attempt to Dodge. Her LoA this turn is Moderate, which imposes a flat +1 onto her Dodge tricode, and the GM imposes an additional +1 to the Dodge tricode because she was surprised. This raises the final tricode to 6/8/10. Adrianna rolls her Speed characteristic in D6, getting 8, 6, 5, 4, 4, 2. The 8 gives her a Moderate SL, which reduces the D# of the attack by 4. The D# for a Complete success with the Orion's Pulse Gun set to Lethal 2 is 8, which is reduced by Adrianna's Dodge to a lethal 6. (The Orion sentry, on what he thought would be an entirely uneventful stint of perimeter duty, has neglected to fully charge his pistol, and this shot drains his power pack.) Adrianna is wearing Light Skirmish Armor, which reduces the D# of the energy attack by another 4. This is automatic, and does not need to be rolled for. Armor always helps you out when you are attacked. The damage that gets through the armor to affect Adrianna is now only at a D# of Lethal 2, slightly wounded and angry as hell.

TURN 4: The fight is now between Adrianna and the sentry. Even though Peltier still rolls his A/I test, the GM rules that he is too far away to participate in the combat this turn. Adrianna's one point of damage imposes a flat +1 to ALL her tricodes during the fight. Nevertheless, she still manages to achieve an Initiative of 5 and an LoA of Moderate. The sentry, stunned perhaps by the sight of a person taking a pulser shot square in the chest and still coming on strong, rolls poorly and achieves an Initiative of 3 and an LoA of Minimal. Adrianna decides to press her advantage and closes on her opponent. Resheathing her phaser and drawing her Combat Knife, she closes the distance and attacks the sentry in Melee combat. Adrianna's base to hit tricode of 4/6/8 is modified by +1 for her having moved and another +1 for her one point of damage, resulting in a tricode of 6/8/10. Adrianna rolls her 6 Melee Combat task dice and gets 10, 7, 5, 3, 2, 1 for a Complete success. Adrianna is using a Medium Class Weapon with a base Damage Numbers of 2/4/6. However, Adrianna's strength of 6 exceeds the Minimum required strength for that weapon class by 3. That increases her D#s by +1 flat for medium weapons, to 3/5/7. Her Complete SL with the attack yields a base D# of 7.

The sentry tries to Parry the attack with the butt of his Pulse gun. The base Parry tricode is 4/6/8 like any other combat action, but his LoA this turn is Minimal, adding a flat +2 mod to the tricode, and the GM further rules that a Pulse Pistol isn't very effective as a parrying weapon and, as such, imposes an additional +2 mod to the test, resulting in a final Parry tricode of 8/10/12. The sentry rolls his two dice in Melee Combat and Fails, rolling a 5 and 3. Adrianna elects to Hold the sentry in Check, essentially holding the knife to his throat. She can choose to complete the attack at any point in the future with an automatic SL of Complete, provided that she does not release the sentry from the Held in Check status (i.e., as long as she takes no other action than movement.).

Realizing that he is outclassed by this she-demon, the Orion sentry surrenders. Peltier shows up the following round to see Adrianna still holding her knife to the sentries' throat. They subdue him, and continue on towards the Orion stronghold...

Putting It All Together

You have now seen the two methods of Damage reduction: Defensive Actions and Armor. Please note that you **MUST** perform and apply the effects of Defensive Actions (if any) **before** you can apply the effects of armor.

COMBAT REFERENCE SHEET

TABLE #1: INITIATIVE/LEVEL OF ACTION TEST

◆ Roll SPEED Characteristic D6 vs. 4/6/8 ◆

SL	Level of Action	Initiative
Complete	Complex LoA	3 Initiative Points
Moderate	Simple LoA	2 Initiative Points
Minimal	Minimal LoA	1 Initiative Point
Failure	Failure LoA	0 Initiative Point
Botch	Botch LoA	0 Initiative Point

◆ Take BEST roll for Level of Action (LoA) ◆
 ◆ Add points of ALL ROLLS for Initiative ◆

LoA	Actions	Defensive Mods
Complex	2 Simple Actions	No Mod
Simple	Simple Action + 1/2 Move OR No Action + Full Move	+1 Flat
Minimal	Simple Action + Move 1m	+2 Mod
Failure	No Action	+4 Mod
Botch	No Action	No Defensive Actions Allowed

TABLE #2: TO HIT AND DAMAGE NUMBERS

◆ Roll Combat Skill Task Dice vs. 4/6/8 ◆
 ◆ Determine Base D#s on appropriate Weapon Table ◆

TABLE #3: DEFENSIVE ACTION TEST

◆ Roll SPEED Characteristic D6 or SKILL Task Dice vs. 4/6/8 ◆

Type of Attack	Defensive Maneuver/Task Dice
Ranged Attack	Dodge = SPEED Characteristic D6
Melee Attack	Parry = Melee Dice
Martial Arts Attack	Block = Martial Arts Dice
SL	Defensive Action Effects
Complete	Attack Misses, No Damage Inflicted
Moderate	-4 to Base D#
Minimal	-2 to Base D#
Failure	No Effect
Botch	+2 to Base D#

TABLE #4: ARMOR AND ARMOR EFFECTS

ARMOR RATINGS (AR) — For Example 3–4–5:

- ◆ 3 = ENERGY AR (vs. Phasers, Pulsers, Fusion, etc.)
- ◆ 4 = KINETIC AR (vs. Bullets, Kicks, Punches, etc.)
- ◆ 5 = EDGED AR (vs. Swords, Knives, Claws, etc.)
- ◆ SUBTRACT appropriate AR from Modified D# ◆
- ◆ Character takes whatever positive D# value remaining ◆

TABLE #5: SUMMARY OF WEAPONS EFFECTS ON AR

- Phasers: IGNORE first point of ENERGY AR.
- Disruptors: Resolve attack vs. KINETIC AR.
- Fusion Weapons: IGNORE first point of ENERGY AR.
- Gauss Guns: IGNORE first TWO points of KINETIC AR.
- Hellbores: Resolve attack vs. target's SMALLEST AR.
- Photon Grenades: HALVE target's ENERGY AR.

MODIFIER TABLES

MOD TABLE #1: CHARACTER DAMAGE MODS APPLIES TO ALL TESTS

Level of Damage	Mod
1 or more boxes of Stun OR Lethal Damage filled in	+1 Flat
1/2 or more boxes of Stun OR Lethal Damage filled in	+2 Flat
Only 1 box of Stun OR Lethal Damage left unfilled in	+3 Flat

MOD TABLE #2: GENERAL COMBAT TO HIT MODS

◆ Numerous—refer to sections 5.17 through 5.20 ◆

MOD TABLE #3: A/I MODS BY ARMOR TYPE

Armor Type	A/I Mod
Light Field Armor	No A/I Mod
Standard Field Armor	+0/1/1 Expanded
Light Skirmish Armor	+0/1/2 Expanded
Skirmish Armor	+0/2/3 Expanded
Assault Armor	+0/3/4 Expanded
"Hummer" Helmet	No A/I Mod

MOD TABLE #4: DEFENSIVE ACTION MODS BY LoA

Level of Action	Defensive Action Effects
Complex	No Mod
Simple	+1 Flat
Minimal	+2 Flat
Failure	+4 Flat
Botch	No Defensive Actions Allowed

MOD TABLE #5: REPEATED ACTIONS MODS

- ◆ +1 Flat (Cumulative) per repeated task attempt, until a higher SL is achieved
- OR
- +2 Flat (Cumulative) per Failure result in a Repeated Task Attempt until a higher SL is achieved. ◆

5.28 SIMPLIFIED COMBAT SYSTEM (SCS)

The combat system in Prime Directive is often both intense and complex. There are a great many things which the players can do, and the rules must account for all of these. Veteran players of RPGs will easily adapt to the system, while new players may find it hard to deal with all at once.

To make the entire game system more accessible to new players, we have included a simplified system for combat. The entire rulebook is written for the more intense Veterans Combat System (a term you will not find anywhere in the rules except on this page). The 'Simplified Combat System' or SCS is contained entirely on this one page of the rules, and the designers have chosen not to clutter the game with hundreds of references (one in virtually every rule) defining how that rule would work if the Simplified Combat System was in force. It will be obvious, in each case, what to do.

Players who use the SCS can gradually switch over to the Veterans Combat System one step at a time or can switch over all at once.

Some players may find the Simplified Combat System to better suit their style of play. It will be faster to play (although more limiting), easier to learn (although with less detail), and allows players to get past the shooting and get on with solving the puzzle. By all means, if you want to use the SCS instead of the Veterans Combat System for all of your Prime Directive gaming, let no one call you a wimp. This game system is about choices—you decide which way of play works for you. (We expand on this philosophy in Section 10.1: How To Run Prime Directive.)

There may be cases where a particular scenario is more suitable to one system than the other. For example, in a tournament where time is limited (and the objective is not specifically linked to combat), the SCS could play faster.

As a general rule, GMs should not get carried away designing complex episodes and encounters until their team has learned the rules well enough to handle them.

• SIMPLIFICATION #1: ACTION AND INITIATIVE

The Action/Initiative System is an important part of the pacing and tempo of Prime Directive, but it does add a round of die rolls and chart-checking at the start of every combat turn. The way to simplify this is to eliminate it. Simply assign every Prime Team member one complex action every turn. Assign every 'enemy' character one simple action every turn. The GM may (and probably should) select one or two 'enemy' characters to receive a complex action each turn, just to keep the Primes guessing.

Initiative can be simplified by letting the Prime Team go first every time, but this would detract from the game considerably and it is not that complex to determine 'who goes first' every turn. The 'Primes go first' rule might be used in a short scenario to train new players. As a compromise, roll one D6 for each character (re-roll to break ties) and have the characters take their actions in order from the highest number to the lowest.

• SIMPLIFICATION #2: WEAPONS AND MAYHEM

A vast assortment of weapons is provided in Prime Directive, and veteran players will continually ask for more of them. For your first few games, you might want to limit everyone to phasers, thereby avoiding the need to read the rules

for all of the other weapons. You can then bring in the other weapons one at a time or whenever you want to.

In your first adventures, you might leave out the more complex grenades (or even leave out grenades completely to avoid the need to read the 'throwing' rules). You might also entirely leave out Martial Arts.

Whenever you cannot possibly avoid unarmed combat, the GM can examine the Speed, Strength, and Accuracy ratings and roll dice and let you know how everything turned out. (This will encourage the players to actually learn and use these rules.)

• SIMPLIFICATION #3: MODIFIERS

There is no good way to eliminate the multiplicity of modifiers that are required to tell what the proper and valid outcome of 'a shot' should be. Fortunately, the GM can add these up for the players.

• SIMPLIFICATION #4: DODGE, BLOCK, PARRY

The dodge, block, and parry system is an important part of the 'reality' of Prime Directive. However, it is also another set of die rolls which have to be made, making each combat engagement (indeed, each shot, throw, or blow) take just a few seconds longer. You can simplify this step of the system by eliminating the entire concept from the combat routine and simply using this rule.

SIMPLIFIED DODGE RULE: After all modifiers are calculated and before the die is rolled, the target character may announce the intention to dodge, block, or parry the attack. The die roll for the attack is then subject to a flat modifier equal to half the Speed Characteristic of the defending character and is made normally.

• SIMPLIFICATION #5: ARMOR

Players should be encouraged to learn and use the armor rules. To simplify the game, simply limit every character to an AR of three in all categories. While it would simplify things even more to leave out armor entirely, this is not recommended. The GM might, for the first adventure, consider just applying a flat mod of +3 to the shot to reflect armor of a rating of 3.

This will be one of the simplest places to start working a new group of characters up to the full set of rules. (Well, the guards posted by the door are wearing heavier armor than yours, but I'll explain that when you hit one.)

• SIMPLIFICATION #6: HEROIC DAMAGE SURVIVAL

Characters may, with the approval of the GM, spend one point of Heroic Reputation (rule 7.2) in order to reduce the damage they take from any single Lethal attack to one point less than would kill them outright. They can also use this if they are about to be knocked unconscious in the event of a stunning attack. (There is no parallel to this rule in the Veterans Combat System. This rule is used in the SCS to make up for various rules in the VCS which could reduce or mitigate damage.)

Of course, if it's their first adventure, let them know that it was very painful and that they should learn their lesson. (For total realism, instruct any player who had to use this rule that he cannot go out for pizza with the rest of the group, but must go home and read 20 pages of a dictionary starting with a randomly determined letter. That should simulate the time spent recouping in the hospital rather nicely.)

SECTION SIX: HEALING

In the course of any action-packed adventure, player characters can expect to be attacked by anything from knives and pistols to Methane Dischargers and Grenades. If Defensive Actions and Armor are not completely successful in offsetting **all** the damage inflicted by their opponent, their wounds may need some special care and attention. That is where Healing comes in.

6.1 REDUCING STUN DAMAGE

A character who has taken Stun Damage may make a Stun Damage Reduction test once every 5 minutes to see if he has recovered any boxes of Stun Damage.

The task dice for this Reduction test are determined by dividing the character's Stun Damage Capacity by 2 and rounding down (with a minimum result of 1). For instance, a character with an SDC of 9 would have 4 Reduction dice, etc. Use the following tables:

STUN DAMAGE RECOVERY TABLES

CURRENT LEVEL OF DAMAGE	HEALING TRICODE
1 or more box(es)	4/6/8
Half or more boxes	6/8/10
All boxes filled in	8/10/12

Please note: The use of a Medkit (of any type) by a character with either the First Aid or Medicine skill will apply a flat -4 Modifier to the Stun reduction tricode. This will have the effect of changing the '1 or more box(es)' Tricode from a 4/6/8 to a 1/2/4. Also note that when using a Medkit to reduce Stun Damage, the Stun Damage Reduction test is rolled immediately; you do not wait five minutes to make the first roll.

SL	EFFECTS ON HEALING
Complete	Remove all Stun Damage
Moderate	Remove one-half Stun Damage, round down, minimum of 1 point.
Minimal	Remove one box of Stun Damage
Failure	No effect—wait 5 minutes and test again.
Botch	No effect—wait 10 minutes and test again at +1

For each point of Stun Damage a character takes in excess of his Stun Damage Capacity, apply a flat +1 mod to the recovery tricode. A character remains unconscious until all the excess points of damage have been recovered.

A character automatically recovers 1 point of Stun damage every hour, regardless of the extent to which he has exceeded his Stun Damage Track. A character who is really out of it may elect to recover at this 1 point per hour rate INSTEAD of rolling on the Stun Damage Recovery Table.

A character who recovers at the 1 point per hour rate must be completely inactive and resting comfortably for the duration of the hour, or he will not recover. If a character rolling on the Stun Damage Recovery Tables is not resting during the 5-minute interval, apply a flat +2 mod to the recovery tricode.

Please note that the presence of Stun Damage does NOT affect the recovery of Lethal Damage, and vice-versa. A character NEVER applies his Damage Condition mods (see

5.22) to his Healing/Recovery trICODES. The Healing/Recovery trICODES already take those factors into account. Also, there are no Repeated Task Attempt Mods for Healing and Recovery rolls. There ARE repeated Task Attempt Mods for Surgery, however, as shown below.

6.2 HEALING LETHAL DAMAGE

A character who has taken Lethal Damage, but has not exceeded his Lethal Damage Capacity, may make a Healing Task test roll every day to see if he has recovered any Lethal Damage Capacity (i.e., to see if he has healed any wounds). The character may make his first Healing test 24 hours after he was most recently wounded, and he makes another roll every 24 hours thereafter, subject to the effects of his previous Healing roll. Use the following tables:

LETHAL DAMAGE HEALING TABLES

CURRENT LEVEL OF DAMAGE	HEALING TRICODE
1 or more box(es)	4/6/8
Half or more boxes	6/8/10
All boxes filled in	8/10/12

SL	EFFECTS ON HEALING
Complete	Heal one box and test again immediately. Minimum SL for second test is minimal.
Moderate	Heal one box of damage.
Minimal	No effect—try again tomorrow.
Failure	Must wait two days before testing again.
Botch	Add +1 box of damage—next test is +2.

FACTORS	MODS
Character is resting during healing period.	-1 Flat
Character is exerting himself during healing period.	+1 Flat
Character is in an advanced medical facility.	-6 Flat
Character is being treated daily by a First Aid provider with a Med Kit or Medicine skill.	-1 Flat
Character is in a particularly clean/dry location.	-1 Flat
Character is in a particularly dirty/damp location.	+1 Flat
Character was initially provided with Complete/Moderate SL First Aid.	-2 Flat
Character was initially provided with Minimal SL First Aid.	-1 Flat
Character was initially provided with Failure SL/No First Aid.	-0 Flat
Character was initially provided with Botch SL First Aid.	+1 Flat

Use of the First Aid skill

Whenever a character is seriously injured, the First Aid skill should be brought into play in an effort to heal the player character, and the rule is reprinted here for your convenience.

First Aid: 2/4/6

This allows a character to treat minor injuries in the field. The initial Success Level has long-lasting effects, so characters are advised to invest well in First Aid.

Complete SL means that broken bones are expertly set and bad cuts are completely cleaned and sealed. Given suffi-

cient time, all but the worst injuries will heal fully and naturally. Reduce the number of boxes filled in on the character's Lethal Damage Capacity track by 3.

Moderate SL means that adequate attention has been given to the character's injuries, but they will still need to be looked at later for them to heal completely. Bleeding from wounds is stopped, but the wounds could reopen if additional damage is taken, bones are set but should be looked after to make certain they heal properly, etc. Reduce the number of filled in boxes on the character's Lethal Damage Capacity track by 2.

Minimal SL means that the character is barely patched up, but is good enough to keep going. Reduce the number of marked-off boxes on the character's Lethal Damage track by 1.

Failure means that the character was not aided in any way by the first aid.

Botch means that the character's injuries were aggravated by the first aid attempt. Add +1 box of Lethal Damage to the character's track. A character may only attempt to render First Aid to a wounded character once per incidence of injury. If a wounded character who has received first aid and still has damage on his Lethal track is wounded again, first aid may be tried again. However, there is a cumulative +1 flat mod for each previous attempt that was made while the character still had damage. Once the character heals back to 0 boxes naturally, this mod is also set back to 0.

Unless First Aid brings the character to 0 marked-off boxes, the next time the character takes any Lethal Damage the old wounds will open up and the character will take +1 points of damage from that first attack only. This +1 point is taken after all damage reduction tests are taken and cannot, itself, be reduced in any way.

The time scale for First Aid is 4 TICs per task attempt. The GM is, of course, free to change the time required to reflect adverse conditions.

Field Dressings

Prime Team members who are going into potential combat situations will automatically carry supplies sufficient to dress **one** wound. This micro-version of a personal first aid kit is usually strapped to the character's leg, but actual placement is left up to the individual player. See Section Eight for more details.

6.3 SURGERY

A character who has taken MORE points of Lethal Damage than his Lethal Capacity is dying. He will die in a number of minutes equal to his Lethal Capacity minus the number of points of Lethal Damage he has taken over his Lethal capacity.

For example: A character with a Lethal Capacity of 8 has taken 10 points of Lethal Damage. If not attended to, he will die in 6 minutes (10 points is 2 points over his Lethal Capacity of 8; 8 minus 2, which is the amount that he went over by, equals 6.). Note that, under this rule, a character who ever takes twice his Lethal Capacity in Lethal Damage is dead, dead, dead.

If First Aid, or other restorative methods, can reduce the amount of Lethal Damage a character has taken to less than or equal to his Lethal Damage capacity, the character is no longer in immediate danger of dying. If, however, after all possible assistance has been rendered, the character STILL

has Lethal Damage in excess of his Lethal Capacity, his only hope for survival is Surgery.

There is a flat +6 mod to the Surgery tricode if the character performing the Surgery is without proper Surgical Instruments. A Medkit provides all the necessary instruments to perform First Aid, but an Advanced Medkit is required to perform Surgery.

Please note that emergency surgery to save a life can only affect the amount of Lethal Damage that a character has taken when it EXCEEDS his LDC. If the use of First Aid reduced the amount of damage to less than or equal to the character's LDC, then Surgery can no longer affect the character's level of damage. However, as a role play device, Surgery can be used at ANY TIME to remove an implanted device or parasite, alter a character's appearance, repair non-combat damage inflicted wounds or ailments, etc. It is up to the GM to devise tricodes and SL descriptions for these endeavors and to decide upon the requirements for time, equipment, etc.

SURGERY TABLE

AMOUNT OF DAMAGE OVER LETHAL CAPACITY	SURGERY TRICODE
1 or more boxes over	4/6/8
Half or more Lethal Capacity boxes over	6/8/10
One box less than Lethal Capacity over	8/10/12

SL	EFFECTS OF SURGERY
Complete	Surgery removes all Lethal Damage in excess of Damage Capacity and further "heals" the first box of regular Lethal Damage on his Lethal Damage track. The character heals normally using the Lethal Damage Healing Tables.
Moderate	Surgery removes all Lethal Damage in excess of Damage Capacity. The character heals normally using the Lethal Damage Healing Tables.
Minimal	Surgery removes all Lethal Damage in excess of Damage Capacity. The character recovers with a Flat +2 mod to the Lethal Damage Healing Tables.
Failure	Character is still dying. Repeat Surgery task with standard mods and rules for Repeated Task Attempts, or character dies.
Botch	Character dies .

Please note that a character who is recovering from surgery rolls on the Lethal Damage Healing table only once every FOUR days. If the character is in an Advanced Medical Facility, that period is reduced to once every two days. A Failure result on the Healing table would then result in a healing period of eight days, or four days in an Advanced Medical Facility.



6.4 INTERSPECIES MEDICINE

"Hold on a second! This thing doesn't even have lungs! And what the heck is his spleen doing all the way over here?"

"Is *that* his spleen? I thought it was his brain!"

It may happen during the course of your adventures that a member of a species no one has seen before will get carried into Sick Bay, and the Doctor will be told to "fix him!" This can present big problems to the baffled medic. Less severe but similar situations occur when a medic who is very learned with human anatomy starts poking around inside a non-human casualty. This is where Interspecies Medicine comes into play.

During Character Generation, a character wishing to join the Medical division is required to have both First Aid-5 and Medicine-5 at the end of the process. For Star Fleet characters, at least, these skills will undoubtedly apply to member races of the Federation. This does not mean that your character cannot have medical skills related to a different race, only that medical ability related to Federation member races is the norm. Outside of Star Fleet, a character who has First Aid, Medicine, Surgery, or any other medical skill is assumed (unless otherwise specified) to have learned those skills as applicable to a member of his own race, although it is possible for a character to purchase medical skills that apply to members of other races.

For example: If you wish your character to have a secondary specialization in Medicine (Klingon), that is possible. Alternatively, if you decide that you would like to use the information in this rulebook to create a Romulan Praetorian Team, it would be standard for a Medical character to have Medicine (Romulan).

If a character has the medical skills appropriate to the race of the patient he is trying to heal, there are no special mods applied for treating him. However, if the character does not have skills appropriate to his patient, then special mods will be applied. The following is offered as a guideline to the GM who will have to make the final decision according to the specific situation.

Very Similar: If the patient's species is very similar to a species in the doctor's area of expertise, an expanded mod of +0/+1/+2 would be applied to any medical task roll dealing with that patient. A quick rule-of-thumb on the similarity between species is whether or not they are essentially similar in a majority of traits. For instance, Humans, Romulans, Klingons etc. are all essentially bipedal mammalian humanoids and, as such, are essentially very similar species. Lyrans, Kzintis, and Korvivilars are very similar feline species, as Gorns, Hildarians, and Pronhoulites are very similar reptilian species.

Similar: If the patient is similar, apply an expanded mod of +1/2/3. Similar means that the species are alike in some traits, but not as closely as in Very Similar, above. For instance, bipedal humanoids from a different Genus branch (a Human and a Pronhoulite, for example) would be considered similar, but not very similar.

Dissimilar: If the patient is Dissimilar, apply an expanded mod to the task of +3/6/9. Dissimilar indicates that there is NO similarity between the species. Humans and Seltorians, for example, are dissimilar races (...or Tholians and anyone else!).

Interspecies Medical Research

If faced with a hopeless task roll, a doctor may choose to try to Stabilize his patient, requiring at least a Minimal success, and then perform medical research to try and decrease his Racial Medical mods. For example, he might need to determine if a damaged organ is a liver or a kidney. This would be accomplished as a Medical Task with the same mods as listed above applied to the research task.

Complete Medical Research SL would lower the mod by a flat -3. Of course, this doesn't lower the base tricode to below its normal value; it just offsets that much of the Racial mod.

Moderate Medical Research SL would reduce the mods by a flat -2. Again, this mod can't reduce the base task tricode to below its normal value.

Minimal SL would lower the mod by a flat -1.

Failure has no effect on the Racial Mod.

Botch would perhaps double the Racial Mod.

If the character has supporting skills appropriate to their research (for example, Biochemistry or Xenobiology), then Supporting skill tasks can aid the process (see Section 2.7). If there is more than one patient of the same species waiting for treatment, the GM will have to rule whether or not a Medical Research task test is needed for each patient or if one roll fits all. Generally, if the same thing is wrong with each patient (several Gorns were poisoned by trace elements in the food they **all** ate, for example), then one research task will usually cover all patients. (The antidote counteracting the trace elements would be taken by each member of the poisoned party.) If, however, there is something different wrong with each patient, each must have a separate research roll.

Please note that in order to perform medical research, a laboratory with equipment, samples, computers, etc. is required! Research attempts with substandard facilities should be penalized with a mod to the Research task as appropriate. Medical research is always TOC = hours to days, or longer.



**SECTION SEVEN:
ADVANCEMENT AND AWARDS**

As characters successfully complete missions, they will gradually grow more competent and self assured. There are several areas in which your character will have the opportunity to grow and expand his abilities and capacities. Each of the following areas are ones in which you can expect to see improvement over the course of your character's career:

- Characteristics
- Skills
- Professional Reputation
- Heroic Reputation
- Background Rating

The following methods are used to determine the rate of advancement for each of these areas.

7.1 IMPROVING CHARACTERISTICS AND SKILLS

At the end of each Mission, the Briefing Officer (actually the GM) will assign each character a certain number of generic Improvement Points (based on a set of guidelines explained below). These CIPs can be used to improve Characteristics AND/OR Skills. You could use all of the CIPs to increase your character's Characteristics, or all of them to acquire or raise Skills, or spend some on one and the rest on the other. It's up to you to decide which is more important.

The CIP cost to raise Characteristic and Skills is slightly different than was presented in Section One: Character Generation. The method is still the same, but notice that the cost to raise Characteristics is higher once the game has begun, and remember that you must pay an up-front cost to acquire new Skills at level 0 BEFORE you can actually begin to acquire levels for that skill.

CHARACTERISTIC IMPROVEMENTS TABLE

CHAR. LEVEL	1	2	3	4	5	6	7	8	9	10	11	12
CIP cost for next level	2	4	6	8	10	12	14	16	18	20	22	-
Total CIP cost	0	2	6	12	20	30	42	56	72	90	110	132

SKILL IMPROVEMENTS TABLE

SKILL LEVEL	0	1	2	3	4	5	6	7	8	9	10	11	12
CIP cost for next level	1	2	3	4	5	6	7	8	9	10	11	12	—
Total CIP cost*	0	1	3	6	10	15	21	28	36	45	55	66	78

* Remember that in addition to the Total CIP Cost to acquire the Skill Level for skill, there is the one time up front cost for acquiring "Level 0" in a skill. This up front cost is not included in the Total CIP Cost for the Skill Improvement Cost Chart since, once that initial value is paid, the cost to gain (as listed with each skill) and increase Skill Levels is not affected.

The following rules govern the use of CIPs not only to raise characteristics, but also to acquire and raise skills.

Your character may never increase a skill or characteristic by more than +1 level at once (i.e., you can only spend enough CIPs to raise a particular Skill or Characteristic by 1 between any two missions, and even then you can only spend enough CIPs to raise that Skill or Characteristic to EXACTLY the next level, with no partial points left over for the NEXT level). For the purposes of this rule, acquiring level 0 in a skill counts as a +1 increase. You cannot go from No Skill Level to Level 1 in one jump.

Your character can never acquire a Skill Level for a skill that is greater than the Characteristic that supports it. Of course, if the supporting Characteristic is itself raised, the skill it supports may then also be raised up to the new allowable limit.

You cannot increase any of your character's characteristics by more than 50% of its starting value, rounding down. However, regardless of the starting level of any Stat, it is ALWAYS possible to increase its level AT LEAST ONCE. If your character starts the game with a particular Characteristic at a value of 1, he can raise it to, at most, a 2. If he starts with a 3, he can raise it to, at most, a 4, etc. However, regardless of its starting level, no characteristic can ever be raised to a value over 12.

Start	1	2	3	4	5	6	7	8	9	10	11	12
Max	2	3	4	6	7	9	10	12	12	12	12	12

Unspent CIPs may be saved up between missions or applied specifically to unraised Skills or Characteristics the next time. CIPs are never lost if unspent at any given time.

7.2 PROFESSIONAL AND HEROIC REPUTATION

In a literary sense, Professional Reputation denotes 'class' ("You've got class, Peltier, I'll give you that.") while Heroic Reputation reflects 'style' ("That Peltier, he always does it with style!"). They also serve as a measure of how well your character has progressed, over the course of his adventures, in the eyes of the two groups who will evaluate him — his Superior Officers and the Audience.

The Superior Officers part is easy. The better you do on your missions in terms of achieving difficult objectives while following orders, the happier your superiors are with you and the more of a reputation you gain for being a resourceful and talented Military Professional. Professional Reputation lets you question orders, request specialized equipment, and weasel your way out of hot water with the brass.

The Audience, however, is slightly harder to pin down. Your character will occasionally be faced with situations which force him to choose between the simple solution, which will lead to an adequately performed mission, and the more difficult solution, which may put his rear on the line but which will allow him to complete the mission in a dazzling manner. The Audience (the fictitious group who are "watching" the "show" that goes on for each mission) knows when your character does something just to further his career and when he does something that might get him in trouble with his superiors, simply because he feels that there is no other way to successfully complete a mission.

They always vote for "The Dazzle!" The Heroic Reputation that your character has is a measure of how willing he is to push himself that little bit further to complete a

mission in an exciting manner. Heroic Reputation allows your character to perform the sort of occasional bursts of superhuman ability that The Audience expects out of their favorite heroes.

For every 100 Professional or Heroic Reputation Points that your character earns, he increases his Heroic or Professional Reputation Level by +1. So, for instance, after your character earns his first 100 Professional Reputation points, his Professional Reputation would increase by +1.

It is also possible to LOSE Reputation Points by performing poorly on a mission or by doing something patently unheroic. For each 100 Reputation points that you lose, you lose one level of the appropriate Reputation. See the Professional Reputation Effects Chart for details on how your Professional Reputation can affect the situation that your character is in. (Please note that, at any given time, a character will only ever have ONE Professional Reputation value, which will be either positive, negative, or zero. Negative Pro Rep points are simply subtracted from your current Pro Rep; Positive points are simply added to it.)

Reputation Levels are often treated like Characteristics, determining the number of dice that your character would be able to roll to perform a task. Sometimes they ALSO act as a limit on the number of dice that you can use over the course of a single adventure to perform some special tasks.

Professional Reputation Level dice can be used ANY NUMBER OF TIMES during a mission to attempt to simply influence someone with your Military know-how and savvy. This could be an attempt to talk a reluctant Colony Governor into allowing you to operate in his territory or to convince a superior that your plan REALLY IS better than his.

The GM will determine if an NPC is likely to be swayed or impressed (or cowed) by your Military Rank. If he is, then things will tend to go your way with that individual. In this capacity you ADD your Professional Reputation Level to your Leadership characteristic to calculate your persuasion or negotiation task dice total. Your Professional Reputation Level is also used to measure the TOTAL NUMBER OF DICE that you can use for the certain special tasks, usually ones that involve your Briefing Officer, during a single mission. Those special tasks are: requesting additional equipment from your Briefing Officer at the outset of a mission, getting your Briefing Officers to change aspects of your Orders of Operation as they have been laid out for a Mission, or trying to Talk your way out of an unfavorable Mission Review. The use of Reputation levels for these special tasks does NOT permanently reduce your Reputation Level.

All the Levels that you "use" during the course of one mission will return to be used again at the beginning of the next mission.

Remember that your characters have an unspoken "Star Fleet Military" modifier in front of the term "Professional Reputation", and that other character types are fully capable of having other types of Reputations. A famous scientist might have a "Scientific Professional Reputation" that will put him in good stead with other members of the scientific community and grant him similar abilities when dealing with them, or a famous Vid star might have an "Entertainment Professional Reputation" that lets him go crazy with his fans. Not everyone is necessarily going to be favorably impressed when your characters start spouting off about their Rank in Star Fleet any more than your characters are going to be impressed about how big a deal Mr. or Ms. Vid Star is on Proxima Centauri!

For example: Peltier, a seasoned and well respected Field Officer, has a Professional Reputation level of 5. In his Mission Briefing with Commander Kosov, Peltier feels that a vital piece of equipment has been left out of his team's equipment allocation. Peltier decides that it is important enough to press Kosov about, so Peltier uses 2 of his 5 Professional Reputation dice to officially request the Equipment. Peltier rolls 2 dice to determine if he gets what he asked for. Whether he succeeds or not, those 2 dice are used for this mission; Peltier can only press Kosov so much. The use of these 2 dice DOES NOT affect the Characteristic Level use of Peltier's Professional Reputation however. Later, with the new equipment in hand, Peltier tries to convince a defecting Dunkar that he can be trusted. The Dunkar doesn't care that Peltier had to bargain with his Briefing Officer earlier to get some equipment; all the Dunkar knows is that he has heard of Peltier (a Federation Officer's General Knowledge task test, using Peltier's Professional Reputation as a negative Mod) and trusts him. At the end of the mission, Peltier's team gets into hot water with Kosov for breaking orders to entice the Dunkar to defect, rather than perform some other aspect of their mission. It's too late for Peltier to try and talk Kosov into CHANGING their mission orders, so Peltier tries to convince him that they really didn't do so badly. Peltier has 3 of his 5 Professional Reputation Level dice left and uses them all. If he hadn't tried to get that additional equipment at the beginning, he could use all 5.

Peltier rolls his 3 dice to try to talk Kosov into a more favorable mission review. When their next mission rolls around, Peltier will have all 5 of his Professional Reputation levels back to use on Kosov again.

PROFESSIONAL REPUTATION EFFECTS TABLE

PRO REP POINTS	EFFECT
- 100 (or more) total after Mission Award	Review! Roll on Captain's Review Table.
-1 to -99 total after Mission Award, or -100 or more in ONE Mission Award.	On Report! +2 Flat mod to all relation tasks with superior officers.
0 or positive after Mission Award	Gain one Professional Reputation level/100 points.
+ 100 (or more) in ONE Mission Award	This raises your Seniority by two points, and you receive a commendation! You may now wear the Pennington Flash upon your dress uniform!

Heroic Reputation is the number of times that your character can perform an Extraordinary Feat during a single mission. An Extraordinary Feat is used to snatch Victory from the jaws of Defeat. Whenever your character rolls for a task test and is unsatisfied with the SL that he has achieved, he can choose to perform an Extraordinary Feat. He can take ANY ONE of the dice that he rolled (that wasn't a six) and say, "Ya know, I think that die rolled a 6!" And you know what? He's right! An Extraordinary Feat allows you to convert any task die into a natural 6, which just like any other natural 6 allows that die to be rerolled. If the rerolled task die STILL isn't high enough, then another Extraordinary feat will turn the rerolled die into a 6 again (for a total of 11, since one is subtracted from a second die roll), allowing yet another reroll.

Remember, one Extraordinary Feat per mission per Heroic Reputation Level. And its the same deal as with Professional Reputation, above. You don't permanently lose the level when you use it; they all come back at the beginning of the next mission.

Scenarios will detail the criteria for the various Success Levels for a given mission, and there are often "hidden" awards for resourceful or very efficient teams. The Level of Award for Heroic Reputation will often be specified within a scenario, although it is up to the GM to award additional Heroic Reputation Points to deserving characters for acts of outstanding heroism (or stunning bravery). These points should never be awarded to characters who simply "get lucky" and "do the right thing" without noble intent or forethought.

As a **rough** guideline for awarding Heroic Rep points, consider the following: If the character performs an action which endangers his life (perhaps only slightly) to aid or protect a teammate or some other character (or NPC), this might be worth 4-5 points, but only if the character was aware of the danger. If the character performs an action which presents a real and immediate danger to the character, and which has a real chance of killing him, again to aid, protect, etc., a Teammate or some other character (or NPC), this might be worth 10-12 points. It would take a planet-saving, population-protecting, act of (potential) self-sacrifice to deserve 25-50 points or more.

It is up to the GM to decide whether these points should be awarded at all, and if so, how many and to which character. Remember, a character should be motivated by true altruism and noble intent in order to be eligible for any award.

7.3 BACKGROUND RATING

The incessant rain fell all around him, soaking his slicker and blurring his vision. The streetlights sparked and flared, their light reflected in the pools of fetid water around his ankles, as Chandler tried to blend in with the surroundings on this strange, forbidding planet. The noise from the spaceport was overpowering in the stinking alley, and it was a few moments before he realized that the small child walking by was talking to him.

"Are you Chandler?" the boy said, his voice barely more than a whisper in the night.

"Who's asking?" Chandler replied, looking around to be sure that they were alone. They weren't really alone, of course, as his Team members were with him—Alexander feigning sleep on the doorstep opposite, Church walking the street in her muttering-out-loud "strange-person" guise, and the others hidden in plain sight all around.

"The Porcupine Boys will be at Port Seven at 2200 if you're interested...and they said you still owe them from last time."

"Well, if I see this Chandler, I'll give him the message," Chandler replied, as the boy laughed and ran away. This was going to be a long night.

Your Background Rating is used to determine whether or not your character is acquainted with any of the prominent Non-Player Characters associated with the adventure, or whether he has had previous experience with the Culture or inhabitants of the world on which the adventure will take place. At the outset of each mission, just before the Mission briefing, each character will roll his Background rating in D6

against a Tricode listed for that mission. The various Success Levels on that test represent whether or not your character knows personally, or is in some way associated with, a prominent NPC.

You will also determine if you possess any new Cultural Knowledge skill that is applicable to the mission. Not all missions are going to have a Background Tricode, however. (Your mission is to go out and intercept an extra-galactic life form that's blundered into Federation space. It is not very likely that your team Medic is going to yell, "Hey, that's Charlie! We went to school together!")

Mission Scenarios often, but not always, have a list of Primary, Major, and Minor characters associated with the mission and a brief discussion of how your Character might know or be associated with them. The association does not have to be a personal or even friendly one, and the GM is the final arbiter of how your character is connected with this character. In a case where there are several characters listed at the SL you achieved, the GM may randomly select one of them or simply choose not to have you associated with anyone at all. As always, it is his call.

Your character could also find out that they are an expert, or at least have had some previous experience, with the inhabitants of a particular world. As a result of the Background Test, you could be informed that your character has some Skill levels in Language and Cultural Knowledge appropriate to the mission. It may even turn out that the entire reason your Prime Team is assigned to that particular mission is because of **your** previous experience with the culture!

Remember that when you have a Background NPC contact, or previous Cultural Knowledge, you must play it as though this has "always been the case" for your character. Even though it may be new to you as the **player**, remember to play your **character** as if it were old news.

The true benefit of coming up with an association in the Background test is that you will often be privy to information that your team might otherwise have to try to dig up on their own.

Over the course of the game, your Background Rating grows slowly and erratically. Whenever your character is promoted, roll a D6. If the D6 roll is less than or equal to his NEW Professional Reputation, increase his Background Rating by +1.

Some missions may specify that more or fewer dice be rolled, and the number that you need to roll may be altered.



7.4 SENIORITY

After every mission in which your team receives a favorable mission review (a Moderate or Complete Mission SL), your character's Seniority rating goes up by 1. Any mission for which your team received a Minimal SL, or below, does not count toward the missions total. Your character never loses Seniority for poor mission reviews. (But you might have to worry about being drummed out of your Prime Team, or even Star Fleet!) When your character has achieved enough Seniority in his rank, then he may be Promoted. Refer to the chart below to see what Seniority Levels are required for promotion.

Naval Officer	Naval Enlisted	Marine Officer	Marine Enlisted	Seniority reqd. for promotion
Ensign	Junior PO	2nd Lt	Corporal	10
Lt JG	—	1st Lt.	—	30
Lt SG	Senior PO	Captain	Sergeant	50
Lt Cmdr	Chief PO	Major	Sgt Major	75

Once your character's Seniority reaches the required level, your character is eligible to be promoted. This is not automatic, however. Once your character is eligible, he must roll a D6. If the result is less than or equal to his current Professional Reputation, he is promoted to the next highest rank. If the roll is greater than his current Professional Reputation, he must wait until he acquires either additional Seniority equal to 10% of the Seniority Required For Promotion for his current grade (1, 3, 5 or 7 points, respectively) OR until his Professional Reputation increases again. When either of these occur, the character may then test for Promotion again.

When a character is promoted, his Professional Reputation does not necessarily increase. His Professional Reputation will only increase if it is below the level listed in the character generation section for a starting character of that rank. If his current Professional Reputation is below that level, due to poor prior mission reviews, his Professional Reputation is raised by +1 (only).

When the senior Marine Major or Lt. Commander character becomes eligible for promotion, the player controlling the character must decide if he wants to retire by accepting the promotion. Of course he doesn't have to; he can "loiter" in his rank, holding up the advancement of his subordinates and being considered for subsequent promotions less and less often. But by the time a player character is ready to be promoted beyond Prime Team Command rank, that character will have achieved a great deal! Star Fleet could use an experienced character like that elsewhere, AND the player controlling him is going to have been "in-charge" an awful long time. Maybe it's time to let another player run the show?

If the current Field Commander does accept the promotion, then the next senior Team member automatically assumes command of the Team! The promoted character goes on to bigger and better things in Star Fleet. Maybe he even becomes the Team's Briefing Officer! In any event the player surrenders control of his character to the GM and generates a new character to join the Team. This replacement character will now be poised to experience the adventure of a Prime Team mission for the very first time.

7.5 MISSION PERFORMANCE EVALUATION AND AWARDS

At the end of each mission, the Briefing Officer will tally up how well your team performed on the mission in terms of how many of your mission Objectives you achieved and to what extent you completed them. You may have Completely, Moderately, or Minimally achieved each of your objectives, or you might have Failed or Botched some or all of them. As a result of which, you will be awarded CIPs and Professional Reputation Points. The amount that you are awarded depends upon the Criticality of the mission and how well you did on it. The various Mission Criticalities are listed on the Criticality Table.

EMERGENCY MISSION CRITICALITY TABLE

CODE 1	Threat to Federation as a whole. Federation integrity or security is at stake. This includes guarding the Federation President.
CODE 2	Threat to major Federation population or property, such as a planetary population, a Federation Admiral, senior Diplomat, or non-Federation Head of State, or a capital Star Fleet vessel.
CODE 3	Threat to the insular integrity of a culture under the auspice of the Prime Directive.
CODE 4	Threat to an important Federation population or property, such as a colony population, Star Fleet captain, non-Federation senior Diplomat, or Federation non-capital ship. Also, threat to a major non-Federation property or property.
CODE 5	Threat to significant Federation citizens and property. Also, threat to important non-Federation population or property.
CODE 6	Threat to non-Federation citizens or property.

EXPLORATION/RECONNAISSANCE MISSION CRITICALITY TABLE

CODE 1	Recovery of object/information is of supreme importance to continued integrity/stability of the Federation as a whole.
CODE 2	Recovery of object/information is of great specific importance to priority Federation research.
CODE 3	Recovery of object/information is of great importance to important ongoing Federation research.
CODE 4	Recovery of object/information is of some specific importance to ongoing Federation research.
CODE 5	Recovery of object/information is of general importance to ongoing Federation research.
CODE 6	Recovery of object/information is for general Federation data banks.

The Professional Reputation (and thence the CIP award) for an Exploration/Reconnaissance Mission is 50% (round up) of the amount listed on the Base Mission Award Table. Exploration/Reconnaissance Missions are often just as dangerous as Emergency Missions, but the level of reward, alas, is not as high.

BASE MISSION AWARD TABLE

CRITI-CALITY	COM- PLETE	MODER- ATE	MINI- MAL	FAIL- URE	BOTCH
CODE 1	200	100	20	-100	-200
CODE 2	150	75	15	-75	-150
CODE 3	125	60	13	-60	-125
CODE 4	100	50	10	-50	-100
CODE 5	75	35	8	-35	-75
CODE 6	50	25	5	-25	-50

The mission awards are per character, and each member of the team is awarded the number of Professional Reputation points shown on the chart. This, however, assumes a team of no more than six characters, excluding Non-Player Character "experts" and "advisors" brought along on the mission by the GM. For each additional Player Character past six, subtract 5% from the final Mission Award (really large Prime Teams are expected to do better...).

Cross index the Mission Criticality with the Success Level you achieved on the Base Mission Award Table to determine the Professional Reputation award for the mission. Ten percent of your Professional Reputation award equals your CIP award, with a minimum CIP award per mission of 1. (You always get at least 1 CIP after a Mission, and you never LOSE CIPs for getting a negative Professional Reputation award for a mission.)



Captain's Review

As with any military mission, it is of vital importance that Prime Team members give 100% to every adventure. There are times, however, when the unending pressure causes a character to make mistakes which directly and adversely affect the outcome of a mission. The Captain's Review section takes these situations into account.

Roll on the table below at the end of any mission for which the application of a Negative Professional Award resulted in your character being at a Pro Rep of -100 or more.

If your character was already negative and survived a previous Captain's Review roll, he would not have to make another roll on the chart, even if he ended the next mission still negative 100 or more points UNLESS he received ANOTHER negative mission review award. (The brass will always give you a chance to climb back out of the "negative" hole without further hassles as long as you continue to get favorable mission reviews, but they will come back down on top of you like a ton of bricks if you continue to screw up.)

You MAY elect to use Heroic Reputation to influence the outcome of the Captain's Review table roll, but the following procedures are used.

For EACH SL that you wish to raise the result of your Captain's Review Table roll, you must PERMANENTLY mark off 1 of your Heroic Reputation levels. These dice may be recovered later through the award of additional Heroic Reputation points.

Roll 3D6 Versus a 4/6/8 tricode.

Captain's Review Table

SL	Result of Review
Complete	Injudicious Conduct Stamp in Permanent Record (Lose 2D6 Seniority to the minimum Seniority for your rank.)
Moderate	Lose all Seniority down to the minimum Seniority for your rank
Minimal	Lose One Grade in Rank. Seniority immediately goes to the minimum Seniority for your (reduced) rank
Failure	Reassigned! Your character is no longer considered Prime Team material and is assigned to "normal" duty. Generate a new character.
Botch	Court-Martialed and receives Dishonorable Discharge.* Generate a new character.

**Klingons and most other non-Federation races would be executed or sent to prison.*

7.6 WHEELDLING FOR POINTS

At the end of a mission, each member of a team can try to convince their briefing officer that they really did better overall on the mission than his initial assessment. There are special rules and conditions that apply to this negotiation task.

First, before the GM lets the players make the Reputation roll, he must rule that the scenario's assessment of the criterion of success did not adequately cover or consider the positive value of the things that the team really DID accomplish. That is to say, if the players didn't do exactly what the scenario called for, **and** they didn't do anything else particularly useful besides, then **DON'T LET THEM TRY TO PULL THE WOOL OVER YOUR EYES!**

If they really did screw up, fine. Don't feel bad about awarding a low or even negative Rep award **IF THEY DIDN'T DO ANYTHING TO DESERVE BETTER.** The GM has absolute final say on the awards. Period. Life ain't always fair.

If the GM rules that, ok, you got some good shots in, and the mission wasn't REALLY as botched as it looks on paper, then you still have to try to sweet talk your Briefing Officer into buying it, too. This is a special application of Professional Reputation, as discussed above. Each character, in turn, may try their hand at Wheedling for Points. Each character may only attempt this task **ONCE** per mission (after that their Reputation Level dice are gone, remember?), and characters may **NOT** combine their Professional Reputation levels into one big task test. Each character, in turn, may try the task, but each successive try adds the Successive Attempt mods to the tricode from the previous attempt. If **ANY** attempt to wheedle results in a Failure or a Botch, then the Briefing Officer is no longer interested in entertaining further discussion on the topic and the matter is closed. By the way, you cannot use Heroic Reputation to influence the Wheedling Task test. (What would the Audience say if they saw their favorite heroes begging for points?)

WHEELDLING TRICODE TABLE

Initial Assessed Level of Mission Success	Wheedling Tricode
Complete	Whadda you want already? A lollipop?
Moderate	6/8/10
Minimal	7/9/11
Failure	8/10/12
Botch	9/11/13

A Complete Success means that the Briefing Officer upgrades his Mission assessment by +1 level.

A Moderate Success means that he isn't convinced, but a subsequent Moderate success by another character would count as a Complete success. (Remember the Repeated Task Attempt Mods. This supersedes the usual case where it takes three Moderate successes to equal one Complete success.)

A Minimal Success means that he isn't entirely convinced, but he's still listening.

A Failure means that he's through listening. No more attempts may be made by any member of the team.

A Botch means that he isn't listening and he's annoyed by the whole team's whining. **EVERYONE** on the team, even the ones who haven't tried to or weren't even going to try to wheedle reduce their final award by 10% or, in the case of a negative award, increase the penalty by a further 10%. Tough Break.

The GM should feel free to add subjective mods to the task tricode, depending upon extenuating circumstances. The GM's call on the matter is final.



SECTION EIGHT: EQUIPMENT

Basic Equipment and Equipment Requests

At the outset of each mission, the Briefing Officer will assign the individual members of the team the standard issue equipment that he feels they require to successfully complete the mission. This will almost always include phasers and combat knives, tricorders, armor, medkits, field dressing kits, the works. See the Mission Briefing sections of the scenarios at the end of this book for an example of the sort of standard quartermaster issue teams can expect for missions.

The Briefing Officer will always see to it the team gets all the equipment they need to be able to reasonably succeed on a given mission (i.e., he won't ever fail to give the team Vac Suits when they know ahead of time that they're going to be operating in a vacuum, etc.). If any member of the team, after going through the Mission Briefing, feels that he would be more comfortable with a few extra power packs or grenades, or really feels that a covert operations field kit is an absolute necessity on the mission, then he may use some of his Professional Reputation dice to attempt to persuade the Briefing Officer to issue the additional equipment. But remember, while additional equipment may increase or improve your mission performance, and subsequently increase your Mission Review Rating, those points you use to try to get the equipment won't be available for you to use later and you're not even guaranteed to get what you asked for! Your Briefing Officer will give you the equipment you need to get the job done, so don't be greedy! (He also has the power to veto additional requests which he feels are totally unsuitable for the mission, i.e., he will disallow your request for a Vac Suit when your mission takes place on a dense forest planet unless you can truly convince him of your "special plan to use it" and then he might allow you to roll for it, or a phaser rifle/sniper rig when you are assigned to a formal Ambassadorial Party. Remember that the GM is playing the role of your Briefing Officer and will always allow common sense to be his guide...even when the characters do not!)

The following section describes all the basic equipment that your character is likely to ever receive for his missions. (The illustrations which accompany the descriptive text are not drawn to exact scale.) Any special rules that affect the use of the item are also listed here.

Also listed is the Base Request Number (BR#) for each Item. The BR# is the number that you must meet or beat with any of the Professional Reputation dice to successfully talk your Briefing Officer into assigning that piece of equipment to you. Think of the BR# as a tricode with only two levels of success: YES and NO. You can't be "Moderately" or "Minimally" assigned a piece of equipment; you either get it or you don't. Note that you may use some or all of your Professional Reputation dice to make the request, and you could conceivably make as many different requests for different items as you have Professional Reputation Dice. The only limitation is that once you have assigned a certain number of dice from your Professional reputation to make a given request roll and fail, you cannot roll again with other Professional Reputation dice that might be left over. One request equals one roll, so be sure to use all the dice you think you'll need to get the item the first time.

Note also that certain scenarios will apply modifiers or even multipliers to the BR# for any given piece or type of equipment. If you are using the Encumbrance rule, 1.15, the weight of each piece of equipment is given directly after the

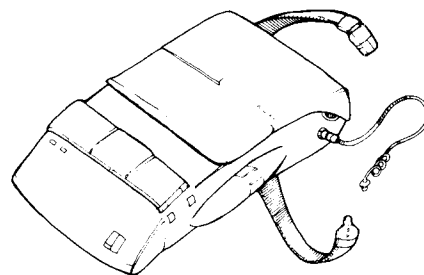
BR in parentheses. In the case of Race-Specific Weapons, rule 5.12, where there are no Base Ratings, this information is given directly after the name of the weapon.

8.1 WEAPONS

- Combat Knife: BR#=4 (.5 kg)**
- Grenade Launcher & 12 Phaser or Photon Launcher Grenades: BR#=10 (8 kg for the Grenade Launcher, 0.2 kg for each grenade.)**
- Hand Phaser: BR#=4 (0.5 kg)**
- Launcher Grenades—Phaser: BR#=9 (per string of 6) (0.2 kg for each grenade.)**
- Launcher Grenades—Photon: BR#=11 (per str.of 6) (0.2 kg for each grenade.)**
- Phaser Grenades: BR#=7 (per string of 3) (0.2 kg for each grenade.)**
- Phaser Pistol: BR#=5 (1 kg)**
- Phaser Power Pack: BR#=5 (0.1 kg)**
- Phaser Rifle: BR#=7 (5 kg)**
- Photon Grenade: BR#=11 (per Grenade) (0.2 kg for each grenade.)**
- Flash Grenade: BR#=5 (per Grenade) (0.2 kg for each grenade.)**
- Fragmentation Grenade: BR#=8 (per Grenade) (0.2 kg for each grenade.)**
- Repeater Phaser: BR#=11 (12 kg)**
- Scatter Phaser: BR#=9 (8 kg)**

8.2 FIELD EQUIPMENT

- Backpack Mini-Computer: BR# = 8 (3.0 kg)**



This standard issue Mini-Computer resembles the Tricorder, although slightly larger, and is euphemistically called the Backpack Mini-Computer (or BPMC), due to its ease of transport. Prime Teams will carry the Mini-Computer on missions that require interface with lower technological systems or on missions where the ability to conceal their equipment is essential. Equipped with an earpiece, for unobtrusive use, port adjustments are included which will allow it to read data-disks from all major races.

The backpack computer has five slots for Interactive Relational Database chips. This is the sort of computer that, while not a sentient being, is an advanced expert-system that is capable of responding to spoken non-specific instructions such as "What is the best way to approach this problem?" or "Is there anything in the database about this? How about any-

thing similar?" or "What do you think?" If asked "What should we do now?" the computer will simply repeat the objective-oriented orders of the mission briefing since it shouldn't tell you how to do your job.

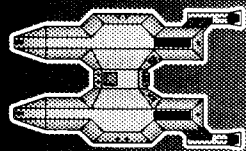
One of the five chips will always contain the mission briefing database along with general background, such as manuals to repair all of the team's equipment, complete Federation regulations and laws, and other similar things. (In effect, this chip is anything that the GM feels the team needs to be told that was overlooked in the original briefing.)

Each of the other chips (or chip, see below) is programmed with a specific subject and provides nearly the effect of having a college professor of that subject on the communicator able to explain and talk you through the procedures for various tests and repairs. Imagine having a professor of surgery talk you through an emergency appendectomy, albeit the professor is on a picture phone. When used in conjunction with a First Aid chip, the BPMC will contain the equivalent of a basic Med Kit (First Aid), which would allow you to use it with the same ability as a trained Medic.

The use of the skills contained in the BPMC are expressed in terms of a Level 2 skill (one per chip), such as Geology or Botany or Surgery or Cryptography. The skill in the chip can be any skill (even one that the players create) so long as it is supported by either the Logic, General Knowledge, or Technical characteristic. (If the character has a characteristic of 1, the computer would count as a Level 1 skill, since skills cannot exceed their supporting characteristic.) The computer pack includes probes and other instruments that would allow 'the professor in the chip' to actually touch and analyze various materials. These probes and instruments and scanners and such could perform a blood test and inject the appropriate antibiotics, but could not perform surgery. These probes are limited to testing, not performing or repairing or operating something. The GM will resolve any dispute over what the probes for a particular skill chip could do. A character will have to actually manipulate the probes; the computer cannot be left to itself to perform some function.

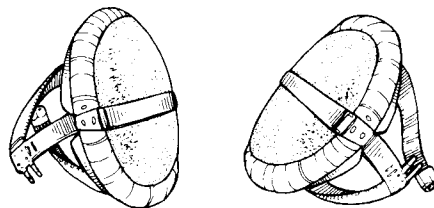
The Field Equipment skill is used to operate the BPMC, although non-Primes cannot operate it unless the scenario or GM provides such characters with this ability. A character with a GKN characteristic of 2 or more but no skill in, for example, repairing a transporter beacon could, guided by the computer, roll two task dice (2 for his characteristic, 2 for the skill in the chip, divided by 2) and would not be considered to be making an unsupported skill task test. The task, however, will take from 2 to 10 times longer than it normally would, depending (at the GM's discretion) on the specific task in question.

One BPMC with the mission briefing chip and one skill chip is standard issue for many Prime Team missions. Additional chips must be requested as additional equipment. The BR# required to receive the first extra chip (which is actually the third chip, of course) is 4. The BR# for the fourth chip is 7 and for the fifth and final chip is 10.



LYRAN
TIGER-CLASS
HEAVY CRUISER
SCALP HUNTER

Climbing Pads: BR# = 6 (0.1 kg)

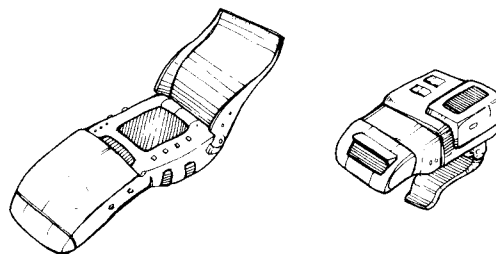


Worn on palms, knees, and boot-tips, these pads of varying sizes are made up of piezoelectrically activated microhooks and adhesives that allow one to scale almost any solid surface. A climbing skill of 1 or better is required when using these.

Climbing Rope: BR# = 5 (1.5 kg)

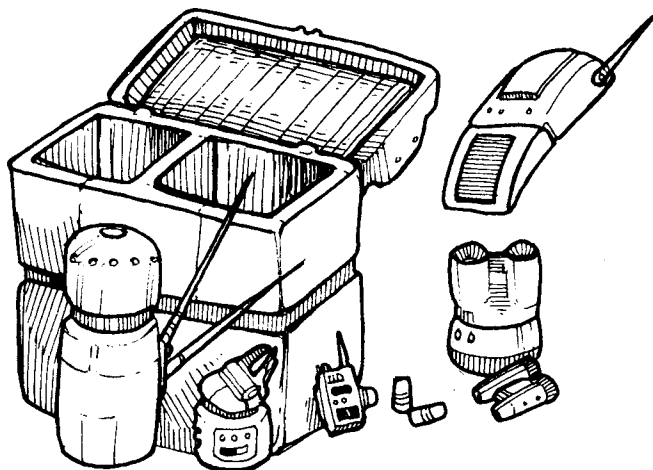
A light-weight climbing rope composed of poly-carbon strands and highly resistant to snags and abrasive wear. A standard coil is 100 meters long.

Communicator: BR# = 2 (0.1 kg)



The communicator is capable of communicating with any other similar device within a range of approximately 2500 kilometers. Of course atmospheric conditions, the presence of powerful EM emitters, and other factors can greatly reduce the effective range. (The hand communicator and belt communicator are shown in the illustration, above.) A group of communicators can be networked to act together, and dedicated links can be established to directly contact another communicator.

Covert Operations Field Kit: BR# = 8 (1.5 kg)



This field kit is issued when espionage or surveillance are included as part of the Mission Briefing, and the kit includes a multi-phasic Security Commo-Interrupt (used to tap communications lines), a Wide Band Static Discharger (a white noise generator), a magno-optic Expanding Field generator (a sure-fire lockpick), a Hostile System Override Command Key, and a tricorder subpackage that allows the user to establish a command link into virtually any computer device of a lower tech level than that currently possessed by the Federation. These devices use the Communication Systems, Field Equipment (for both the Static Discharger and the Expanding Field generator), and Computer skills, respectively.

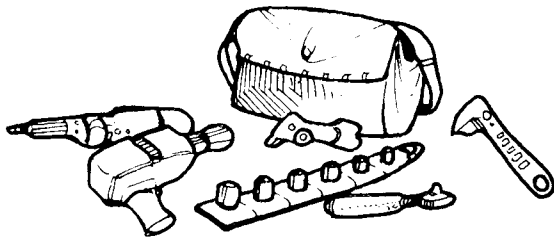
Federation Marine Dress Sabre: BR# = 8 (2.5 kg)

A very real and deadly holdover from the eighteenth century on Earth, the Marine Dress Sabre counts as a Heavy Melee weapon. In the hands of someone who knows what to do with it, the Dress Sabre can be every bit as effective as a phaser in close quarters. (All Marines are issued a Dress Sabre as part of their standard uniform issue; the BR# is required to be allowed to bring it along on a mission. It is accepted that most races have a similar sort of weapon as standard issue.)

Standard Issue Throwing Knife: BR# = 4 (.5 kg)

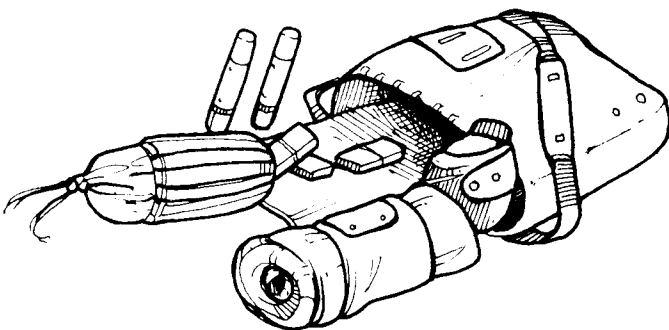
This well balanced knife counts as a light weapon when thrown or in Melee combat.

Field Tools: BR# = 4 (1.0 kg)



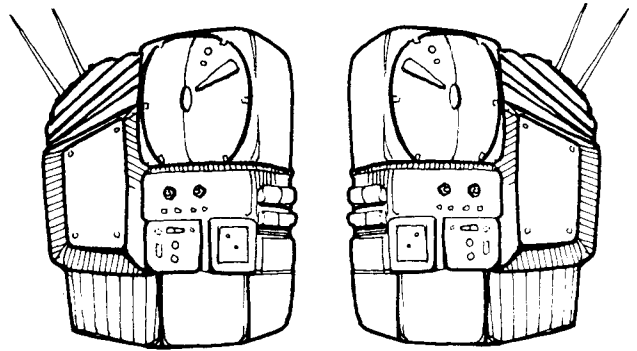
Field tools provide the necessary equipment needed to perform Electronic and Mechanical tasks and repairs.

Field Pack: BR# = 3 (4.0 kg)



A Field Pack includes condensed rations and water for five days, a microweight thermal blanket, a two-man tent, and two thermal flares. (This can be amended and detailed further to suit specific missions, i.e., desert, swamp, etc.)

**Focused Beam Communications Units:
BR# = 10 (12kg)**



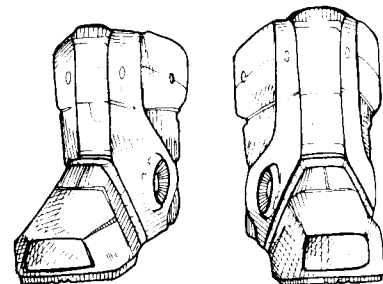
Using hyperattenuated phaser based transmission signals, two or more individuals with tuned FBC sets can communicate with one another with virtually no chance of being "overheard". All FBC sets in communication MUST be within line of sight of one another, but there is nothing to stop the relaying of messages between two FBCs that are out of line of sight by a middle unit that can see both the other two units. The Communications skill is used to set up and repair this device. Once the system is in place and operational, use the Field Equipment skill to actually *use* the system (i.e., a player character with the Communications Systems skill physically sets the device up at both ends and programs it for operation. Then, anyone with the Field Equipment skills will be able to use it to communicate.).

Field Dressing Kit: BR# = 2 (.125 kg)

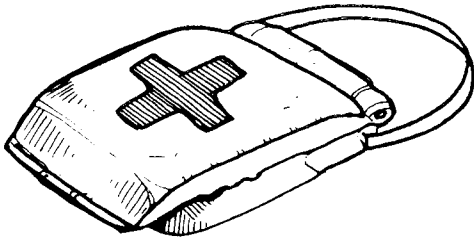
This is a very small version of a personal First Aid kit and contains a tiny ampule of antiseptic and one self-adhering sterile gauze pad. The Field Dressing kit is capable of providing First Aid benefits for a single wound, at which time it is discarded. This micro-kit is usually strapped to the character's leg, but actual placement is up to the character.

At least one of these kits per Team member will be automatically included in the standard equipment list for any mission with potential threat of danger.

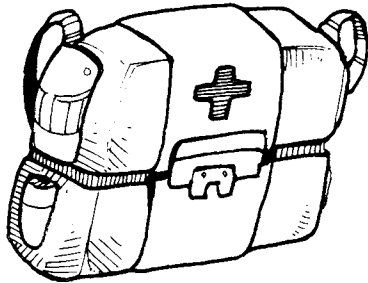
**Grav Boots: BR# = 12 (per pair)
(5.0 kg—when carried, no Encumbrance when worn)**



In a very low or zero G environment, these boots can be used to overcome the major problems of weightlessness. However, due to their mass and the fact that they tend to "stick" to things, a character wearing Grav Boots receives a +0/+1/+1 expanded mod to his A/I tricorder. This is in ADDITION to any other encumbrance/armor mods to the A/I roll.

Medkit (Basic):BR# = 3 (1.5 kg)

A Medkit, which is carried by all Medics, provides all the necessary equipment and pharmaceuticals (including glucose solutions, etc.) to provide First Aid.

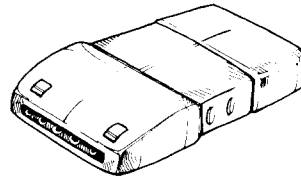
Medkit (Advanced):BR# = 5 (2.5 kg)

This kit requires a Surgery skill of 1 or higher to use and carries everything a character would need to perform Emergency Field Surgery.

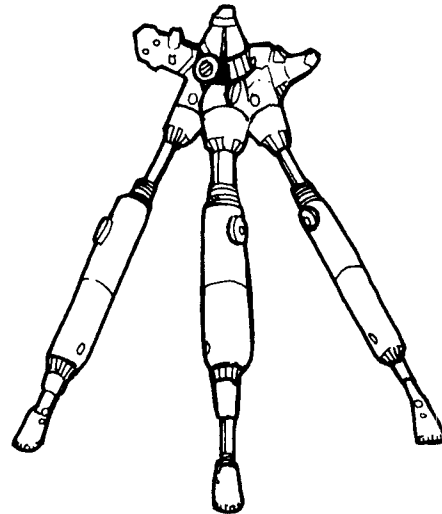
NutroBooster BR# = 6 (n/a)

Nutrobooster is a standard issue hypo-administered vaccination which provides a highly concentrated dose of a protein/carbohydrate compound. This provides for a character's nutritional needs for up to 72 hours. It also boosts the character's autoimmune and histamine systems, rendering him less susceptible to toxins and disease for the same period of time. A character who receives a dose of Nutroboost at the outset of a mission does not need to worry about food consumption for the first 72 hours of a mission and only needs to worry about water intake in particularly hot or arid environments. Furthermore, the Nutroboosted character has a flat -2 mod against all toxin and disease D#s and susceptibility rolls.

When the duration of the Nutroboost has expired, the character begins to require food and drink as normal and loses the benefits against disease and toxins. In so far as Nutroboost relies upon releasing biochemical energy stored in the character's body in addition to providing hyper-concentrated nutritional supplements, it is unadvisable to prolong the use of Nutroboost past the expiration of a single dose. If a character should utilize a Nutroboost for more than 3 out of 9 days, the character will operate at a flat +2 per additional dose for ALL tasks. A character requires six days to clear a single dose of Nutroboost out of his system and build up his own internal reserves before being able to take an additional dose without suffering any adverse effects.

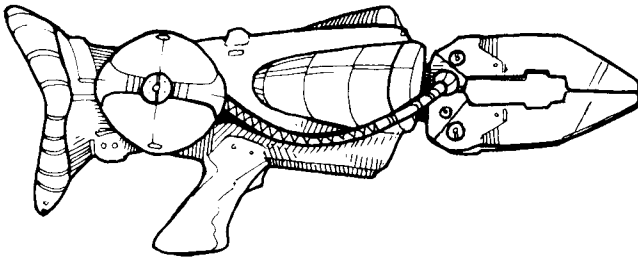
Power Packs: BR# = 3 (.1 kg)

Power packs used to power the weapons (or equipment) of any particular race may be used interchangeably between all weapons (and equipment) of that race. For instance, a Federation standard power pack may be used interchangeably to power ANY grade of phaser or any Federation pulser, tricorder, communicator, etc. In order to use a power pack from a different race (using the pack from a Klingon Disruptor to operate a subspace transceiver, for instance) requires a Jury Rig task, with a flat mod of at least +1. The actual modifier will be the GM's call, and he is responsible for determining the level of incompatibility between the two systems.

Sniper Rig: BR# = 5 (3 kg)

This piece of equipment, when attached to a rifle type weapon, locks the weapon into a mechanical cradle, holding it absolutely motionless and allowing for minute and precise adjustment. In conjunction with powerful optical sights, the sniper rig allows a character utilizing the Sniper skill to draw a deadly bead upon his target. This requires at least 5 TICs to set up, however, and up to twice that time under arduous conditions. In most circumstances, it is a GM call as to exactly how long it takes to prepare for a particular shot.

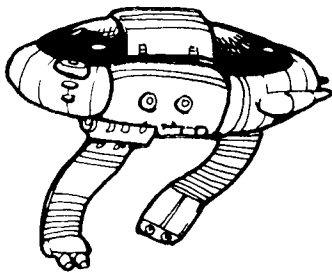


Stealth Grapnel: BR# = 8 (3.5 kg)

The Stealth Grapnel is 200 meters of ultralight climbing cord attached to a polybendium grapnel. The compressed air charge can fire the line up to 200 meters, and a single charge is good for 6 shots. The operation of this device to initially place the grapnel is handled with the Heavy weapons skill. Using the line itself, once placed, is resolved with the Rope Climbing skill.

Transporter Homing Beacon: BR# = 3 (1 kg)

In the event that a communicator signal is of insufficient strength to be detected by an orbiting starship, the Transporter Homing Beacon (also called a Recall or HEP Beacon) is sure to get their attention. It emits a relatively brief, but powerful signal on a predetermined frequency that the ship above is monitoring for.

**Transporter Emergency Pulse Ripcord (No BR#) (n/a)**

All Marine battledress uniforms are equipped with a concealed "ripcord", which, when pulled in life-threatening situations, signals the transporter officer "Beam me out of here RIGHT NOW!" Said transporter officer does this as soon as possible under the tactical conditions (range, shields up or down, etc.). This cannot be used when there is an enforced Communications Blackout. Prime Team uniforms are fitted with this device for all combat missions.

Tricorder: BR# = 9 (1.5 kg)

Tricorders are broken down into the following types:

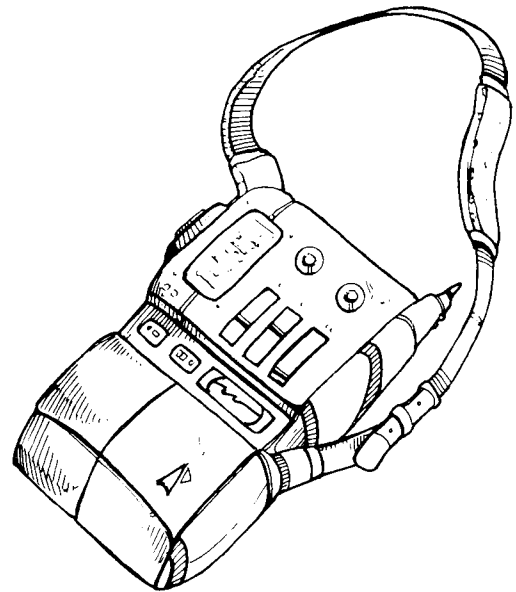
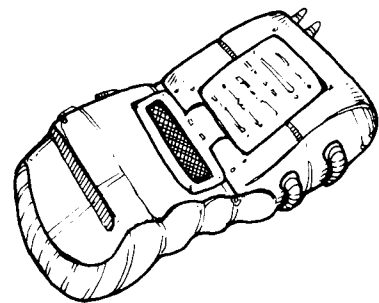
Bibliographic/Special Function — Used for specialized information retrieval and recording.

Engineering/Technical — Used for Electrical and Mechanical scanning and information retrieval.

Medical/Biological — Used for Life Science and Medical scanning and information retrieval.

Survey/Geological — Used for Inorganic and Geological scanning and information retrieval.

Tactical — Used to locate/identify weapons and weapons systems, determine location and movement of hostile or unknown targets, and offer general tactical advice, according to the situation.

**Universal Translator: BR# = 6 (.5 kg)**

This hand held device will instantly translate all known languages into the language programmed into its base memory core. Federation UTs are programmed for the official Federation language (English), but the UT CAN be programmed to feature any of the myriad of Federation languages.

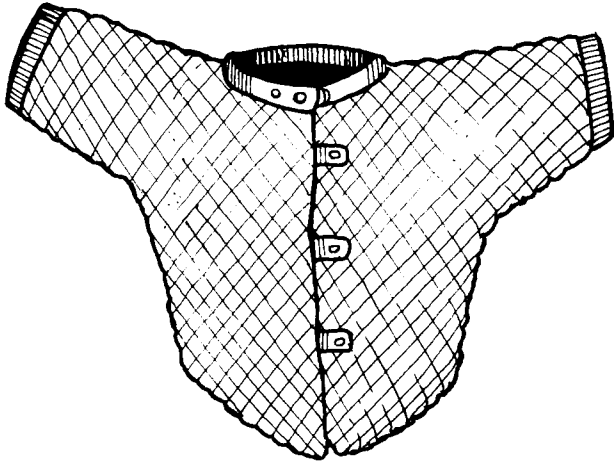


8.3 ARMOR AND SURVIVAL GEAR

ARMOR

The standard grades of Federation Personal Armor are as follows. (Please note: The Encumbrance values shown are for use only when the Armor is carried, NOT when worn. There are already built-in A/I mods for wearing Armor.)

Field Armor

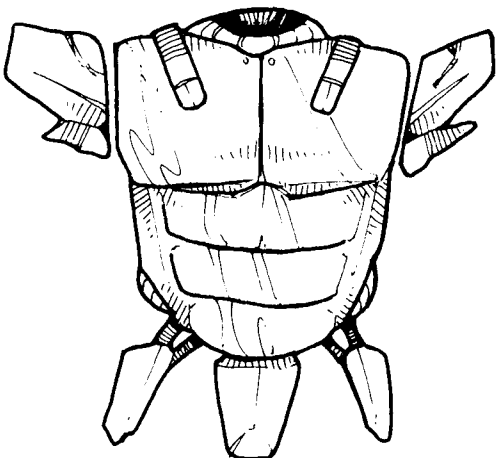


Commonly called "The Body Sock". Field Armor is a lightweight composite mesh that is worn under the uniform. Field Armor has the dual benefits of being non-constricting and hard to detect. Of course, it doesn't have the stopping power of heavier armors, but in a Low/No Threat environment it doesn't make your character look like an invading Storm Trooper.

Field Armor comes in two variants:

- Light Field Armor: AR 1-1-0 BR#=4 No A/I Mod (1.0 kg)
- Standard Field Armor: AR 2-2-1 BR#=4
+0/1/1 Expanded Act/Init Mod (1.5 kg)

Skirmish Armor



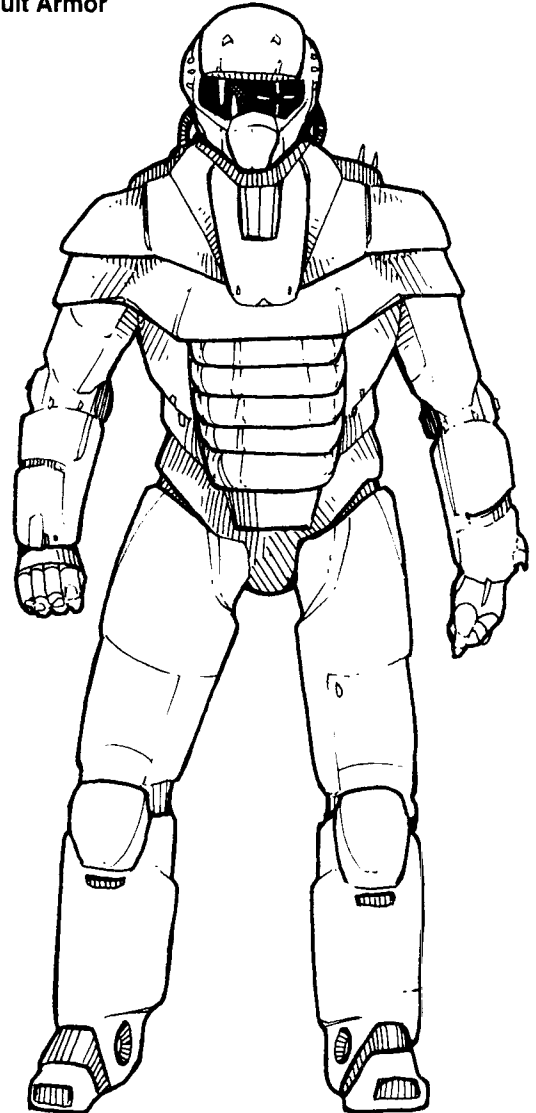
Occasionally called "Deco Armor" after the 20th Century Architectural style. Skirmish Armor is the standard issue armor for Positive Threat environments. It is a combination of a Field Armor-like under garment with a plated polyceramic oversuit. Skirmish Armor (of either variety) can be mated with a HUD Multitasking Radio Helmet (HMR, or Hummer Helmet;

see below). Skirmish Armor provides the best all around protection to encumbrance ratio, But it is VERY difficult to hide the fact that you're wearing Skirmish Armor.

Skirmish Armor comes in two variants:

- Light Skirmish Armor: AR 4-4-5 BR#=7
+0/1/2 Exp. A/I Mod (3.5 kg)
- Skirmish Armor: AR 5-5-4 BR#=7
+0/2/3 Exp. A/I Mod (4.5 kg)

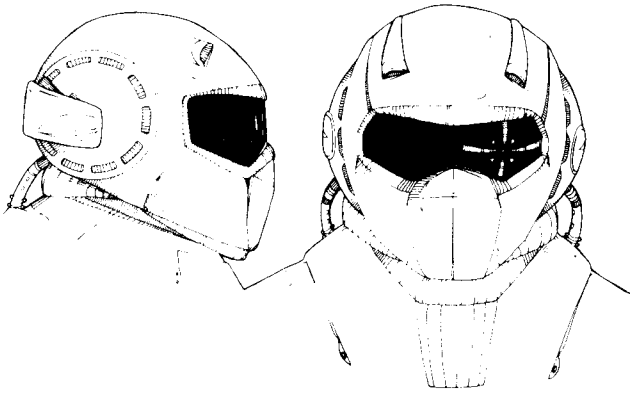
Assault Armor



Often called "Boiler Plate" armor. Assault armor is used for limited cover or close-quarters High Threat Actions. Combining Multi-Composite polyceramic plates and treated duralloy casings with shear bulk and weight, Assault Armor provides maximum protection at the cost of minimum mobility. Never popular with Federation Ground and Special forces and hard to get in and out of, Assault Armor is at best a moderately successful attempt to provide heavy duty personal armor protection to ground troops. As a saving grace, Assault Armor is fully environmentally sealed and has integral life support and waste recycling systems, making it useful even in hard vacuum or in corrosive atmospheres. Assault Armor has full HMR Helmet adaptability.

- Assault Armor: AR 6-6-6 BR#=14
+0/3/4 Exp. A/I Mod (8 kg)

Heads Up Display, Multitasking Radio Helmet



The "Hummer" helmet is a multitasking combat control device. Its functions include Infrared, UV, and Motion tracking functions, as well as telescopic optical sights and Direct Tricorder uplink displays. There is lowlight enhancement and optical glare suppression which filters out visual "noise" and presents a clear view of the battle field regardless of the level of ambient or artificial light in the area.

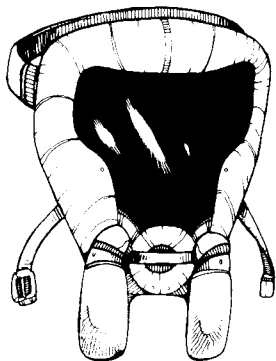
The helmet can project a transparent three-dimensional contoured representation of the surrounding area in six different scales representing the locations and identities of known friendly and hostile combatants with colored icons. An integral multi-channel communication and scrambler system keeps the wearer in constant contact with his teammates. Environmental sealing is achieved with a compatible join on the wearer's torso armor/uniform. In the **specific** case of the Hummer Helmet, and nowhere else in Prime Directive, you are allowed to combine the AR value of the Helmet with the AR value of another piece of armor. For instance, a character wearing Standard Field Armor and a Hummer Helmet would have a total AR value of 3/3/2.

- Hummer Helmet: AR:+1/1/1 BR#= 5 No A/I Mod (1.5 kg)

SURVIVAL GEAR

The standard types of Federation Survival Gear are as follows. (Please note: The Encumbrance values shown are for use only when the Survival Gear is carried, NOT when worn. There are already built-in A/I mods for wearing such gear.)

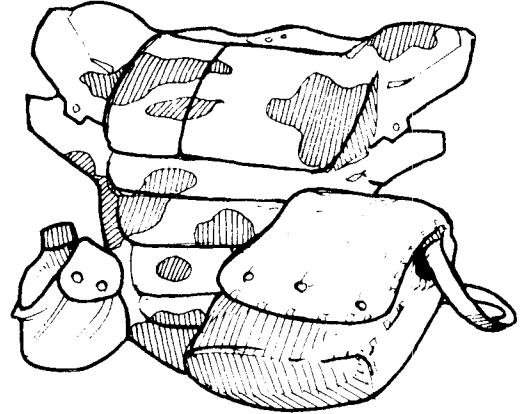
Respirator: BR#=14 (0.5 kg)



A standard issue respirator provides a full-face coverage transparent mask and a dual bottle supply two neck oxygen feed system with four hours of oxygen per bottle (eight hours total). The respirator is not recommended to be used ALONE for hard vacuum use due to its lack of internal heating and full head coverage.

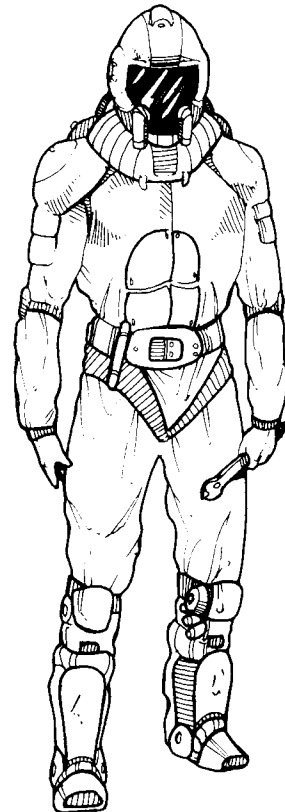
Jungle/Desert/Forest gear. BR#=12 (1.5 kg)

Terrain Camouflaged Armor or uniform with a specialized survival pack for the appropriate terrain. Usually included are such things as Water purification apparatus, salt pills, insect repellent, etc.



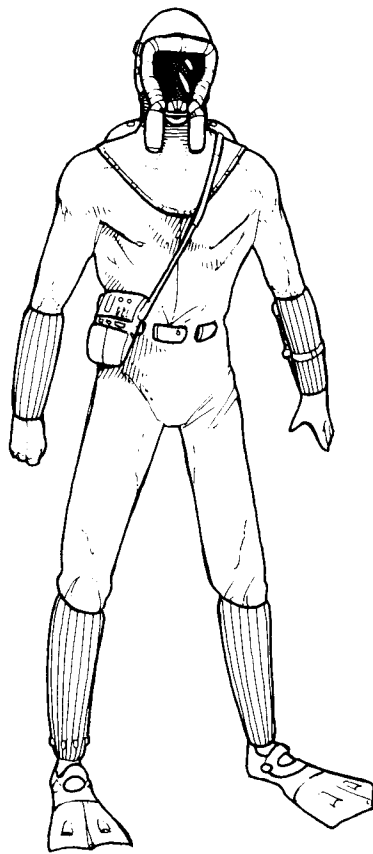
Vac Suit: BR#=14 AR=1/1/1 Plus +2 flat to A/I mod (4.5 kg)

The Vac Suit is a fully self contained life support system. It contains power and oxygen to sustain life in vacuum for up to 48 hours and has an internal water supply and waste cycling system.



Diving Suit: BR#=14 AR=1/1/0 Plus +2 flat to A/I mod (3.5 kg)

A polymer slick-suit with a respirator and fins. Often includes a communicator in the respirator and a water sealed tricorder.

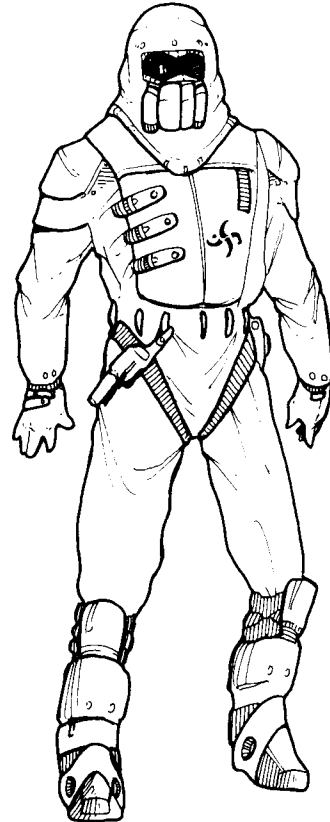


Cold Weather Gear: BR#=14 (2.0 kg)
Includes Parka and thermal gloves and foot gear, thermal LFA, Goggles, and respirator.



High Radiation Suit: Grades 1 - 6 BR#=16 AR=1/1/1 +1/2/3 Expanded Act/Init (2.5 kg)

Provides protection from high Rad sources, and has an internal life support system equivalent to a respirator and a waste recovery system for extended use. The Grade of the rad suit is the number of Hours that a character can be exposed to high rad without suffering ill effects.



SECTION NINE: RACIAL BACKGROUNDS AND NPCs

Part One: Member Races of the UFP

The member races of the UFP who appear in Prime Directive are as follows: Human, Vulcan, Andorian, Rigellian, Alpha-Centauran, and Cygnan.

HUMANS



Humans vary incredibly, both in height and in pigmentation, averaging between 150cm and 190cm when fully grown and with many different shades of skin coloring prevalent within the Federation. Two legs, two arms, hands with opposable thumbs, one head — these are all standard and are the parameters from which the term “humanoid” is derived when applied to other races.

The Human race, which saw its beginnings on the planet Earth, third planet of the Sol System, has always been a Frontier race. When they had no frontiers left on their home planet, they sought to explore their own Solar System. First, they explored their lifeless single Moon and sent unmanned probes to their neighboring planets. When they manned their first colony on Mars, they proudly proclaimed it to be their “New Frontier”. With the advent of Warp Drive technology, their new frontier became the entire galaxy and they rushed forward in ever increasing numbers to embrace it!

Humans are the most numerous race in known space and among the most adaptable. While most of the other races don't particularly go in for “Terraforming” and don't like to colonize worlds that are drastically different from their homeworlds, Humans are willing to settle and work just about anywhere in the galaxy. This, and the strong tradition of innovation and cooperation, have brought Humans to the forefront of the current interstellar situation.

It is for this very reason, however, that human society refuses to stand still and is constantly evolving and changing.

This is seen not only on the isolated colony worlds, where the “old world” traditions brought by culturally and geographically homogeneous blocks of colonists compete with new cultural pragmatisms demanded of frontier life, but also in the staid and settled core worlds as well. Fashion, speech, and especially political views are constantly changing.

For the older races, steeped in tradition and genealogical reverence as the basis of their societies, the Human fascination with the novel experience, and their unending desire to innovate and explore, to discover for the sake of discovery, are all difficult concepts for other races to deal with. The human's desire to be always *doing* something, often taking large segments of the population off in radically different directions, is difficult for the others to understand. For all of the confusion and seeming factionalization involved with the humans, it seems to observers that the Human race is comprised more of competing mobs than of a single cultural union.

Religion, man's relation to that which he regards as holy, is an incredibly varied affair where Humans are concerned. Christianity, Judaism, Scientology, Buddhism, Hinduism, Islam — these and countless other religions are practiced freely throughout the Federation. It is of particular interest to other races how alike many of the religions which derived from Earth really are.

It is considered fortunate, however, though somewhat bizarre, by some of Terra's neighbors, that Humans are not more military expansion oriented, for it would be a daunting task for even three or four of the local cultures to halt a determined human expansion drive if their formidable industrial capacity were tooled up and directed to that end. The Klingons and the Romulans just shake their heads in a gesture of bafflement and relief that the Humans run the Federation and that the Federation is just so plain STUPID about the “Realpolitik” of current interstellar politics.

In particular, the Prime Directive is a completely alien concept to most of them. For most of the Imperial cultures, the overrunning and absorption of relatively primitive planetary cultures is the bread and butter of expansion. All but free levies with built-in naval bases, and natural resources to boot, and the Federation doesn't even trade with them? They may scoff, but in the end the numbers don't lie. The Federation is the most economically efficient system in local space, and the Humans are the ones who run it. You can't argue with success...



VULCANS



The Vulcans are known to be descended from a much more primitive and warlike race, and it seems clear that the Romulans are a parallel but separate spur from a common ancestry, or perhaps a retrograde, atavistic splinter from the current Vulcan stock.

The Vulcans are basically a pacifistic people who do not believe in the assertive use of overwhelming force to resolve disputes. Their cultural devotion to pure logic at the cost of greatly repressing their emotional identity is well known. A remarkable side effect of this logic-based rationality is the enormously high incidence of psionic ability found in Vulcans. There are numerous schools or philosophies that have arisen around the various disciplines of telepathic ability found in Vulcans, several of which are considered to be the finest psionic schools in known space. Very few non-Vulcans are ever admitted to these schools. It is interesting to note that, by way of comparison, Romulans are no more likely to show positive psionic potential than the average rate for the other races, which is about one in every 250 million healthy adults. While all Vulcans possess psionic abilities, only about one in every 20,000 has the potential to become a true Psionic Master.

Vulcans are often attracted to the sciences, where their natural inquisitiveness and highly ordered and logical modes of inquiry are put to good use. Vulcans are also often found in the Federation Diplomatic and Legal structures. Very few Vulcans take up purely Military professions, though the few Vulcan Logicians and Strategicians employed by Star Fleet are among the most respected.

By way of comparison to Humans, the biggest difference between the two races is the Vulcan's reluctance to rely on their Intuition, which they regard as illogical. Humans on the other hand will often rely on their hunches and gut feelings about something when all the facts point to another conclusion. It is a constant source of irritation to most Vulcans, although they would never admit it, that human intuition seems to work out for the best as often as it does. The Vulcans aren't vain or jealous about human success; they are simply perplexed.

RIGELLIANS



Rigellians are large humanoids, often reaching two meters in height, and are renowned for their considerable strength and stamina. Due to the unusually high UV output of their sun, Rigellians are very darkly pigmented. Their skin features a kind of dermal tattooing which shows up as a network of blue lines covering the entire body in a random pattern, and their body hair is often a stark white in coloring.

Rigellians are strongly bound by the notions of Family and Honor. Family ties are unusually strong in Rigellian culture, with three or more generations often living and working together. Rigellians mate for life, and husbands and wives never separate or remate if their spouse dies. A Rigellian's word is his bond, and the whole family shares in the dishonor of any family member's breaking of a promise or oath. Crime and dishonesty are virtually unheard of in Rigellian culture, and families are set up so as to provide for the material and emotional needs of their members.

Rigellians are not particularly inclined toward technical application. It required a bit of a stretch to allow the Federation to contact the Rigellian culture, but the Rigellians were so pleased to find other intelligences and were so open and accommodating to the Federation representatives that there was never any question that the Rigellians would soon become equal partners in the Federation.

The Rigellian Primacy Fathers, and members of the society in general, were aghast to discover the natures of some of the other Interstellar societies, such as the Klingons and the Romulans. They were horrified to find that advanced Interstellar Empires were founded on the principles of conquest and enslavement, principals abhorrent to Rigellian culture. This caused so much of a cultural fervor that within the first decades of Rigellian membership in the Federation, a full 30% of the planetary population requested application to Star Fleet, so many that special tests were begun in the early years of their schools just to identify the most likely candidates. Even today, while Humans may represent the largest numerical component in the Federation and Star Fleet, the Rigellians have, by far, the largest proportion of their population involved with Federation service. Until the Stars are at peace, they say, and all the children of the heavens are together, the Rigellians cannot rest or forsake their greater duties.

ALPHA-CENTAURANS



Alpha-Centaurans are outwardly almost identical to Humans, and there is little doubt that the two races share recent common ancestry. General motor response in Alpha-Centaurans is markedly higher than in Humans, however. An increased rate and degree of myelination of the brain stem and CNS from birth seems to be the cause.

Alpha-Centauran culture is dominated at all levels by the females of the race. Male Alpha-Centaurans are almost never found in the Governmental, Legal, or Military structures of Alpha-Centauran culture, and only rarely in the Scientific, Technical or Mercantile professions. By and large, males are found primarily in the agrarian and unskilled labor forces or are not employed at all. Alpha-Centauran men are not mentally or physically inferior to the women, but their society has evolved along different lines than that of Earth and is Matriarchal in nature.

Politically and governmentally, Alpha-Centauran society is very similar to the Human one, with an elected (and primarily female) government and judiciary. Numerous factions vie for control of the Planetary and Legal Forums, and scandal and intrigue are not unknown.

There are several famous Military schools on Alpha Centauri, and some of Star Fleet's finest Officers through the years have come from them. The Belkarsis PolyTechnica is another source of great Alpha-Centauran pride. It is perhaps the finest cutting edge Hi-Tech research facility/University in Federation space, although the Cygnan's might disagree with the claim.



CYGNANS



While remarkably similar to Humans in general body structure, Cygnans as a race share a pale, milky-white skin coloring without the color variations seen in Humans. They resemble Human albinos with one major difference: where a human albino's eyes are pinkish, the Cygnan's eyes are jet black, with no discernible whites or pupils. The Cygnan sun, Shresha, is an old one, and its output of high rad ultraviolet emissions is much lower than that of the suns of other Federation worlds. As a result, the Cygnans have lost the usual dermal pigmentations which would serve to protect them from the sun's harmful effects. This accounts for their unusual albino-like pigmentation, and Cygnans protect themselves at all time by the use of a special long-lasting chemical sunscreen.

The Cygnans hold a firm belief that they are the descendants of an extremely advanced, space-faring race. Their religions are centered around the numerous half-remembered myths and legends about the lost Sky Fathers and their gifts and teachings. The gifts are remembered as ones of science and technology; the teachings are remembered as ones enjoining them to explore and share those gifts. The Sky Fathers are thought to have moved on from the Cygnan homeworld millennia ago, but the collective racial memory of their brief presence has left the Cygnan race profoundly inclined toward the advancement of technology and the need to roam the stars and share their knowledge with others. Just as the Sky Fathers came from the stars with fire and steel to light the Cygnan's way to a more advanced society, so too do the Cygnans feel the urge to enlighten the less advanced peoples that they might encounter throughout space. As a result, the Seranaya are the Federation's most vocally opposed members on the subject of Non-Interference and the Prime Directive. More than one illicit Seranaya "Mission" has been established on pre-starflight worlds by Cygnan adherents to The Ways of the Fathers.

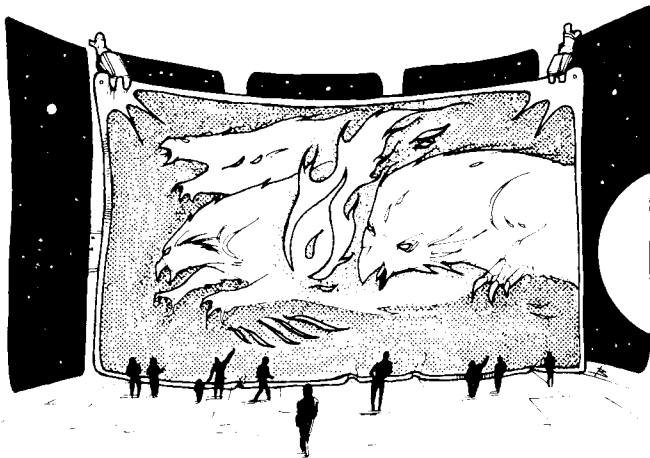
Today, Cygnan families echo those of Humans, with the parents taking an equal role in the rearing of the children. Families revolve around a "Y'Ghara", or Homestead, where several generations will live together under the same roof. Arranged marriages between members of distant Y'Gharas are common. The young couple is supported by others in the Y'Ghara until the children are old enough to attend the State School, at which time both parents return to work.

The Cygnan world has only one major continent and, therefore, does not see the multitude of religious beliefs present in both the Human and Andorian belief patterns. Several religions are seen to have combined over the centuries, yielding their one present day faith: that of the God Y'Ghan. (This also translates in their tongue to the concept of Father and is seen more as a protective overseer than a participant in their day-to-day lives.) This is a very personal religion, and Cygnan crew members will not be seen as particularly outspoken about their religion even if they are very devout.

The Seranaya Gathering is responsible for the laws which govern the one continent on Cygnus. (Cygnus is the name given to the inhabitants of the planet by the Federation — their name for their continent is Seranaya, for themselves simply A'Trana which translates as "the People".) Each City State has its own local government which in turn elects an Elder to join the Seranaya Gathering.

The Cygnans are extremely adept at all forms of technological endeavors, considering them to be forms of art. The introduction of the standard Life Support Transverse Coil into new Star Fleet Cruiser designs, replacing Star Fleet's less efficient Lang Condenser Coil, came about as direct result of Cygnan technical cooperation following their acceptance into the Federation, and there are numerous other systems and components now in standard use throughout the Federation which are the direct result of shared Cygnan research and technology.

It is said that one in every hundred thousand births yields a Chosen Artist, an individual who can create the most amazingly beautiful artwork in the Universe. Tapestries and paintings, sculpture and lightscenes, all are immediately distinctive and show their Cygnan authenticity by the way in which they seem diaphanous when viewed from certain angles. Perhaps the most famous of these are the Prestillach Tapestries—renowned for their beauty and prized by the richest families in the Federation. An example hangs in the sumptuous offices of Tumball Massi, Federation Archivist.



ANDORIANS



Andorians are similar to tall, slender Humans, with a bluish tint to their skin and obvious "antennae" protruding from the top of their heads. As a race, Andorians are renowned for their heightened perceptive acuity, which stems from the great number of predatory creatures which populate their homeworld. Their "antennae" are actually extensions of their sinus cavities, allowing the Andorian a great sensitivity to minute variations in pressure and temperature. They provide an elevated aural sensitivity and an enormously enhanced sense of smell. The actual receptors are situated within the depressions at the tips of the "antenna" and are protected by the hard cartilaginous tissue that keeps the "antenna" rigid. Their visual acuity is also well above humanoid standards.

Andorians are hard working and very serious folk. There is a common misconception about Andorians that they are humorless and easily irritated. Neither statement is quite correct. Andorians have a complex set of propositional "grammars" by which they express humor, and as such they do not tend to find human humor amusing, nor do non-Andorians tend to "get" their humor. As to the irritability, the harsh history of early Andorian civilization has left a strong social taboo against the appearance of frivolity or wasted effort. Andorians are hard working and often feel uncomfortable when invited to "just hang out" for a while or pursue other purely recreational activities or pastimes. Their curt refusals often make them seem prudish or unsociable, while in fact they simply don't have a strong cultural pragmatism for engaging in such activities. Andorians are also reluctant to enter into strong interpersonal relationships, another left over trait from their troubled past. This lack of a social skill so common in almost all other Federation races simply reinforces the sense of isolation and distance that others perceive between an Andorian and themselves.

Andorian culture is predicated on the Cooperative. A Cooperative these days is a group of 60 to 100 family groups who have banded together to pool their resources and abili-

ties to provide for the whole of their number. Cooperatives tend to grow around single lines of endeavor or a nucleus or core trait and attract individuals or families that are involved with this sort of endeavor or something closely related to it. There are Technical Cooperatives, Mercantile Cooperatives, Entertainment Cooperatives, Military Cooperatives, and every other sort of cooperative that you could think of.

As a young Andorian reaches his age of majority, he can either choose to remain within his own cooperative or seek to join another cooperative and establish a family line there. Some Andorians spend their early years alone, wandering from one city cluster to another, unable to decide on a Cooperative venture. These "wayfarers" are unpopular within normal Andorian society and often tend to be attracted to "villainous" Cooperatives, roving bands of ruffians and malcontents who roam the countryside.



Andorians are neither the most nor the least technically proficient culture in the Federation. They are creative and resourceful, but their "here and now" attitude leads them to develop only those technologies which have a direct and immediate impact on their current real world situation. Andorians are not known for spontaneous bursts of "wouldn't it be neat if..." speculative creativity.



Part Two: The Other Races

THE KLINGONS



The Klingon Empire arose on the ruins of a previous one known only as "The Old Kings", of which the Klingons had been a subject race. The Old Kings had used Klingons primarily in their starship crews, and when the Kings disappeared (legend has it they left to avoid the death of the Galaxy, since stars in the core are already falling into a gigantic black hole), the Klingons quickly picked up the pieces.

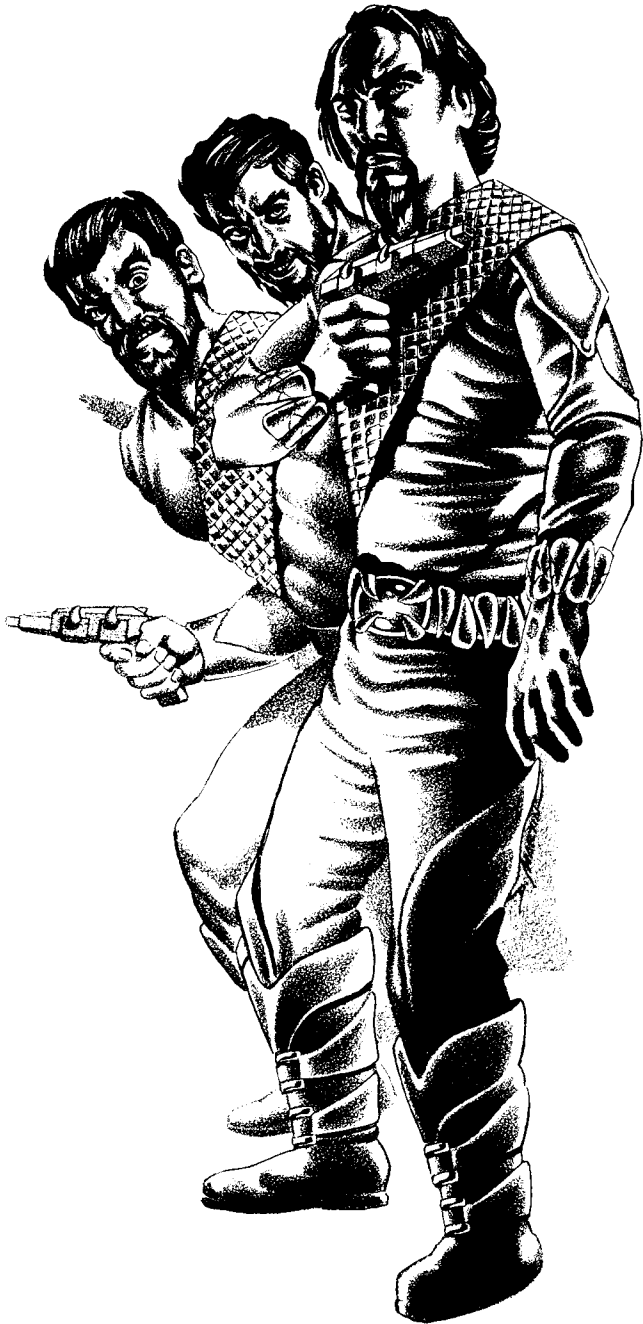
The Klingon Empire is a poor one, and it can only match the Federation in military power at the cost of a lower standard of living for its people. Any attempt to match the Federation standard of living would require disbanding the military forces, leaving the Empire vulnerable to a host of enemies.

The Klingons have three major enemies: the Kzintis and Hydrans, with whom many wars have been fought, and the Federation, which has not often been an active military enemy but which threatens the Empire with economic domination. Two minor powers, the Tholians, who occupy stolen Klingon territory, and the WYNs, are on the Klingon borders. The Klingons have alliances with the neighboring Lyrans (a race they have fought in the past) and the Romulans.

Klingons are generally regarded as a brutal warrior race, but this characterization is not entirely fair or accurate. There are two primary Klingon social classes: warriors and civilians. Virtually all Klingons encountered in Prime Directive, including starship, base, ground crews, Marines, ground forces, etc., will be of the Warrior class. Klingon youths must take special training and pass a series of tests to become warriors, and while there are no formal barriers to sons of civilians becoming warriors, few who grow up in a civilian environment show any interest. It is tradition for sons of warriors to follow in their

father's footsteps, although such heritage will not make their passage to the ranks any easier.

Klingons are humanoids very similar to terrestrial Humans, but only a tiny portion of their planetary populations are selected as warriors, so those Klingons typically encountered tend to be physically quite large and well-muscled. The reputed military mindset of Klingons is due more to the fact that the only Klingons most Humans have met are soldiers than to any cultural or racial trait.



Klingons are not sadistic. They do not hesitate to use force if it is the most appropriate course of action, but do not necessarily think of force as the first or only alternative. Klingons will not attack civilian targets simply for the thrill of killing defenseless people, but neither will they hesitate to attack a military target just because it is surrounded by civilians. The Klingons will also tend to see nominally civilian targets as military targets if they are involved in military-oriented

production or support activities (i.e., workers at a weapons factory). The Klingons have also been known to destroy civilian colonies in the Neutral Zone (when they can get away with it) to prevent them from being claimed as possessions of the Federation.

Klingons use a military rank structure similar to the Federation, and all officers hold ranks in both the ground forces and the Deep Space Fleet. Many admirals hold the rank of lieutenant in the Marines. The Klingon rank structure is complicated by what is called the "minor military nobility". The term minor indicates more that these nobles do not hold feudal estates rather than anything about their importance or structure. This nobility has a series of ranks, translated loosely as Knight, Lord, Baron, Count, and Duke, which are awarded by the Empire in recognition of service and leadership. Military and Noble ranks are independently earned, held, and awarded; an admiral without any title of nobility could have any number of knights and lords under his command. The requirements for the higher noble ranks make it extremely unlikely for anyone not of flag rank to hold one. This is further complicated by the actual nobility which governs some Klingon provinces and planets. For example, Commander Kron was the son of a colonial duke and was formally addressed as "Lord" even by officers who far outranked him.

Klingon warriors are expected to father children, or bear them if they are female, and special colonies exist for this purpose. Crews are given "shore leave" on such colonies, where Klingon women do their duty for the Empire by bearing the sons of warriors. Klingon warriors generally prefer to stay in active duty until they die, in action or otherwise, but many do retire after full careers, often to such colonies. This program, which began long before the General War, resulted in a social distinction among Klingons. Those born on the capital world Klinshai often consider themselves the social betters of the "colonials". The colonials resent the distinction and tend to become clannish based on which colony they were born on.

Four F6 Battle Frigates (the *Bakurian*, *Walkurian*, *Valorian*, and *Sefarian*) were named for "warrior colonies", and the Captain and part of the crew were from the planet the ships were named for. This was largely a propaganda exercise to make the "colonials" more enthusiastic about the war effort and to make the public point that colonials were the social equals of Klingons born on Klinshai. No one really believed it, though, and the exercise was not repeated.

Klingons lead short but intense lives and graduate from their Academy at roughly the same time that Federation cadets enter theirs. While in theory Klingon women have the same opportunities as men for warrior status and military careers, in practice few reach command grades and only a small portion of starship crews is ever female.

There is no Klingon religion per se, but warriors do follow a number of rituals, oaths, and ceremonies. Humans tend to mistake the use of various pain-causing devices in these rituals as conclusive evidence of the sadomasochism natural to Klingons, but this is not the case. Klingon warriors strive to develop and maintain "presence of mind", the ability to continue on their missions regardless of personal injury or discomfort, and they feel that these rituals help them to maintain their excellent self control in difficult situations.

Those warriors who die in battle are believed to join the "Black Fleet", their version of the Human mythos of Valhalla, where they fight all day, are healed magically, and then celebrate their deeds of valor all night. Their legends hold that when the Empire is threatened and defeat is inevitable, the Black Fleet will arrive as reinforcements to save the nation.

Klingon warriors hold the concept of valor as their most noble virtue. Recognition of this valor is not important, and most military decorations are for leadership because they firmly believe that the "all seeing stars", where the Black Fleet operates, will know of their deeds. To Klingon warriors, a battle fought with true valor is its own reward.



The Klingons punish their warriors convicted of criminal acts, incompetence, dereliction, cowardice, or political unreliability by banishing them to serve as crew members aboard a Penal ship for a set period of time, after which the individuals' record will be cleared. The officers of these ships are often Fleet officers sentenced for acts of cowardice or incompetence, but they can be members of disgraced families. Being sent to a Penal ship is no disgrace; it merely indicates that the individual made a serious error and is being given a chance to redeem himself by a period of particularly perilous service. These ships are often assigned to dangerous and unpredictable missions, and losses are high.

The Klingon forces include the Deep Space Fleet (DSF), which is the regular military Navy, and the Internal Security Force (ISF). All ship names (ISF and DSF) are preceded with IKV (Imperial Klingon Vessel). The ISF, which operates mostly small ships, is a combined police, customs, tariff regulation, border patrol, safety, rescue, and anti-piracy force, which is also assigned the duty of watching the various subject planets for signs of rebellion. The ISF is inferior (in military, political, and social standing) to the DSF.

The Empire Security Service includes internal security and counter-espionage branches, but is best known for the security forces which are on all ships to make certain that the subject races do not take control (and to make certain that the officers do their duties to the Empire).

The Klingon equivalent of the Prime Team was the Dagger Team, known as the Black Daggers if the team was formed by the Deep Space Fleet and Marines, Blue Daggers if formed by the Internal Security Forces, and Long Daggers if formed by the Empire Security Service (which provided the dagger teams used by the foreign intelligence service or Klingon Galactic Bureau).

Klingon Dagger teams were designed as ten-man units with two similar five-man teams. Each member of a team had a semi-equivalent replacement/backup in the other team. The

two team leaders were officers. One team would be led by the overall commander (a military officer of at least rank K2 and often as high as K4), while the other element would always be led by an ESS officer, usually of a lower or equal rank.

The elements also included a combat veteran senior sergeant (sometimes a very junior officer, usually a veteran sergeant who was given an officer commission as a reward for valued service). These two leaders were (like the officers) at least minimally qualified in each speciality.

The third member of each element was the combat specialist, which was almost always a scout in one element and a heavy weapons technician in the other team. In most cases, the scout was a Zoolie.

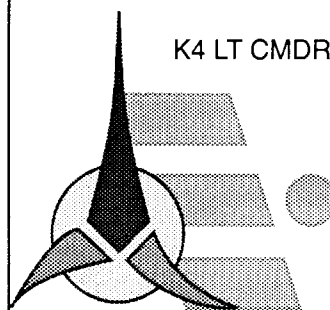
The fourth member of each element was an engineer. One team had a mechanical/combat engineer while the other team had an electronics engineer. These varied from technicians to people with advanced university degrees, depending on available personnel. In peacetime, the Klingons gave the equivalent of scholarships to universities for specially-selected Dagger Team candidates. In wartime, newly-formed Dagger Teams included hastily-trained technicians who might be considered the equivalent of trade-school graduates.

The fifth and final member of each team was a scientist in one team and a medical doctor in the other. As with the engineers, these varied from university graduates to technicians. A Dagger Team formed during peacetime might have a medical doctor with specialties in surgery and trauma and a PHD scientist with degrees in exobiology and geology. A team formed during wartime might have the equivalent of a combat medic and a lab technician. These two positions were usually the least qualified for combat, but did receive weapons training and other combat training.

It is, however, Klingon doctrine to send only 4-8 of the Team members on any given mission. The Team Commander selects those members most appropriate to the mission. All are trained to work together in any combination.

In virtually all cases, the teams would be of mixed races, with only two to four members being ethnic Klingons. Only the ESS fielded all-Klingon teams (used for missions of the most extreme sensitivity and only inside the Empire), and most ESS teams included non-Klingons. Indeed, at least one ESS Long Dagger Team (known only as "Team Seventeen") included two Earth-descended Humans and a Kzinti renegade.

KLINGON RANK INSIGNIA (OFFICERS)



Klingon officer rank insignia used during the General War followed this pattern. One bar was an ensign, two a junior lieutenant, three a senior lieutenant. The added disks indicate Lt commander (one), commander (two), or captain (three). The color of the bars and dots indicated the service branch. The Deep Space Fleet used gray bars and disks for commissioned officers and yellow for warrant (technical) officers. Green denoted Marines and Ground Forces, blue marked the Internal Security Forces, and red was the Empire Security Service. For Klingons born on Klinshai, the central disk of the trefoil was gold, for colonial Klingons it was yellow, and for non-Klingons (subject races) it was white.

KLINGON SUBJECT RACES

The Klingon Empire includes at least 12 planets with native sentient races, all of them subservient to the Klingons themselves.

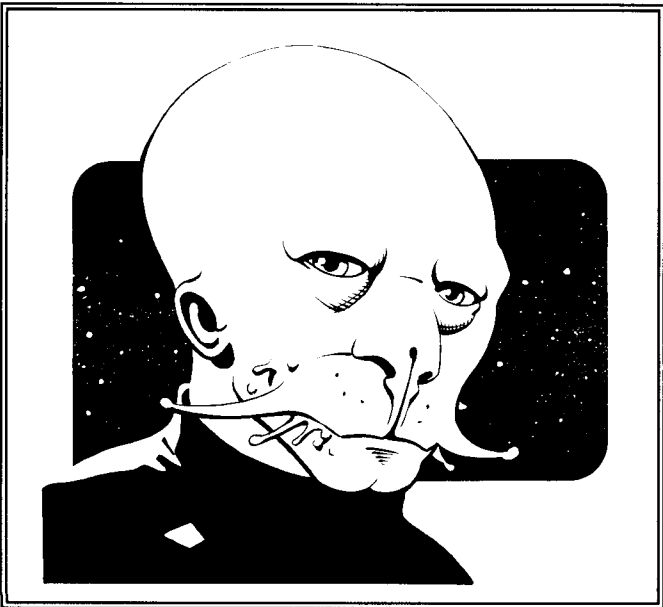
The subject races include the Dunkars (orange-skinned humanoids who hold many technical positions), Slirdarians (which appear to be something of a cross between an ape and a bear with a decidedly cranky disposition, they form the bulk of ground combat troops), Hilidarians (reptile-humanoids who also serve in ground combat units), Zoolies (humanoids with two pairs of eyes used as scouts in Klingon ground units), and Cromargs (dwarfs from a radioactive planet, the genetically-deformed descendants of a race that destroyed itself in a nuclear war; they hold many technical positions).

Almost 60% of all Klingon Empire starship crewmen are non-Klingon. It is something of a mystery why Klingon warriors would rather fill out their crews with politically unreliable non-Klingons than simply draft ethnic Klingon civilians for that role. This does not appear to be a secret; the Klingons simply cannot understand why the reason is not obvious to the Federation.

While Long Dagger Teams will almost never be comprised solely of subject race personnel, non-Klingons are often used to fill out the numbers on dangerous missions. These Teams are referred to as Thrall Teams and are not given either politically sensitive or particularly strategic missions to deal with. Black and Blue Teams are routinely composed of about 70% non-Klingon personnel.

Dunkars are orange skinned humanoids whose home-world has long since been occupied by the Klingons. Dunkars are quiet, genteel people who excel in the medical arts and enjoy above all else the telling of a good tale or yarn.

Of all the Subject races controlled by the Klingons, the Dunkars are the most passive and accepting of their situation. Numerous Dunkars have risen to positions of responsibility and even authority in the Klingon Hierarchy due to their level headed and calm manner. But perhaps the Klingons should learn a lesson from Earth history and recall what the Mandarins accomplished in accepting the rule of the invading Mongols.



Slirdarians are a hulking bear-ape race who equal the Gorns and Kzintis for physical size and combat power in a humanoid lifeform. The Klingons once tried to conquer the Slirdarian home planet, but were defeated after two decades of guerrilla warfare.

The combat between the two races engendered a feeling of mutual respect, and in the end, the Klingons withdrew except for a handful of embassies and trading stations, which became the focus for recruitment. The Klingons recruited thousands of Slirdarians into their ground forces and Marines and established Slirdarian sections on their warrior colonies, insuring that they would be able to breed more Slirdarians should recruitment dry up. (It never has, and new recruits keep the gene-pool healthy.) Slirdarians bred on the warrior colonies are born for combat, and those who enlist at Klingon trading centers on their original home planet are the more aggressive and adventurous of the original race.



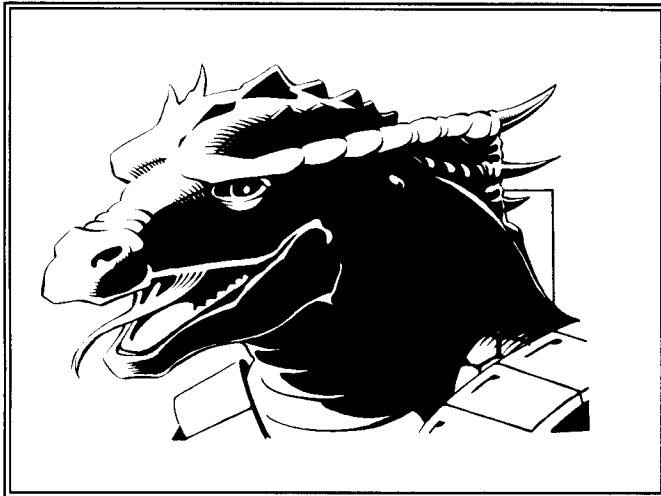
Most Slirdarians are of only average intelligence (perhaps slightly less intelligent than the average Klingon warrior or human), but there are many notable exceptions. There are more Slirdarian sergeants and lieutenants in the Klingon ground forces than any race other than the Klingons themselves, and more than a few have attended the academy and reached positions of company or even battalion command. The only non-Klingon in the Empire to ever reach "flag" rank was a Slirdarian: Brigadier General Razmond Kobol Tsumasoln, known to history as Kobol of the Rock.

Only the bravest, or craziest, enemy ground troops will accept direct combat with Slirdarians. (The Kzintis find the bear-apes their favorite enemy, if only because they are considered the most worthy.) Fast, impossibly strong, and able to operate all but the most hi-tech equipment, Slirdarians are the first-line shock troops of the Empire.

It is significant that the most spectacular mutiny of a Klingon ship (the battlecruiser *Destruction*) was engineered by two Slirdarians who were agents of the Federation Galactic Intelligence Agency.

Hilidarians are a reptilian race, similar in outward appearance to the Gorns or Pronhoulites, although closer in physical size to the latter and not directly related to either. Hilidarians are amphibious, with webbed feet and hands, but can function more than adequately on land. While they walk erect when required, they are more comfortable (and much faster) when on all fours. They are capable of great bursts of speed in this mode, although on arrival at the destination, they will have to stop and draw their weapons.

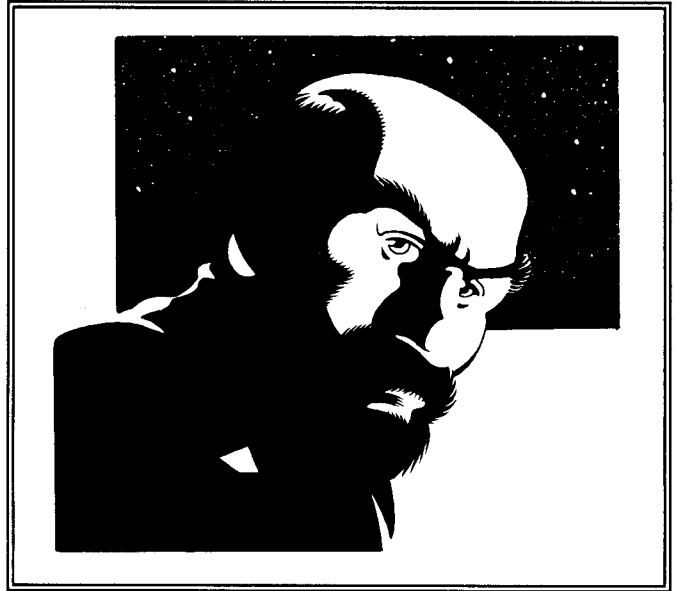
Hilidarians are a subject race employed mostly in ground forces, although some serve as technicians. A few obtain battlefield commissions, and a handful have attended academies or service schools. It is uncommon for Hilidarians and Slirdarians to be in the same company and very unusual for them to be in the same platoon, perhaps because of a long-standing rivalry or animosity between them. Those selected for service with special teams (including Prime Teams) are carefully picked to avoid personality conflicts with other races. Physically equal to Klingons or other humanoids, they are not nearly as powerful as the Slirdarians, but they are more intelligent and clever.



Cromargs, humanoid dwarfs whose blotchy skin is a result of too much radiation exposure on their home planet, are the tragic remnants of a once great and proud race. While Humans were dragging themselves up out of the Dark Ages, the Cromargs were experimenting with atomic energy and advanced electronics.

Having built a comfortable technological society for themselves, the Cromargs never seemed to develop the drive to go into space. So they began to bicker amongst themselves over terrestrial matters. In the end, a terrible atomic war ravaged the surface of their world, driving the shattered remnants of their society underground. They eked out a marginal existence for hundreds of years until the Klingons arrived and offered them a way off of their shattered homeworld, but for a price.

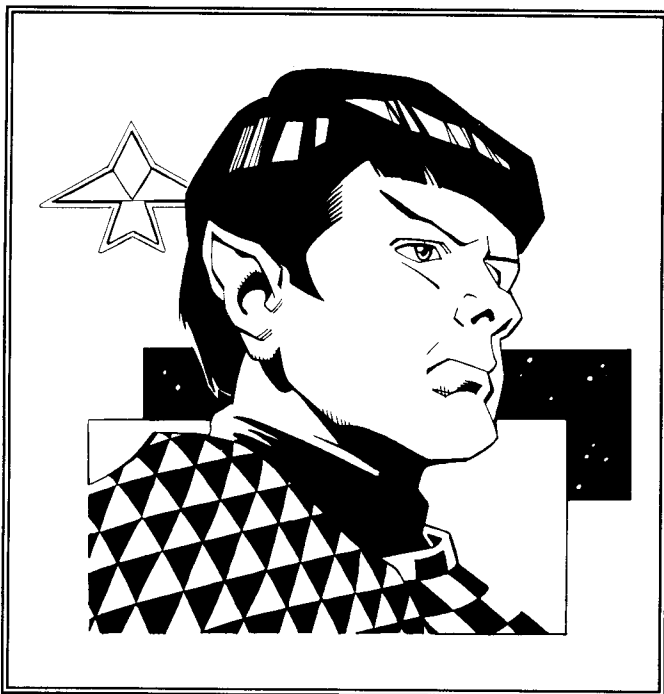
The Klingons recruited only individuals and did not establish breeding colonies for Cromargs. Each individual received his own pay, and the homeworld received shipments of supplies that made life in the caves beneath the radioactive rubble less unbearable. But the Klingons refused (citing limited resources) to help the Cromargs rebuild or clean up their world.



Zoolies are an odd humanoid race recruited by the Klingons for their unusual perceptive capabilities. Zoolies have two sets of eyes, one for daylight observation and perception and another, larger, pair for seeing in total darkness. (These eyes can see into the infrared spectrum and can gather more ambient visible light than those of other creatures.) The Zoolies are highly perceptive in general, rivaling the Andorians as the "most perceptive race in the galaxy." Approximately half of all Klingon commando teams are composed exclusively of Zoolies, but Zoolies rarely appear elsewhere in the Klingon military. (A handful, mostly combat veterans with some physical handicap resulting from combat wounds, serve as mechanics or technicians on starships, where they can use their night vision in the darker passages, ducts, and accessways in the bowels of the ship.) Virtually every Klingon Black or Blue Team will include at least one Zoolie, a prestigious assignment since most Zoolies are in all-Zoolie commando squads.



THE ROMULANS



The Romulan race is known to be a more warlike offshoot of the Vulcan race, with pointed ears and copper-based blood (giving them a slightly greenish tinge). The most important thing to the average Romulan is honor, i.e., their own personal reputation for doing the correct and honorable thing. For some Romulans, however, ambition overcomes honor and replaces it with greed, revenge, or perhaps with hubris.

The Romulans are the most aggressive of the several empires. Their territory includes even fewer habitable planets than the Gorns and no other sentient races. The Romulans seem to honestly believe that they are destined to rule the Galaxy and are constantly working toward this end.

The Romulan government includes the Emperor, the Praetor, the Senate, the Military Command (which includes the various fleets training command, base commands, and military production), and the Civil Administration (planetary governors, etc.)

The Emperor is a hereditary monarch, although the lines of succession are not always clear. Theoretically, a new emperor is elected by the members of the ruling House, but if they cannot agree (or if another House claims to be the rightful ruling House), the Senate makes the final decision.

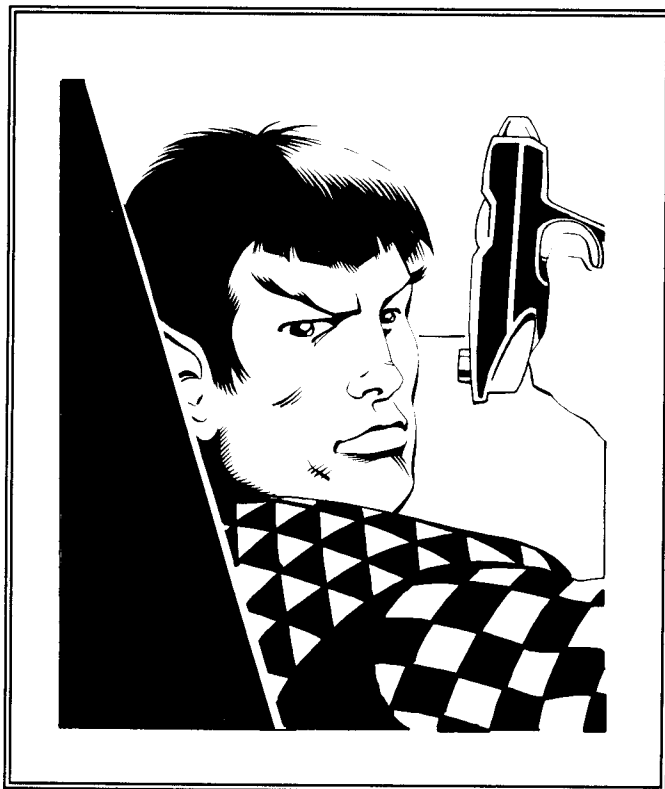
The Praetor is a prime minister who is selected by the Senate. The Emperor may indicate his preference in this selection, and depending on the relative political power of the Senate and Throne, the Emperor may succeed in blocking the election of an enemy or forcing that of a friend. The Praetor may, at any given time, be a bureaucrat who serves as Chief of Staff to an active emperor or the actual power. It was Praetor Karzan who led the Romulans into the First Romulan War (with the Federation).

The Senate consists of the ranking member of the various Houses. A House is an extended family of Romulan nobles. Various family members serve in positions within the Military Command and Civil Administration, and a House will attempt to maneuver its members into positions that enhance the power, prestige, and wealth of that House at large. By

procedures that seem more Machiavellian than parliamentary, Houses can be divided or merged, new Houses can be declared, and existing Houses can be declared terminated.

Military Command includes the Imperial Military Headquarters, the Imperial Staff, the Imperial Intendance, and the five Military Prefectures. Imperial Headquarters is the personal military staff of the Emperor. Under strong emperors, these admirals actually command the fleet. Under weak emperors, the Military Headquarters becomes little more than a retirement plan for senior admirals. The Imperial Staff is, in theory, the administrative staff of the military forces and is under the authority of the Praetor. Under a strong Praetor, this is the actual military power center; under a strong emperor, this office (and the Praetor) simply handle the day-to-day operations under the policies set by the Emperor and the Military Headquarters.

The Imperial Intendance is the logistics support system for the Imperial military forces, managing the shipyards, supply system, construction, ship design, and training. The Romulan Empire is divided into five 'Prefectures' (Federation Border, Gorn Border, Imperial Capital, Development Zone, and Exploration Zone). The development zone is the area between the capital and the edge of the galaxy; the Exploration Zone is on the opposite side of the Empire from the Federation border and later became the ISC frontier. An Imperial Prefect is in charge of each of these, although many Romulans holding these positions are senior officials nearing retirement who spend most (if not all) of their terms on the capitals. Each Prefecture has a Military Prefect, a senior admiral, who controls all of the fleet units and bases (starbases and battle stations) in the Prefecture. Each Prefecture also has a Civil Prefect who is in charge of all non-military activities in the Prefecture. The Civil Prefecture is divided into provinces, and there are governors on the various planets.



The **Civil Administration** controls the smaller bases, the 'police' forces (explaining why those ships never had cloaks), and the bulk of the ground legions (which perform primarily defensive and police duties). There is, in every Prefecture, a constant power struggle between the military and civil commanders, who compete for power, particularly in the case of an absentee Imperial Prefect. In rare cases, one of the two will become the Imperial Prefect and will retain his position as military or civil prefect, a powerful combination.

Romulan Prime Teams are known as Praetorians. Members of the Praetorians also serve as bodyguards for the best Romulan families. The secret committee that selects and prepares candidates from the military and the nominal State Security Administration for admission into the Praetorians is called the Praetorian Preditrate.

A Brief History of the Romulan Civil War Y185 — Y187

The General War raged for many years, and the Romulans revelled in this period of almost continual combat. After the General War was brought to an abrupt end by the re-appearance of the Organians in Y185, it was almost as if the Romulans needed conflict to survive, so the Romulan Civil War began.

When the armistice was announced, ending the General War, a faction of disgruntled officers on the capital planet of Romulus launched a coup which overthrew the Praetor and Emperor. The rebels formed a new government (the Romulan Republic). The fleets on the Gorn and ISC borders supported the new government, but the fleet on the Federation border was commanded by Proconsul Rolandus, a nephew of the deposed emperor. He declared himself the new emperor and led his fleet in an effort to restore the Empire. During the Civil War that followed, both sides employed X-ships. The Proconsul was at a disadvantage in that he had few large ships. All the surviving Klingon types had been placed in his fleet during the last years of the war, and some of these had already been converted to X-technology. [X-technology was a new generation of weapons and power systems which came into use at the end of the General War. X-ships were far more powerful than other ships, but there were very few of them.]

After Proconsul Rolandus crowned himself Emperor in exile, the young republic found itself unable to react quickly to the situation. The ISC, unchecked by the Organian peace, was steadily advancing into Romulan territory. The Senate felt that it simply could not afford to commit any ships to a civil war. The ISC behemoth vastly outnumbered the remnants of the Romulan fleet, and the Romulans felt that they could not afford to remove any ships from the frontier. Even the destruction of Rolandus' X-squadron and his starbase was considered distasteful, since it would eliminate the bulk of the Romulan defenses on the Federation border.

Finally, after several months, the ISC advance slowed considerably, and Romulan intelligence determined that the bulk of the ISC fleet was moving west and beginning to engage the Federation. Suspecting that Rolandus was finalizing his preparations for an attempt to seize Romulus, the Senate decided that the time had come to deal with the upstart Emperor. A Republican fleet, which faced several disadvantages, was assembled and ordered to arrest Rolandus. Fate had concentrated most of the X-ships produced before the Civil War into the hands of Rolandus, who enjoyed widespread secret support within much of the Republican star-navy. Although the Republic felt that it had carefully checked the loyalty of its task force, one of the Sparrowhawks sent to arrest Rolandus had officers loyal to the new Emperor, and a mutiny had been arranged.

Rolandus had won the first round, and the Republic decided that it was in its own interest to wait for Rolandus' next move. They knew that Rolandus must attack Romulus next as there was little harm he could do elsewhere, and they were correct. Despite employing brilliant diversionary tactics, in an attempt to take the Republican Home Fleet out of the picture, Rolandus was still met with an impressive force when he descended upon the capital with his First Imperial Legion of X-ships. He was defeated, however, and was forced to retreat. He counted on the superior speed of his all-X fleet to give him enough time to refuel on the Imperialist planet of Tibernia IV, but his plan failed when the ISC intervened with their "peacekeeping" force, The Echelon of Justice.



Rolandus hated the ISC, blaming them for the loss of the General War. He deeply resented the Romulan Star Navy's inability to stop the ISC from occupying more and more territory, and despite the fact that he was a true egomaniac, he was also a Romulan patriot. He realized that any extension of the Civil War would only benefit the ISC and hurt all Romulans, so he arranged a cease fire with the Republicans to allow them to drive away the ISC. The Republicans betrayed the truce, however, and destroyed his ship, killing Rolandus and scattering the remaining forces loyal to him. The Republicans were now outnumbered by the Echelon of Justice, and Tibernia IV fell to the ISC.

The surviving Republican forces returned to Romulus to find the Senate in an uproar. The Civil War, they claimed, was an unneeded diversion from the real enemy. The ISC was to be defeated, and the galaxy was to be conquered. There was no other course for a true Romulan — a Romulan should not fight his brother, and an honorable Romulan should not break a truce to murder him. The cowardly slaying of Rolandus had struck deep. The Senate drafted a compromise, and the Republic became a Constitutional Monarchy, with Rolindra, the 12-year old daughter of Rolandus, becoming a figurehead Empress.

The Imperial faction swore their oaths of loyalty, and the Civil War came to an end.

THE KZINTIS



The Kzintis are large (over 2m tall, over 150kg) humanoids of clear feline ancestry. They are carnivorous, and stories of Kzintis eating their captives are rumored to be true. This distasteful habit prevented the Federation from accepting them as allies for many decades.

The Kzinti government is a monarchy; the ruling hereditary sovereign is known as the Patriarch. There are four principle divisions of Kzinti territory, each ruled by a hereditary noble. These are known as the Duke (Klingon border), the Marquis (Federation border), the Count (Lyran border), and the Baron (who controls a region of newly explored territory with no hostile borders). These titles are approximate Earth translations, and the four nobles rank among themselves in the order given (Duke highest, Baron lowest). There is also (sometimes) a Crown Prince who is the heir apparent (designated successor) to the Patriarch. These five nobles form a council known as the Pentarchy, which advises the Patriarch.

Kzinti Prime Teams are known as Cabals and operate not only as elite landing parties, but also as excellent intelligence gatherers.

The Kzinti Hegemony Fleet is aggressive and highly professional, but has spent much of its time in various civil wars over the succession to the throne. The most notable Kzinti Civil War (Y116) resulted in the flight of the Usurper to the WYN Cluster. There were various brief wars with the Klingons, Lyrans, and Federation.

Kzinti starships are divided into four departments: weapons, navigation, operations, and engineering. Operations controls the marine, medical, communications, administrative, science personnel, transporters, and, of course, the Cabal. Tractor beams are controlled by the weapons department.

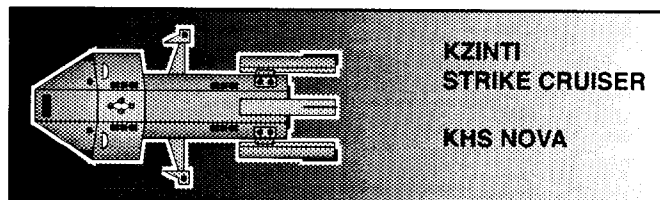
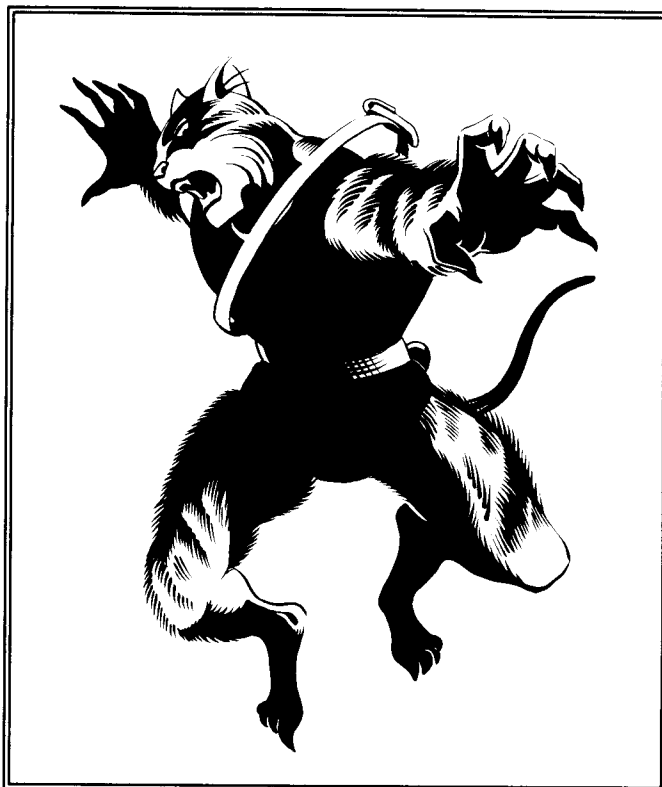
The officer rank structure differs dramatically from the Klingons or Federation, and there is no executive officer as such on Kzinti ships. All four department heads are nominally equal, with the head of the ship's operations department performing most of the functions expected of a Federation XO. Despite this extra responsibility, this officer is not necessarily next in line to command the ship. Should the captain become a casualty, the senior department head would assume com-

mand, but only an officer with multi-departmental experience could retain the post after the crisis was over.

During the Four Powers War with the Klingons and Lyrans (Y158-162), the Patriarch managed to achieve true control over his domain. In the wake of the war, the Kzintis began a program to improve their ships based on their combat experiences. A border war with the Lyrans in Y168 expanded into the General War.

The Kzinti Hegemony was originally composed only of the Kzinti Homeworlds and a number of nearby habitable systems. Since expanding to its current size, the Hegemony has gained control of several planets with native sentient races but does not allow individuals of those races to leave their planets. The Kzintis trade with these races, and occasionally smugglers have dealings with them, but they have no space-faring capability of their own.

Just before the General War (in Y166), the Kzintis signed a treaty with the Federation. This was primarily at the suggestion of the Federation in an attempt to balance the Kzintis against the Klingons. Federation technology did much to help the concurrent fleet-wide refit program.



THE GORNS



Gorns are reptilian-humanoids with a high degree of intelligence and personal bravery. They are physically as large as (or larger than) Kzintis, being taller than (and with perhaps twice the bulk of) Humans.

The Gorn Confederation consists of three sentient races (all developed on separate planets but are so nearly identical that they must have come from common stock) joined into a single political unit. Their area of space includes relatively few habitable planets and, apparently, no native sentient races beyond themselves, although it is known that the Gorns first encountered a sentient race closer to the core of the galaxy than themselves in the period after the end of the First Gorn-Romulan War. This race was very aggressive, attacking before any effective lines of communication were opened, and their first meeting with the Gorns was followed by an all-out offensive. The Gorns were barely able to stave off defeat, at times almost overpowered by the ferocity of their new foe. Finally, after many engagements, the Gorns fought their way back from their final defense lines and drove their adversary back to their home system. The victorious Gorn fleet then proceeded to destroy every enemy space vehicle of any type and to bombard from orbit any facility that seemed to be producing another spacecraft, effectively trapping the race on their home planet. A guard squadron was posted to ensure that this foe was never again a threat. Shortly thereafter, the star of the enemy home system went nova, destroying the entire race. The final transmissions of the planetary government were never made public.

The Gorns were traumatized with guilt, since they had in effect trapped a criminal inside a burning prison. When the Gorns next met the Romulans, who were as indomitably aggressive as ever, the Gorns resolved that they would not repeat the mistake. Instead, Gorn Vanguard teams launched a series of lightning raids on the laboratories that were developing warp power. This effectively limited the Romulans to sublight ships (with a limited 'warp jump' capability useful in strategic movement but not tactical combat) for decades to come.

In Y157, a small incident on the Gorn-Federation border (the first contact between these two races) almost touched off

a major war. They quickly realized, however, that they were very much alike in their desire to avoid conflict, although they were radically different in a physical sense. They planned a summit in a neutral area (travelling in Starliner pods to show their good intentions) to discuss the situation.

The Romulans learned of this through standard channels and planned an ambush. They hoped to either prevent the meeting or, better yet, to leave both parties feeling that they had been betrayed. Things did not go as planned, however.

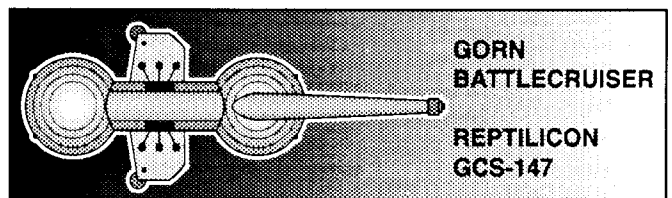
The Romulans attacked early, and the Gorn contingent managed to transport over to the Federation vessel, just before the Romulans destroyed the Gorn pod. Both sides were impressed by the courage shown by the other during the brief encounter, and a treaty was made, although it was not until the *Reptilicon* incident in Y167 that true friendship between the Gorns and the Federation blossomed.

Because of his inept handling of the matter, the commander of the Romulan vessel was reduced in rank and dismissed from the service.

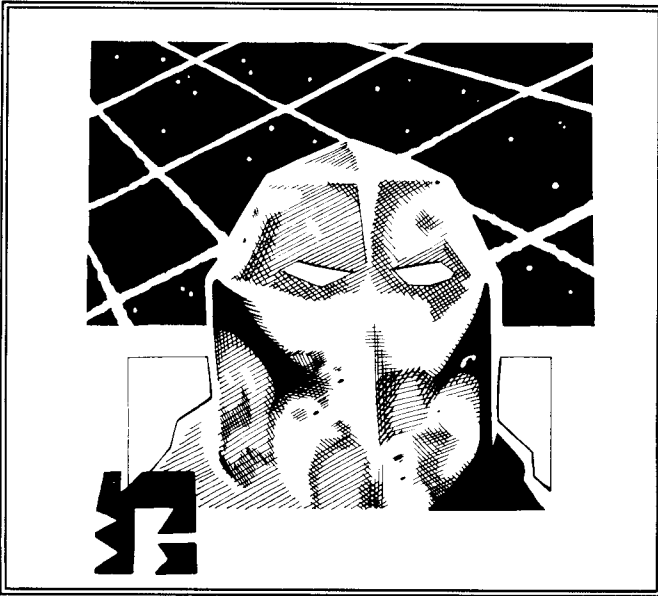
During the peace talks, the Federation discovered that the Gorns had experienced a continuing series of armed disagreements with the Romulans concerning their common border, and a Federation-Gorn alliance was formed. The Federation-Gorn Alliance seems to be the only one that is based on mutual trust and respect and a common desire to end all military aggression. Other Alliances (Federation-Kzinti, Romulan-Klingon) are based on political expediency.

The Gorn fleet is small compared to the Romulans but is composed of high-quality ships. Before the General War, the Gorn ships were typified by relatively few heavy weapons. This was adequate against the sublight Romulan ships, but proved marginal against warp capable KR's. The Gorns refitted their ships with more and heavier plasma torpedoes, greatly increasing their combat power.

Gorn Prime Teams are drawn from the Vanguard Corps and are not specifically assigned to a post for any extended period of time.



THE THOLIANS



The Tholians are not native to our galaxy, but migrated here from another. They are the survivors of a race that once dominated a nearby galaxy, the exact location of which is unknown. The subject races of the former Tholian Empire rose in a galaxy-wide revolt some 200 years ago, overthrowing the Tholian dictators. The Tholians in our galaxy are the descendants of a group that escaped that debacle and managed, by means yet unknown, to bring their planet (which was a provincial capital and a small Dyson sphere) with them.

Tholians are crystalline creatures who exist in very high temperatures. They settled on the edge of our galaxy at the end of the spiral arm that includes the Klingon homeworld. The Klingons had claimed this territory (and the Federation had tacitly accepted the claim), but the Klingons had not colonized it extensively. The Tholians now claim it as their own and defend it fiercely, which explains the considerable hatred between them and the Klingons. The Federation has turned a deaf ear to Klingon requests, through diplomatic channels, for Federation assistance in determining the fate of the Klingon colonists and base crews from the area. It is doubtful that any survived the Tholian arrival, and the Klingon diplomatic efforts were doubtless intended to convince Federation public opinion to turn a blind eye to a planned Klingon invasion of the Tholian Holdfast.

The Klingons could probably crush the Tholian Holdfast at will, but have been unable to spare enough ships to do so without dangerously weakening their other frontiers. Also, the Federation has announced that it will not tolerate aggression against the Tholians. This would presumably involve Federation fleets operating in neutral territory since foreign forces are not welcome inside the Holdfast. The Tholians have denounced Federation assistance and declared strict neutrality, but are fully aware that their survival in this instance would depend on Federation assistance. The Tholians are masters of playing off one side against the other; the first principle taught in their academy is "Let's you and him fight".

The Tholians long suspected that some of their former subjects (the Seltorians) were searching for them and wanted to avoid being noticeable. There was no evidence of such pursuit for a century after their arrival, although the Federation briefly considered the Andromedans as a possibility. In Y182,

the worst Tholian nightmares came true when a hive ship of the Seltorian Tribunal arrived in Klingon space. For several years after that time, Seltorian ships harassed the Tholian frontier while awaiting the arrival of the Seltorian fleet.

The Klingons, in an effort to keep pressure on the Tholians without starting a war with the Federation, maintain a strong squadron of ships (the famed Tholian Border Harassment Squadron) in the area and create incidents on a regular basis. Klingon ships are rotated through this squadron for combat training.

The Tholians never attack anyone and venture into neutral territory only rarely. There is no pirate activity inside the Holdfast and no smuggling across its border. Incidents with the Romulans have been reported, but by and large the Romulans prefer to leave the Tholians alone; the Romulans have enemies enough.

During the General War (Y168-Y185), the Tholians became considerably more cooperative with the Federation and its allies. During one period, Gorn and Kzinti ships were allowed into the Holdfast to assist in its defense. (Federation ships were excluded because the Tholians did not want to provide any more information than necessary to their most powerful neighbor.) During one period a small Tholian force was sent into the Federation to assist in an attack on the Klingons. The Tholians continually harassed the Klingons and Romulans, tying down Coalition ships needed elsewhere. Their greatest contribution to the war effort was to block the lines of communications between the Klingons and Romulans, isolating the Romulans and allowing the Alliance to nearly drive them out of the war.



Webs are believed to be an advanced development of tractor technology. All other Tholian weapons are identical to existing Federation or Klingon types. It is not known if these are copies or native to the Tholian race.

If any race has a clearer view of the Tholian society, or any of their military or technological practices, it is the Seltorians...but they, of course, aren't telling.

There is believed to be a Tholian equivalent of the Federation Prime Team, but as the Tholians are loath to attack in most instances, little is known of their specific operational procedures. Due to the staggering difference between the acceptable temperature settings of life support systems aboard Tholian vessels, and those on the races they come into contact with, they are believed to have super-heating elements built into their environment suits and battle armor.

THE ORION PIRATES



The Orions are a green-skinned humanoid race, resembling Terran Humans, but the Orion Pirates as a group can contain Klingons, Romulans, and other races among their members, as well as ethnic Orions.

Although the Orions as a race are members of the United Federation of Planets, the Orion Pirates operate outside the normal reaches of their government and are fiercely independent. Officially, the pirates are simply individual privateers and

criminals with no formal organization. It is believed, however, that the original Orion Pirates were a clandestine arm of the Orion government, using ships provided to them and manned by regular officers and crewmen of their own fleet. Since those early years, the Orion Pirates have extended their operations to cover most known areas of the galaxy.

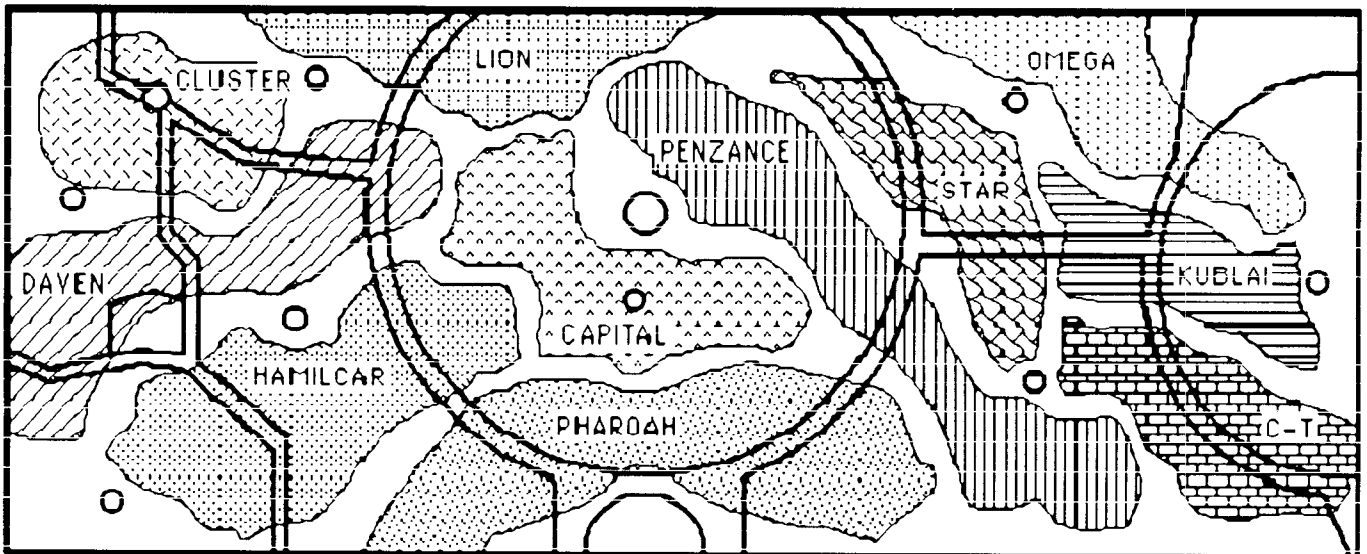
The pirates are organized into cartels, each controlling all pirate activities in a given area. Each cartel has the exclusive right to "harvest resources" (i.e., piracy and smuggling) within its territory. Each cartel will have many ships under its direct control, although about two-thirds of all Orion Pirate ships operate independently of any cartel. These independent ships lease an operations area from a cartel lord and purchase their needed supplies, weapons, and maintenance from cartel facilities.

Unlike most other races, the Orion Pirates are primarily motivated by greed and will only band together when there is a profit to be made. Every Cartel Lord, however, maintains a number of subversion teams. These teams are used to gather information, subvert defenses, carry out assassinations (including the removal of ship captains who have thoughts of advancement to Cartel Lord), and run operations against other cartels. They are not "hired out" to other cartels, and their identities are jealously guarded...even from other teams in the same cartel. These teams would be more disruptive in the galaxy if they didn't spend so much time countering the activities of other subversion teams from adjacent cartels.

Unlike Federation Prime Teams, who fulfill their missions for a noble and worthy cause, the Orion Pirates fulfill missions for one reason—the acquisition of wealth and position. The rumors of high pay and exorbitant lifestyles do much to aid recruitment into these teams, and the Cartel Lords never have a problem maintaining a large number of these "worthy" applicants to choose from. You will sometimes find ex-members of Prime Team equivalents from other races within the ranks of these subversion teams. (Perhaps they decided that they wanted the fortune, rather than the glory!)

The Federation euphemistically refer to them as "Crime Teams."

MAP OF THE ORION PIRATE CARTELS



THE HYDRANS



Hydrans are small (1.33 meters tall) beings, greenish-gray in color, with an ash-can shaped body supported by three stubby legs. Three equally spaced tentacles sprout from the upper torso. Hydrans are neckless. Their eyes, mouths, and ears (two of each) are grouped in a fleshy mound on top of the body.

Their atmosphere is rich in methane and would be uncomfortable (or fatal) to most Federation species. They breathe methane (which provides most of their food) and could survive on virtually any methane planet. Their home-world is somewhat smaller than Uranus and of lower density. They are highly intelligent. Their small stature puts them at a minor disadvantage in ground combat, but their starships are among the most respected in space and are designed for close-range combat.

Hydrans have three sexes, which are generally referred to as Male, Female, and Matriarchal. Both the male and female must deposit their genetic offerings in the Matriarchal (which also makes a contribution) to achieve pregnancy, which uniformly results in triplets (one of each sex) that are cared for by the Matriarchal. The concept of siblings is limited to the triplets as successive births usually involve different parents, and all siblings are referred to as "brothers." Males tend to dominate the command and technical positions, while females form most of the labor force, fighter pilots, and ground combat troops, but some do hold command positions or even the throne. Matriarchals are of low intellectual capacity and never hold positions in business or industry, though some sterilized Matriarchals do hold servant positions on starships.

The Hydrans have a Pantheon of many minor gods, some of which are of a higher order (and the order may change as different political factions come to power within any given group). Each household has its own set of gods, as does each starship, squadron, fleet, and Prime Team.

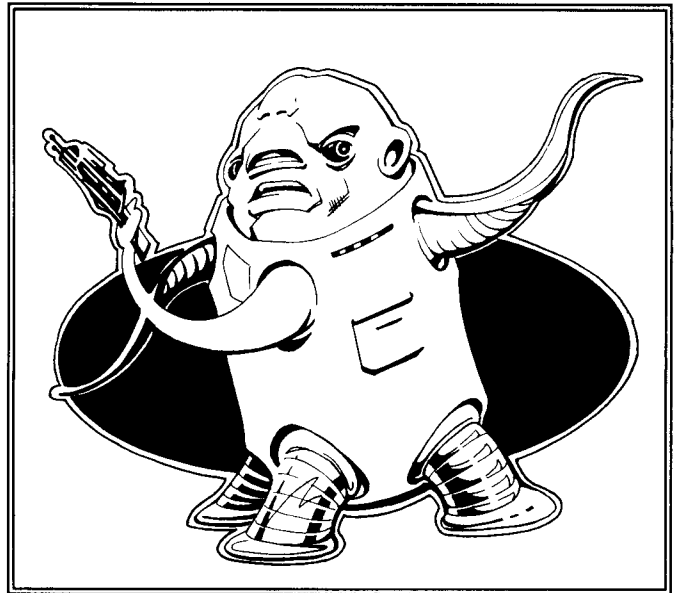
The Hydrans have never gotten along well with the Klingons or Lyrans. While Hydrans and Klingons cannot live on the same worlds, neither has been willing to cohabit systems with the other. The Hydran Kingdom was conquered by the Klingons and Lyrans in Y87 and held as a client state until Y135. When the Kingdom collapsed in Y87, powerful mer-

chant guilds established themselves on three colony planets (Altroth, Minxitith, and Krooth) that the Klingons and Lyrans had overlooked. These were known at the time as the "Lost Colonies" and came to be known after the Re-establishment as the Old Colonies, terms that have become interchangeable.

Years later, after inventing the gatling phaser and the fusion beam, these Hydrans kicked the Klingons and Lyrans out of their territory (or at least some of it) and re-established the Royal House. The guilds held most of the power until Y152 when The Great Hydraxan XXIII assumed the throne and restored royal power.

The Hydrans have a treaty status with the Kzintis, based on the ancient enemy-of-my-enemy theory, and have exchanged some technology. No formal alliance has been created. In a practical sense, neither of the two races (Hydran and Kzinti) could do much in direct support of the other if the Klingons or Lyrans attacked one or the other of them. Such a situation would probably result in serious defeat for one race while the other captures frontier areas from the Klingons and Lyrans.

Hydran Prime Teams are known as Triads and always consist of at least six males but can be larger in multiples of three. Females and Matriarchals are excluded from Triads.



THE ANDROMEDANS

Despite the many years of conflict between the Andromedans and the Galactic Powers, virtually nothing is known about the Andromedans as beings. There are no reports of anyone ever seeing a True Andromedan and surviving the encounter. Andromedan boarding parties are composed entirely of robotic combat systems, leading some to theorize that the Andromedans are themselves robots or computer software. Other theories run the gamut from plants to animals to minerals to evil spirits.

The class of ship first observed in Y166 and code named Intruder was positively identified as being of extra-galactic origin, apparently from the spiral galaxy (designated M31) seen from Earth in the constellation of Andromeda, hence known as "the Andromeda Galaxy." The Intruder appears to be a vessel used for long-range reconnaissance of our

galaxy. The ships are equipped for long-range travel, but do not appear to be intended to return to Andromeda.

Intelligence estimates that several ships of this class were launched from Andromeda two centuries prior to Y166. Analysis indicates that the Andromedans have secured a base in the Lesser Magellanic Cloud and that they may be seeking a base within the galaxy itself.

The Andromedans have, on occasion, attacked without provocation. On other occasions, they have evaded contact or engaged in combat only when attacked. The Klingon Battlecruiser *Thunderer* was destroyed in an encounter with an Andromedan Intruder. A Romulan Condor apparently destroyed an Intruder that was rampaging through their trade zones. Kzinti fighter pilots on the CV *Scimitar* reportedly mutinied when ordered to launch and engage an Intruder, claiming that the Andromedan's Tractor/Repulsor beams could sweep them out of space. This incident may be related to the unexplained loss of the CVL *Typhoon* a year earlier. Over the decade of Y175-185, the Andromedans shifted from a curiosity to a menace as their ships began attacking other ships on sight.

Their weapons are largely of unknown types and technologies. Andromedan ships use phasers (at least, something that looks like a phaser), but the rest of their technology is radically different. They use tractor-repulsor beams as heavy weapons, power absorbers for defense, and the displacement device for a variety of operations. Their technology is so alien that it has resisted every attempt at analysis; as such, no other race to date has been able to successfully understand, let alone incorporate, Andromedan technology.

The Andromedans launched a full-scale invasion of the galaxy in Y188. Over the next 10 years, large numbers of Andromedan ships arrived in our galaxy and created considerable mayhem and destruction. Since the flight time from Andromeda is on the order of 200 years, it appears that the invasion was fully committed before its first reconnaissance ships arrived.

No official or direct contact has ever been initiated with the Andromedans, and if anyone has ever established any sort of diplomatic relationship with them, that knowledge has not become public. Nonetheless, there have been numerous channels of indirect or interpretive communication between the Andromedans and the Galactic Powers. It also seems that a small number of Orion Pirate cartels have had some dealings with the Andromedans, always through robotic intermediaries.

A full history of the Andromedan War cannot be given in this small space, but a few general details can be explained. The Andromedans apparently built up their strength during the General War and launched their attack only when the galactic forces were exhausted. Considerable inroads were made against the Romulans (who had been badly weakened in two previous wars, but never lost control of Romulus) as well as the destruction of the Lyran Democratic Republic.

By their actions and other means, the Andromedans attempted to convey the idea that they did not expect to conquer the entire galaxy, only selected parts of it. Large areas of Romulan territory was occupied, for example, on the pretext of an Andromedan promise to leave the Federation alone. While the more pacifist elements of the Federation council gladly accepted the arrangement, the Andromedans proved the more militant councilors right with a surprise attack in Y192. At the height of their power (Y197), the Andromedans had reduced the Romulan, Gorn, ISC, Lyran, and Hydran Empires to small areas around their home systems.

The other races were also under considerable pressure and had suffered less only because the Andromedans had not attacked them yet (and due to the shaky Federation-Klingon alliance).

Eventually, it was discovered that the Andromedan fleet was not as large as it had seemed. The Andromedans had created a strategic transportation network (known as the Rapid Transport Network or RTN) of pre-surveyed routes along which their ships could move at warp 15, allowing them to concentrate their forces at key points. Survey ships discovered the first of these bases in Y195, and by Y198 the network had been heavily disrupted as survey cruisers and scouts hunted down the bases for the cruisers (including the late-war super-heavy cruisers and X-cruisers) to destroy.

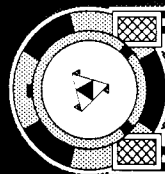
The final defeat of the Andromedans was sealed in Operation Unity, the three-pronged assault on the Lesser Magellanic Cloud (LMC). The operation took two years, leading to final victory in Y202. The operation was greatly aided by the experience gained in tracking down the original Satellite Base Network and the stronger "trails" left in the fabric of space by the larger number of Andromedan ships that had moved down the three selected routes. It was only for these reasons that the Galactic Powers were able to follow the Andromedans to their lair despite the many attempts made by the Andromedans to lay false or decoy trails.

This broke the back of the invasion as it apparently cut their only direct route from their own galaxy. After that time, the Andromedans became just another major nuisance as renegades and a few new arrivals created local disturbances. No further information has been gained on the Andromedans, and their technology has never been successfully copied.

As nothing is known of the Andromedan race, there is equally little to report concerning the possibility of Andromedan Prime Team equivalents. As all boarding parties originating from Andromedan ships are of the robotic variety, it can only be assumed that there are no Prime Teams composed of True Andromedans.

NOTE: Recent astronomic observations confirm the original transmissions of 1969: the Lesser Magellanic Cloud was actually two clouds passing through each other in opposite directions. However, as the time to complete this passage is several million years, they are effectively one cloud.

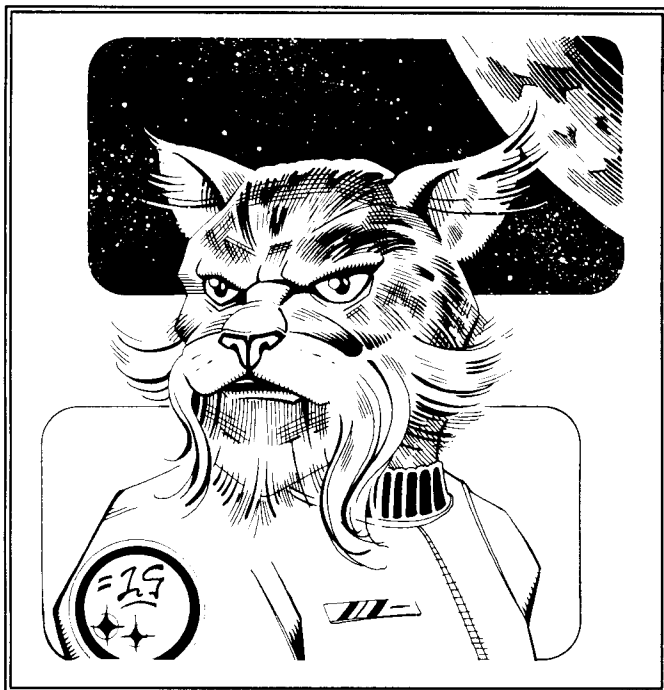
The term "Galactic Powers" (GP) refers to a coalition including the Federation, Klingon Empire, Romulan Star Empire (later Republic and then Monarchy), Kzinti Hegemony, Gorn Confederation, Tholian Holdfast, Orion Convention (which included some of the pirate cartels), Hydran Kingdom, Lyran Star Empire, WYN Star Cluster, and the Interstellar Concordium. The Lyran Democratic Republic had been destroyed by the Andromedans and ceased to exist as a separate political entity, and the Seltorians were crushed by the ISC and Klingons.



**ANDROMEDAN
INTRUDER-CLASS
HEAVY CRUISER**

G SFORZA

THE LYRANS



The Lyrans (pronounced Lear-uhns) are human-sized cat-like humanoids with great physical strength. Their fur coats and features bear a striking resemblance to those of a Terran Lynx with some variations, and their temperaments are also similar. Lyrans have short fur-covered tails.

Federation scientists have theorized that Lyrans and Kzintis are descended from common stock, but if this theory is mentioned in the presence of a member of either race, the discussion is likely to become heated (and bloody). Federation diplomats attending international conferences have been advised not to stand physically between Kzinti and Lyran diplomats, even when the discussions are proceeding calmly. (Kzintis and Lyrans somehow coexist peacefully inside the WYN Cluster, to the embarrassment of both empires.)

The Lyran government is based on a feudal structure. There are 21 counties, each ruled by a count. Four of the 21 counties are duchies ruled by a duke, each of whom governs four of the counties (plus his own). (The 21st county is ruled by the King-Emperor. One county (near the Hydran-Klingon border) overthrew its count and became the Lyran Democratic Republic, which existed in a semi-independent status for several decades. Each station along the border is controlled by the local county; the duchies control the starbases.

The Lyrans have military colleges in each county, military universities in each Duchy, and the Royal Lyran Academy at the capital. Potential officers begin their educations at the county colleges. Selected cadets are sent to the Duchy universities and/or the Royal Academy for their third and fourth years. Cadets who graduate from the universities and Academy are better trained and have a superior career potential. They are also eligible to serve on the various support ships under Ducal command and the heavier ships under Royal command. Members of noble families almost always go to the higher schools, and any noble house will always have some of its members serving on ships (and other duty stations) of the higher levels of government. This has many ramifications.

In some regards, these noble officers form a liaison system. A duke might want to quietly convey his concerns to one of the counts, and he might choose to do so through a nephew of that count who happens to serve on the flagship. The Arch-Duke and King-Emperor can also communicate with the dukes (and even the counts, bypassing the dukes) through this system. The cross-assignment system also allows junior nobles to get to know their peers. The commanders of ships from two different counties may well have served together as lieutenants on a ducal ship early in their careers. There is also an element of competitiveness as the noble sons of the various counties try to appear the most worthy of command in the eyes of the duke (or king).

Another, unspoken, aspect of the system is that of hostages. Every noble knows that several of his relatives are in the hands of other nobles, and any action against those nobles will come at the cost of the lives of those hostages.

There is a good deal of conflict within the Lyran Empire, which has kept the race as a whole from dominating a much larger area of the galaxy. The Lyrans have excellent ships; it is surprising that the Lyrans do not dominate even the Klingons. The strong central organization of the Klingon Empire, however, makes the Klingons the senior partner in their alliance. The main enemy of the Lyrans (other than each other) is the Kzinti Hegemony. The hatred of these two races is so tremendous that every attempt at peace negotiations breaks down into hand-to-hand combat. Such an incident in Y168 is believed to have precipitated the devastating General War. Geography and hatred for the Kzintis have combined to create the Klingo-Lyran Alliance. The counties in the rimward portions of the Lyran Empire have been fighting the Hydrans almost continuously for 150 years, but the origins of the conflict remain obscure.

Lyran Prime Teams are known as Stalkers and are almost always led by graduates of the Royal Lyran Academy. (It is rumored that there is a training center at the RLA that operates much like Prime Central, training the Lyran elite, but this is unsubstantiated.)

Stalkers will often go out of their way to engage the Kzintis...even when it means stepping outside the boundaries of the mission.



THE WYN



The WYN Star Cluster stands as a huge (50 parsecs diameter) beacon at the crossroads of the galaxy. Marking the point where the Klingon, Lyran, and Kzinti borders meet, the cluster itself was long considered uninhabitable. Surrounded by a dense cloud of highly radioactive dust, it was assumed that the entire cluster was saturated with deadly radiation. For more than a century, no one tried to find out otherwise.

In Y116, the Kzinti Duke decided that he was the most qualified successor to the patriarchal throne. The fact that the current patriarch was still very much alive was only a technicality. While the intrigues that followed make an interesting 12 volume study in Kzinti politics, the key point is that the Duke, known thereafter as the Usurper, came out on the losing end of a very bloody civil war. Pursued by the victorious Patriarch, the Usurper led the ragged survivors of his fleet to the edge of the WYN Cluster and plunged directly into it, believing it better to die than be taken prisoner. But the Usurper survived.

The radioactive clouds were discovered to be a relatively thin shell, but only by driving into them at warp 7 could even that brief exposure be tolerated. Given up for dead by his race, the Usurper secretly began constructing a society within the cluster.

Two decades later, an Orion pirate raider fleeing from the Klingons, Iago "Wild Bill" Spenser, also preferred the apparent suicide of the cluster to capture by the ISF. Captured instead by the Kzinti renegades, the pirate captain quickly (and gladly) came to terms. For the next 30 years, the pirates (of the Cluster Cartel) supplied the WYNs with the things they needed most: high-tech manufacturing equipment and population. By the time the Klingons discovered the existence of the WYN "race," some forty million sentient beings resided in the cluster on eight habitable planets. Kzinti renegades, Orion Pirates, Lyran families on the losing end of their constant civil wars, and Klingon vassals formed the bulk of the population, but representatives (mostly escaped felons or mercenaries) from almost every known sentient race were present.

The WYN position was perfect for defense for two reasons. First, any ship coming through the radiation belts would be disoriented for a considerable period. Until the effects of the radiation wore off, attacking ships would suffer continuous computer and electronic malfunctions that drastically reduced

their effectiveness in combat. The small WYN fleet, which would have been blasted to dust in high space, could easily handle intruders disoriented by the radiation. The second reason for WYN defensive success was that none of the bordering races could afford to see the others gain control.

The WYN Cluster was richer by far in rare minerals and metals than any other region of space. Time and again, Kzinti ships prevented the Klingon-Lyran alliance from overwhelming the cluster, and more than once Klingon or Lyran ships helped keep the Kzintis at bay.

The richness of the cluster supported a strong and growing economy. Trade with the Lyrans, Klingons, and Kzintis proceeded actively from Y159 through the General War. Trade with the WYNs was conducted solely on their terms. A cargo ship filled with such things as computers, navigation equipment, spare parts, heavy ships weapons, drones, and other items would be sent into the cluster under a robot pilot. The WYN fleet would intercept the craft, unload the cargo, and fill it with processed rhodium ore, dilithium crystals, platinum, and other items for the return trip. Sometimes terms were arranged by subspace, and rarely a trade representative would visit the WYN capital, but usually the exchange rates were set by the WYN. On more than one occasion, the conniving WYN would send out the ship at a point close enough to the Kzinti-Lyran or Kzinti-Klingon border to tempt the neighbors into fighting over it.

The one thing the WYN lacked was a shipyard capable of actually building ships (rather than just converting them). In Y160, the Orions constructed one within the cluster on the condition that it remain under Orion control. The arrangement involved the gift of a CR and several LR class ships (and a further gift of one LR per year) to the WYNs, but gave the Orions one shipyard relatively invulnerable to attack.

In Y181, the WYN Cluster took over the Orion shipyard, precipitating a brief war with the Cluster Cartel. It is known that one or more WYN Rogue Teams had infiltrated the security systems of the Orion shipyard prior to the WYN seizure.

WYN ships carry Rogue Teams, which are for all intents and purposes, glorified boarding parties, but they do resemble Federation Prime Teams in that they develop and support a strong attachment to a single ship.



THE INTERSTELLAR CONCORDIUM (ISC)

The Interstellar Concordium (ISC) is an organization, similar to the Federation, of several races. As is typical of the eastern regions of the known area of the galaxy, all of these races are native to different planets, but these star systems are within a relatively small area at the center of the ISC Trusteeship Territory. (There is speculation that this represents a "seeding" of that area by a prior galactic civilization.) As with the Gorns and Romulans, there are no other significant sentient races in their territory.

The various races discovered each other, fought several minor wars, and formed the ISC before the advent of warp-powered starships. Their expansion from their homeworlds was systematic, rather than imperialistic. Their territory is settled in an almost linear fashion, with the planets near the border housing only a few hundred colonists while colony planets nearest the ISC core area have populations approaching a billion.

The ISC became aware of the Gorns and Romulans in Y160 when the energy flashes of a battle were detected by a far-ranging survey mission. As the ISC are singularly pacificist anyway (having found wars very unprofitable), their first encounter with the two warring races left a scar on the ISC psyche. They had assumed that the development of warp-power would lead all races to a higher understanding based on the realization that there were enough worlds for everyone. The "outworlders" were considered to be dangerously violent and not entirely sane.

The ISC withdrew before they were detected and concentrated on building a defensive fleet. This was a psychological burden on the ISC, but they felt that their neighbors could not be talked to. The ISC developed their tactics in battle simulators before the fleets were built, resulting in an integral tactical doctrine and the lack of anachronistic ships, such as the Romulan Warbird.

The ISC made their presence known to the Romulans in Y169 when a squadron defeated a Romulan exploratory mission crossing the unmarked border of the Trusteeship Territory. Contact with the Gorns soon followed. Diplomatic relations followed, and ambassadors were eventually sent to the other races. By this time, the ISC had already deployed their border stations and had a secure border. They made it quite clear that they intended to keep their border secure.

The ISC treated both neighbors with the same disdain and considered both races to be dangerous lunatics who could never be trusted. There was never any thought of allying with one against the other; both were considered (metaphorically speaking) to be wild animals that should be kept outside of the civilized area of the ISC itself. The Romulans and Gorns, however, constantly tried to enlist the ISC on their side. The two ancient enemies never had enough combat power to spare to make any serious move against the ISC (beyond responding to their incursions). One such incident is known to have involved the ISC equivalent of a Prime Team.

As the General War went on, the ISC developed their tactic of moving aggressively to incorporate new territory into their domain, but never actually using aggression. The first ISC movement into Romulan territory occurred in Y176; the first incursion into Gorn territory was only a week later. These incidents were only the first of a series of battles as the ISC, taking advantage of a perceived weakness, began its expansion policy in earnest.

Any unoccupied system near the border was likely to be occupied and tenaciously defended by an ISC squadron, although such a squadron would never try to capture the system from even a single Romulan or Gorn ship. During this period ISC diplomats met with both races, and ambassadors were sent to the Federation and other capitals. What the ISC found shocked them even more deeply. The galaxy had not just two dangerous lunatic races on the loose but, in fact, had at least eight, and they apparently became more and more barbaric the farther they were from the ISC.

During the next 10 years, the ISC became aware of the Orion Pirates. Relations were complicated as at least three cartels and several independent operators were involved. Although the ISC did not have any form of alliance with the pirates and found their activities intolerable in a polite society, they did obtain from them a great deal of information about the rest of the galaxy.

The ISC attitude toward open warfare reached fulfillment in Y185 when the General War reached a final end. Since nothing had really been settled by the 18 years of warfare, the ISC knew that left to their own devices the forces of the galaxy would be back at each other's throats within a decade. Eventually, the fighting was bound to overflow into ISC territory. Considering that the ISC had more major ships than any three of the races combined, they recognized a once-in-a-lifetime opportunity to save the galaxy from itself.

The "ISC Conquest" (known in the ISC as "the Pacification Program") between Y186 and Y188 (during which ISC fleets roamed more or less at will within the entire known area of the galaxy as far as Lyran space) was not a conquest as such, but a self-appointed peacekeeping mission to end all warfare forever. The ISC never actually conquered any major race (and quickly learned to leave the Tholians alone), but they did manage to force the races to withdraw from their border areas. The ISC reasoned that, if they kept the races apart and had enough force to crush anyone who tried to challenge their control, they could keep wars from happening. The Organians, who had some contact with the ISC, appear to have provided some limited support to this program. Some analysts are convinced that there was an informal "arrangement" with the Organians under which the ISC assumed peacekeeping duties. What both the Organians and ISC had overestimated, however, was the willingness of the various races to be saved from themselves (or to appreciate the service). In the end, the two years of peace enforced by the ISC (during which warship construction reached a peak) may have given the galaxy the edge to survive the Andromedans.

The arrival of main elements of the Andromedan Invasion in the period Y188-Y192 caught the ISC forces dispersed across the entire known area of the galaxy; more than two-thirds of their forces were destroyed before they could concentrate. During the Andromedan War, the ISC gradually gave up its previous idealistic philosophy and adopted a galactic outlook similar to that of other races.

The ISC Prime Teams have been nicknamed "The Marshalls" by the Federation, owing in part to their resemblance to the Law Enforcers in 19th Century Earth history. (Federation Archives – Earth History, Americas, subsection: Western exploration and expansion.)

Ambassador Trag once remarked that although the ISC had little regard for whether they were infringing on another's territory, they held a firm belief that what they were the Peace Keepers of the Galaxy and should be respected for that. He was retired on full pension soon after his speech was published.

THE MEMBER RACES OF THE ISC

Veltressai: The Veltressai are an odd and powerful race. About once in twenty births, their young are born from a single fertilized egg that undergoes fission in two successive stages, yielding four identical children. These quadruplicates are empathically and telepathically linked and, for all intents and purposes, are four extensions of a single group mind. Any information or experience known or felt by one of the four is relayed telepathically to the others and is part of their common experience within minutes. This telepathic/empathic ability, while slightly variable within the race, may never exceed a range of 25km. They have a memory buffer which allows them to function as one of four separate entities, while still maintaining peripheral contact with the other three. The Veltressai are often called the Captains Race. This is because while one is on the Bridge, another can be conducting inspections while the other two are resting or sleeping. With an arrangement like this, it is as if the same officer is constantly on duty!



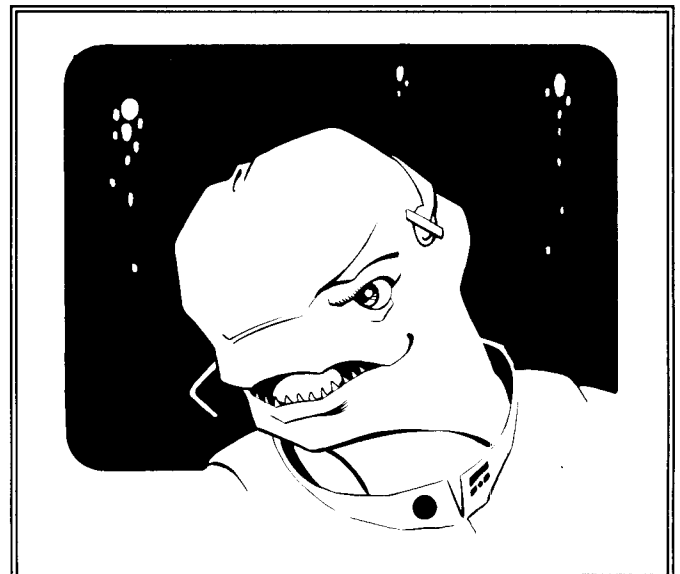
Q'Naabian: The Q'Naabians are an enigmatic race, having joined the ISC more out of a sense of curiosity than from a desire to improve, or protect, the Galaxy. It is rumored that they are the historians of the ISC, responsible for recording the exploits of the ships they serve on. They tend to keep to themselves, giving the other ISC member races the impression that they consider themselves superior, but in fact they simply prefer the company of their own race...in their own environmentally controlled, oxygen/chlorine atmosphere cabins.



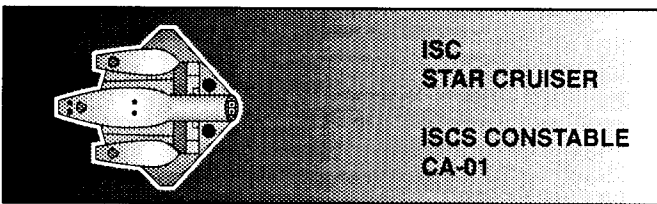
Pronhoulites: Pronhoulites are distantly related to both the Gorns and the Hilidarians. They are reptilian humanoids who come from the same stock that is believed to have become extinct on Earth with the passing of the dinosaurs. Pronhoulites are a land-based bipedally erect race. Pronhoulites are not as physically powerful as the Gorns, but are much faster. They are not technologically advanced or numerous enough to become a major power in known space in the near future, but they are aggressive and adaptable and are strangely very adept at military matters.



Rovillian: The Rovillians are an aquatic race, something like a cross between a turtle and a dolphin, and are very psionically active. They have vestigial exo-chitin on their backs and on their heads and possess crudely articulated digits on their flippers. While the level of technological achievement possessed by the Rovillian may seem crude by our standards, they still possess a rich and intricate culture based on their telepathic and aquakinetic psionic abilities. They have recently begun to come out of their watery homeworlds and join in the conferences and association of the ISC. While ungainly and clumsy seeming on dry land, the Rovillians are inhumanly graceful and acrobatic in their native element.



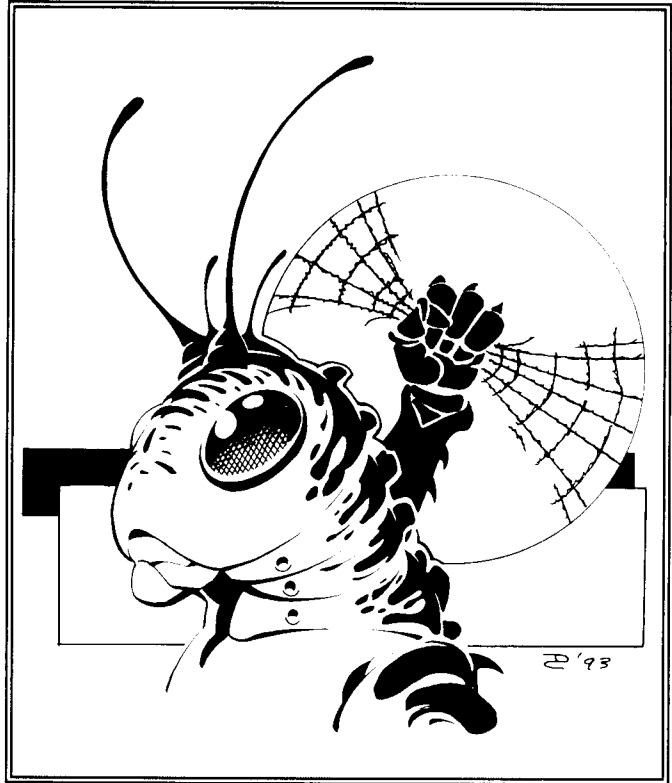
Korlivilar: The Korlivilar are a feline race, similar in general appearance to the Kzintis and the Lyrans. While the Korlivilar are much smaller than either of their other two feline relatives (their height often measuring less than 160 cm), the Korlivilar are the undisputed masters of speed and reaction time. Consequently, they are often used as forward scouts. As interstellar powers go, the Korlivilar are over shadowed by their more numerous cousins, but nonetheless, their presence in known space cannot be ignored.



**ISC
STAR CRUISER**

**ISCS CONSTABLE
CA-01**

THE SELTORIANS



The Seltorians resemble large humanoid Terran insects and reach a height of 1.65m and weight of 50-70 kilos at full maturity. This seems to be a racial constant, but the large Queens are an exception to this rule. There are two sexes and four castes. All Seltorians are born from eggs and are about 60cm tall at birth. They reach their "adult" height of 1.65m within a few months.

The only fertile females are the Queens, who make up less than 1% of the population and live more than a century. Queens continue to grow throughout their long lifespan and can reach lengths of nearly five meters. One mating session can produce hundreds of thousands of eggs, but Queens usually mate many times during their life span. To some extent, egg production can be controlled by limiting dietary intake, allowing the Seltorians to control their population and then to increase it rapidly when needed. Queens do not possess a particularly high level of intelligence.

The infertile females are the Workers, who comprise more than 95% of the population and live only a few years. (One authoritative source cites a life span of five years but notes that few Workers die natural deaths.) Workers are reasonably intelligent and provide most of the starship crews, a job for which they are trained practically from birth. They are born with the knowledge that they will not lead long lives, but they work their entire lives mostly without complaint.

Fertile males, called Rams, live only until they mate with a Queen, after which they die rather swiftly. Rumors that the Queens eat their mates appear to be incorrect.

Those Rams who do not mate within a few weeks of sexual maturity become infertile and live for two centuries or more as Sages. The Sages run the government, have the highest intelligence, provide most of the starship officers and industrial administrators, and take a much longer view of racial development. (While it would seem that the choice

between the short lifespan of a fertile Ram and the longer, more fulfilling lifespan of a Sage would be a simple one, this choice is not one given to the Rams. It is more a case of being in the right place at the right time.)

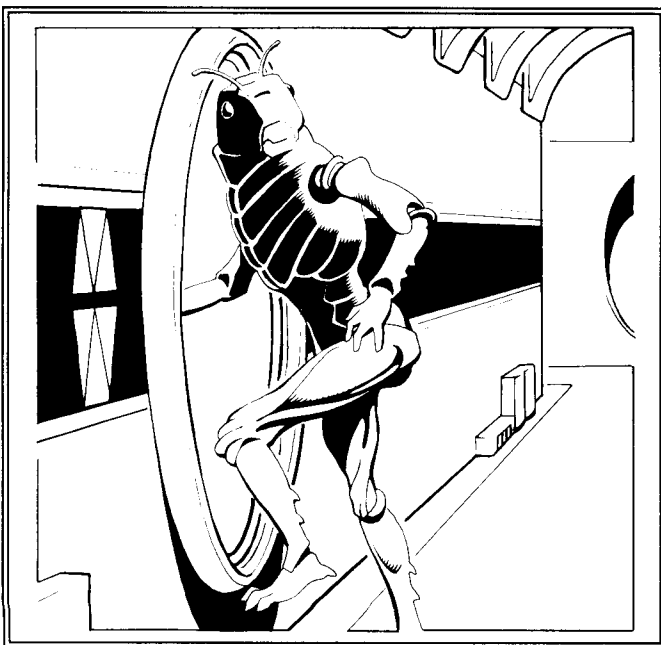
The Seltorian race resides in the original Tholian Home Galaxy. Prior to the downfall of the Tholians, the Seltorians occupied the position of "most trusted subject race" within that galaxy and maintained their own ships and shipyards. The Seltorian fleet acted as auxiliaries and reserves to the Tholian fleet, and Seltorian ground troops (acclimated to the more common temperatures on worlds with sentient populations) did the bulk of the enforcement of Tholian Will.

The Seltorians are, according to rumor, the results of a genetic-engineering project of the Tholians, using as a basis a semi-intelligent insectoid species native to one planet in the Tholian Home Galaxy. This seems to be the basis of the fierce race-hatred that Seltorians have for Tholians, and it may provide a more powerful reason for the revolution than the fact that the Tholians were oppressive rulers or the theory that the Seltorians simply wanted to keep the profits of a galactic empire for themselves.

The Seltorians were never innovators and basically used whatever weapons the Tholians provided. Even after the Tholians were overthrown, the Seltorians never developed new ship designs or technology and apparently never realized that they should have or could have done so.

Seltorian ships were given large numbers of shuttles, transporters, and Marines to deal with rebellious planets and outlaw ships. More importantly, they were fitted with a weapon known as shield cracker, which could knock down the shields of a ship without destroying the ship itself, allowing the Seltorians to return outlaw vessels to their proper service with minimum expense for repairs.

Capturing rebellious ships, rather than destroying them, was a key facet to the maintenance of the power of the Tholian Will. Only with rebel ships captured intact were there prisoners to interrogate and computer records to analyze, allowing the extent of a rebellion to be quickly determined. The Tholians relied on the ability of Seltorians to extract information from rebel prisoners as their primary source of military intelligence once any given rebellion started.



At one point about a decade before the Revolution, Seltorian scientists stumbled upon a shield cracker wave pattern that would disrupt webs. This was quickly (and secretly) developed into a weapon known as web breaker. The Seltorian starbases produced the components needed to convert their existing shield crackers into web breakers, secretly and in mass quantities, and began installing them in Seltorian warships. When the Tholians (through their security network) realized what was going on and destroyed the starbase which had originally invented the weapon, hundreds of the components (and blueprints to build more) had already been distributed to other bases and were quickly fitted to Seltorian ships, while other starbases openly went into mass production of the new technology. The entire Seltorian Revolution lasted only a few years, as the Tholians lost base after base to growing rebel fleets.

After the revolution was complete, the Seltorians simply replaced the Tholians as masters of a galaxy-wide empire. It was known that some Tholian fleets and other forces had escaped the debacle. Various factions of the Seltorian Suzerainty debated what should be done, with one group wanting to let the surviving Tholians go in peace while others wanted to hunt down the hated overseers. The political solution to this division was to create the Seltorian Tribunal, a "war crimes commission", charged with finding and destroying the remaining Tholians. This elegant solution allowed the race to proceed with its normal development while devoting a fixed portion of its wealth to the project of dealing with the last of the Tholians.

The Seltorian Tribunal tracked most of the escaped Tholians to a small satellite galaxy near the original home. The bulk of the original Seltorian fleet quickly assembled for the campaign and smashed the resurgent Tholians before they could assemble a counter-revolutionary strike force. This campaign gave the Tribunal more credibility, since it was clear that at least one group of escaped Tholians had tried to return to power. Several groups were known to have escaped to (or at least toward) other nearby galaxies, and the Tribunal resolved to track them down.

Hive Ships of incredible size were assembled and sent on the long voyage to many different galaxies, including both the Milky Way and Andromeda galaxies. With the exception of the Hive Ship which reached the Milky Way galaxy, nothing is known of the other expeditions (although it can be imagined that the Hive Ship which went to Andromeda did not fare well).

Scouts from this Hive Ship, following the ion trail left by the 312th Battle Squadron, contacted the Klingons in Y182. They announced their presence and mission, and the Klingons were only too happy to point out the location of the Tholian Holdfast. It has been reported that a Klingon ambassador, sent to negotiate a treaty, took along several Tholian Prisoners of War, who were delivered to the Seltorians for trial. In the courtrooms of the Seltorian Tribunal, there was only one penalty for any Tholian: death.

The Seltorian commander, Brzk'Girn, announced that word had already been sent back to the original Tholian (now Seltorian) galaxy, and that a fleet would soon arrive to wipe out the Tholian Holdfast and return the territory to its rightful Klingon owners. In the meantime, Brzk'Girn asked, would the Klingons mind if the Seltorians set up a base on any convenient planet and conducted combat operations against the Tholians. Nothing, to a Seltorian, could be more glorious than killing the hated Tholians in open combat. The Klingons, facing a growing stalemate in the General War, were only too happy to accept the offer of co-belligerency. The Seltorian force, which had arrived as a holy crusade and functioned as

a war crimes tribunal, quickly took on the aspect of a big game hunt.

The Seltorians set up a base on a small undeveloped planet near Tholian space and began producing warships, fast patrol ships, and warriors at a prodigious rate. After the base was operating, the Klingons learned that Brzk'Girns' Hive Ship was an advance force, and that the Seltorian fleet would not be arriving for two centuries. This was highly disappointing to the Klingons, who had anticipated a swifter resolution to the Tholian problem.

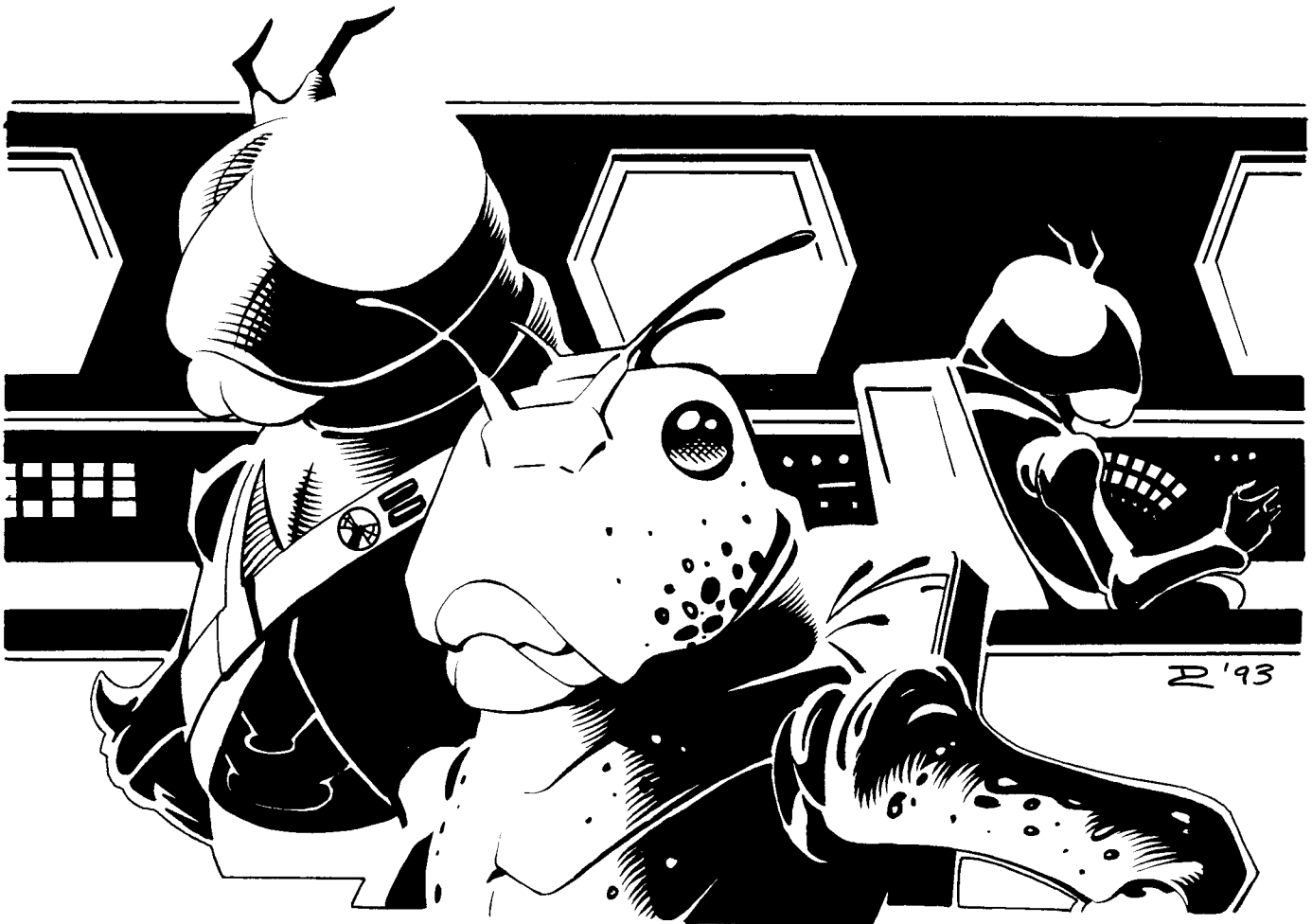
After several Seltorian raids on the Tholian frontier, which mostly provoked PF duels in the Neutral Zone, the Klingons suggested a series of joint operations to destroy key Tholian battle stations, and the Seltorians were only too happy to oblige. Numerous such actions were conducted, and the Tholians quickly dropped into a defensive posture, calling home their expeditionary fleets and ultimately reaching an informal and separate ceasefire with the Klingons (but not with the Seltorians).

The arrival of the ISC Pacification Forces in late Y186 was a critical moment. The ISC insisted that the Tholians and Seltorians stop fighting immediately. When they did not, the ISC resolved to pacify the area and launched their one (and

only) attempt to enter the Tholian Holdfast. While this failed, it did prove to the ISC that it was the Seltorians, not the Tholians, who were the source of the conflict. The ISC Echelon of Judgement assaulted the Seltorian base, destroying it. When the last remnants of the escaping Seltorians fled to the Klingon starbase in that sector, they were destroyed by the Klingons. With the General War over, the Klingons did not want or need the fast-breeding Seltorians within their Empire.

The Seltorians carry a five-member assault team, known as Avengers, aboard each ship of significant size. (They also maintain "Prime Teams" composed entirely of Sages, as detailed below.) They differ significantly, however, from the Federation idea of a Prime Team. Seltorian Avengers are trained to kill...period. The racial hatred against their former oppressors which permeates their entire society finds its outlet here. No time is wasted training them for diplomacy, tact, or negotiation, and most assignments they are sent on turn into suicide missions. They are trained killers, pure and simple, and are dedicated to the elimination of all Tholians.

Even the Seltorians, though, recognize the need for Teams with which to complete important strategic missions, and there are Sage Teams. After all, not all missions will have the singular theme of "Scragging some Tholians...!"



NON-PLAYER CHARACTERS

The following templates provide Gamemasters with the citizens, bureaucrats, ruffians, ne'er-do-wells, etc., who populate the worlds they are adventuring in. These are characters who the players meet and deal with throughout their missions, and Gamemasters should feel free to either use the templates provided or to create as many of these as the situation calls for before the game begins. (When a template refers to *Relevant Professional Skills*, the Briefing Officer is to decide which Professional Skills the NPC would have before play begins.) It is possible for players to control NPCs, if they so desire, and this is handled in the same fashion as running a

player character. (During the course of the adventure, you control the NPC as if it were your own character.)

The abbreviations in the templates are defined as follows: Pro. Rep. stands for Profession Reputation, LDC stands for Lethal Damage Capacity, and SDC stands for Stun Damage Capacity. Range Types are abbreviated as follows: U - Untrained, N = Normal, M = Marksman, and S = Sharp Shooter.

Skill levels and dice for the NPCs are notated as follows: X/Y, where X is their Skill level and Y is their number of Task Dice.

ADMIRAL—In the hierarchy of any fleet, the Admiral commands instant respect from all subordinates. Few dare question his authority. SKILLS: Enemy Operations (GKN) 4/4, Fleet Deployment (GKN) 4/4

Strength: 4	Intuition: 4	Movement:	Pro. Rep. Level: 24	Armor Rating:
Accuracy: 3	Discipline: 6	Base A/I Tricode: 4/6/8	Pro. Rep. Points:	Weight (optional):
Speed: 4	Technical: 3	AR Mods:	LDC: 8	Lift:
Leadership: 8	Gen.Knowledge: 4	Dmg. Mods:	SDC: 10	Jump:
Logic: 4	Perception: 3	Adj. A/I Tricode:	Background Rating: 6	Range Type: N

AIDE-DE-CAMP—Sometimes a covering toady, sometimes the “power-behind-the-scenes”, an Aide De Camp is often the closest link to a powerful individual, a link that might be exploited (within the parameters of the Mission, of course!). SKILLS: Administration 3/3, Secretarial Skills (GKN) 3/3

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

AMBASSADOR—Visionary statesman or self-serving power broker? An Ambassador is the spokesman for an entire government, or world, and must be shown the highest degree of respect and deference if those he represents are not to take offence. SKILLS: Evaluation 4/4, Negotiation 8/8, Persuasion 8/8, Protocol (GKN) 4/4

Strength: 2	Intuition: 4	Movement:	Pro. Rep. Level: 12	Armor Rating:
Accuracy: 2	Discipline: 4	Base A/I Tricode: 4/6/8	Pro. Rep. Points:	Weight (optional):
Speed: 2	Technical: 2	AR Mods:	LDC: 4	Lift:
Leadership: 8	Gen.Knowledge: 4	Dmg. Mods:	SDC: 6	Jump:
Logic: 4	Perception: 5	Adj. A/I Tricode:	Background Rating: 10	Range Type: U

ARCHAEOLOGIST—The Archaeologist is a dreamer and digs beneath the deserts and ice-caps, seeking traces of ancient civilizations and lost peoples. Sometimes his mania for knowledge takes him to dangerous or forbidden locales. SKILLS: Ancient Cultures (GKN) 6/6, Digging (ACC) 3/3, Evaluation (Artifacts) 5/5, Survival (as appropriate) 3/3

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

ARMS MERCHANT—“Business is Booming!” is the Arms Merchant’s motto. If a conflict is brewing, the Arms Merchant is there to tout his wares. Often, his interests and those of the Federation are in conflict. Beware! The Arms Merchant doesn’t always sell off his best products. SKILLS: Current Conflicts (GKN) 4/4, Negotiation 4/4, Persuasion 4/4, Weapons (GKN) 4/4

Strength: 3	Intuition: 4	Movement:	Pro. Rep. Level: 6	Armor Rating:
Accuracy: 4	Discipline: 3	Base A/I Tricode: 4/6/8	Pro. Rep. Points:	Weight (optional):
Speed: 3	Technical: 5	AR Mods:	LDC: 6	Lift:
Leadership: 4	Gen.Knowledge: 4	Dmg. Mods:	SDC: 6	Jump:
Logic: 2	Perception: 3	Adj. A/I Tricode:	Background Rating: 9	Range Type: M

BARTENDER—The Bartender has seen it all, and often hears just as much. If you need information, he is the man to find. Of almost any race, the Bartender always has a story to tell, for a price. SKILLS: Gossip (GKN) 4/4, Liquor/Drinks (GKN) 4/4, Sympathetic Ear (INT) 4/4

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

BOUNTY HUNTER—The galaxy is full of criminals, and the Bounty Hunter is glad of it. There is no place too dangerous or too remote to rule out crossing paths with a Hunter on the make for a bounty. His Credo and Modus Operandi are often decided by those who are paying him, and will change with the wind, so don't place your trust too highly in one of these characters. SKILLS: Fast Talk 5/5, Fire/Throw 5/5, Investigation 3/3, Known Fugitives (GKN) 3/3, Melee/Martial 5/5

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

BRIGADIER GENERAL—The General is an officer who knows what he wants, and he wants it...NOW. Accomplish the impossible tasks that he asks of you, and your future is assured. SKILLS: Enemy Intelligence (GKN)4/4, Protocol (GKN) 4/4, Troop Deployment (GKN) 4/4

Strength: 4	Intuition: 3	Movement:	Pro. Rep. Level: 22	Armor Rating:
Accuracy: 4	Discipline: 8	Base A/I Tricode: 4/6/8	Pro. Rep. Points:	Weight (optional):
Speed: 4	Technical: 4	AR Mods:	LDC: 8	Lift:
Leadership: 8	Gen.Knowledge: 4	Dmg. Mods:	SDC: 12	Jump:
Logic: 3	Perception: 3	Adj. A/I Tricode:	Background Rating: 12	Range Type: N

COLONIAL ADMINISTRATOR—The Colonial administrator is used to being a big fish in a small pond. He certainly doesn't want some Federation busybodies mucking around on "his" planet stirring up trouble. The fact that he specifically *requested* Federation assistance is, of course, incidental. SKILLS: Administration 4/4, Fast Talk 3/3, Oration 5/5, Persuasion 5/5

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

COLONIST—The average colonist lives and works on a relatively new world and accepts that frontier living can be dangerous and trying. They may be a hardy bunch, but the Federation is there to protect them if a situation arises that is out of their control, right? SKILLS: Relevant Prof. Skill 2/2

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

COMM TECH—The Communications Technician is the ears of a starship or starbase. If the Brass won't let on to "what's really going on...", then perhaps it is time to spend some time with the often overlooked Comm Tech. He always seems to have some information. SKILLS: Comm Systems 5/5, CommTraffic Protocols (GKN) 3/3, Cryptography 2/2, Electronics 3/4

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

DAMAGE CONTROL SPECIALIST—These are the poor guys that have to put your ships, shuttles, and field equipment back together after you are through with them! The relationship between Prime Teams and Damage Control Specs is never very close as a result. SKILLS: Damage Control 5/5, Electronics 3/3, Mechanics 3/3, Various Tech System skills 1/2

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

FEDERATION PRESIDENT—The Most Important Person in the Federation. The duty of protecting the President when he travels away from the security of Earth often falls upon a Prime Team. Every Prime Team aspires to perform this service, and it may be your turn next. SKILLS: Administration 6/8, Negotiation/Oration 8/9, Persuasion 10/10, Protocol (GKN) 8/9

Strength: 3	Intuition: 6	Movement:	Pro. Rep. Level: 30	Armor Rating:
Accuracy: 3	Discipline: 6	Base A/I Tricode: 4/6/8	Pro. Rep. Points:	Weight (optional):
Speed: 3	Technical: 3	AR Mods:	LDC: 6	Lift:
Leadership: 10	Gen.Knowledge: 10	Dmg. Mods:	SDC: 9	Jump:
Logic: 8	Perception: 6	Adj. A/I Tricode:	Background Rating: 18	Range Type: N

FEDERATION REPRESENTATIVE—Unlike Diplomats, who represent and speak for a world or government, the Representative speaks only for a small portion or special interest of the Federation. As such, he is often hampered and frustrated in his efforts. Not that he would even THINK about taking that out on his Prime Team escorts. SKILLS: Negotiation 4/4, Persuasion 4/4, Cultural Knowledge (GKN) 3/3

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

THE SPY—The Spy could be anywhere, working for anyone, and has possibly been surgically altered to resemble a different race than his own. Only the members of your own Team are above suspicion—or are they? SKILLS: GM determines skills.

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

FREEDOM FIGHTER—Politics is a hard fact of life, even in the Federation. Oppressive systems that lie outside the purview of the Federation often go unopposed. But courageous individuals will always rise up in arms against their oppressors, and these can be dangerous opponents when their paths cross those of the Team. SKILLS: Fire/Throw 4/4, Melee/Martial 4/4, Revolutionary Rhetoric (LDR) 4/4, Stealth 4/4

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

GENERIC ENERGY MONSTER—"It's, it's a creature of PURE ENERGY, sir! I can only barely get a fix on it!" Ah yes, the energy creature. Mysterious, elusive, and immaterial, the energy creature is unlike anything that's been encountered before. At least the first time. SKILLS: Attacks decided by GM

Strength: 0	Intuition: 6	Movement:	Pro. Rep. Level:	Armor Rating:
Accuracy: 2	Discipline: 6	Base A/I Tricode: 4/6/8	Pro. Rep. Points:	Weight (optional):
Speed: 2	Technical: 1	AR Mods: 4/4/4	LDC: 15	Lift:
Leadership: 0	Gen.Knowledge: 0	Dmg. Mods:	SDC: n/a	Jump:
Logic: ?	Perception: 8	Adj. A/I Tricode:	Background Rating:	Range Type: unknown

GENERIC MARAUDING CREATURE—It has animal cunning, and razor sharp claws (or acid, or static discharges, or an hypnotic gaze, or whatever you want it to have...), and it's a certified THREAT to someone that the Federation has to protect. Or sometimes it just shows up uninvited in the middle of a mission that's hard enough without it. Bon Appetit. SKILLS: Animal Cunning (INT) 4/4, Claws = Heavy Weapons, Climb /Swim /Dig 6/6, Detect Prey 8/8, Stealth 6/6

Strength: 6	Intuition: 4	Movement:	Pro. Rep. Level:	Armor Rating:
Accuracy: 6	Discipline: 6	Base A/I Tricode: 4/6/8	Pro. Rep. Points:	Weight (optional):
Speed: 6	Technical: 0	AR Mods: 2/2/2	LDC: 12	Lift:
Leadership: 0	Gen.Knowledge: 0	Dmg. Mods:	SDC: 12	Jump:
Logic: 1	Perception: 8	Adj. A/I Tricode:	Background Rating:	Range Type: unknown

GIANT HOSTILE PRIMITIVE—Just the thing to encounter when your shuttle has crash landed on an otherwise barren planet. SKILLS: Stealth 1/2, Throw Projectile 3/3

Strength: 12	Intuition: 4	Movement:	Pro. Rep. Level: 0	Armor Rating:
Accuracy: 3	Discipline: 5	Base A/I Tricode: 4/6/8	Pro. Rep. Points:	Weight (optional):
Speed: 4	Technical: 1	AR Mods: 1/1/1	LDC: 24	Lift:
Leadership: 2	Gen.Knowledge: 1	Dmg. Mods:	SDC: 17	Jump:
Logic: 1	Perception: 4	Adj. A/I Tricode:	Background Rating: 0	Range Type: N

HEAD OF SECURITY—Aboard a ship or planetside, the Head of Security is the one character you can always count on to be in charge of the situation, and he should be the one to brief the Prime Team when they appear. If he's on your side, great; if he's not, watch out! SKILLS: Fire (weapon) 5/5, Interrogation 5/5, Investigation 5/5, Melee/Martial 5/5, Security Procedures 5/5

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

HENCHMAN—The galaxy is full of substandard rejects whose highest aspiration in life is to become someone else's lackey or thug. There will always be Henchmen hanging around the periphery of the adventure, and it is up to you to differentiate between them and the real Bad Guys. SKILLS: Fire (weapon) 1/1, Relevant skill 1/1

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

HIVE CREATURE THING—Inscrutable, and appearing by the million, the Hive Things want everything we currently have and don't understand why we don't just give it to them. Functioning as a communal organism, the Hive Creature is virtually indestructible, until you figure out just what their weaknesses are. SKILLS: To be determined by GM.

Strength: 1	Intuition: 1/10	Movement:	Pro. Rep. Level:	Armor Rating:
Accuracy: 1	Discipline: 1/100	Base A/I Tricode: 4/6/8	Pro. Rep. Points:	Weight (optional):
Speed: 2	Technical: 0	AR Mods:	LDC: 2	Lift:
Leadership: 0	Gen.Knowledge: 0	Dmg. Mods:	SDC: 2/100 (100 while in Hive Mind form.)	Jump:
Logic: 0/10	Perception: 1/10	Adj. A/I Tricode:	Background Rating:	Range Type: unknown

HOT-SHOT PILOT—Helmsman, Shuttle pilot, or atmosphere jockey, the Hot Shot is the Best to ever sit behind a navigation panel. Just ask him, he'll tell you. Although he may consider arrogance to be a virtue, he may also be the one you need in a given situation and then you might have to take back all those nasty things you said about him. He always enters a dive with sunglasses, a Rolex, and lots of cash. SKILLS: Comm Systems 2/2, Navigation 3/3, Pilot () 8/8, Seduction 4/4

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

INTERNAL SECURITY DIVISION INVESTIGATOR—Pompous, secretive, and potentially dangerous when cornered, the ISD man is the end of your career waiting to happen. There is nothing that you can say that this guy can't twist so far out of shape that even YOU begin to doubt your innocence. But truth and justice will prevail...you hope. SKILLS: Interrogation 4/4, Investigation 5/5, Seduction 4/4

Strength: 3	Intuition: 6	Movement:	Pro. Rep. Level: 10	Armor Rating:
Accuracy: 3	Discipline: 4	Base A/I Tricode: 4/6/8	Pro. Rep. Points:	Weight (optional):
Speed: 3	Technical: 3	AR Mods:	LDC: 6	Lift:
Leadership: 4	Gen.Knowledge: 4	Dmg. Mods:	SDC: 7	Jump:
Logic: 5	Perception: 6	Adj. A/I Tricode:	Background Rating: 8	Range Type: M

JUST THIS GUY, YA KNOW?—He's not particularly good at anything, or even important to the plot, but there he is. His function in the Prime Directive world is primarily to Botch his A/I roll and go "Huh?" SKILLS: He's not really sure.

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

MARLOVIAN SEX-WRESTLER—Renowned throughout known space as "the very best", MSWs are discriminating in their clientele. If you can't beat them in a friendly wrestling match, then you aren't the sort that really could handle what they have to offer. (If you have to ask just exactly what it is they have to offer, then you couldn't handle it even if you did know...) SKILLS: Wrestling 8/8, Professional Skills 6/6

Strength: 8	Intuition: 6	Movement:	Pro. Rep. Level: 6	Armor Rating:
Accuracy: 6	Discipline: 5	Base A/I Tricode: 4/6/8	Pro. Rep. Points:	Weight (optional):
Speed: 5	Technical: 3	AR Mods:	LDC: 16	Lift:
Leadership: 4	Gen.Knowledge: 3	Dmg. Mods:	SDC: 13	Jump:
Logic: 3	Perception: 3	Adj. A/I Tricode:	Background Rating: 12	Range Type: N

MERCHANT CAPTAIN—These are the hard working, underpaid "space truckers" who don't really care about the "destabilizing political situation on Tarlor IV". They just want to sell their cargos and move on. Of course, SOME Captains are apt to take on "gray area" transactions for the right price, and just as eager to talk about them for a little more. SKILLS: Astrogation 3/3, Current Market Prices (GKN) 3/3, Negotiation 4/4, Pilot (Helm) 3/3

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

MERCENARY—The Merc is a phaser for hire, and he knows he's the best. Conquest, conflict, and exploitation are all still big business, and for those willing to sell themselves to the highest bidder, the opportunities are lucrative. Sometimes the Federation's interests get tangled up with those of the Merc and his company, and when they do, sparks will fly! SKILLS: AMA (all) 4/4, Fire/Throw 6/6, Martial/Melee 6/6, Negotiation 5/5, Stealth 4/5

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

MILITARY POLICE—Prime Team members, from time to time, are known to step ever so slightly outside the bounds of usual military conduct and regulation. Often these minor excesses are overlooked. When the MPs show up, however, it is usually a good indication that you may have overstepped your boundaries. **SKILLS:** Fire (Weapon) 2/3, Martial/Melee 2/3, Security Procedures 4/4, Star Fleet Regulations and Operations 3/3

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

NATIVE LEADER—Hi-tech, Low-tech, friendly or otherwise, the Native Leader is THE force to be reckoned with on a non-affiliated world. Treat these people with respect, and you may get the answers you seek. Treat them as underlings, and you may pay the price. **SKILLS:** Administration 4/4, Orator 8/8

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

NATIVE SHAMAN—"I felt as though he could see right through me!" Yep, that's what he's there for. The Native Shaman is your basic plot device for keeping the players honest. Of course, giving him Psionic abilities should keep the Vulcan member of the team busy, as well. **SKILLS:** Evaluation 10/10, First Aid 4/7, Lore of Culture (GKN) 10/10, Medicine 4/7, Psionics (as applicable)

Strength: 2	Intuition: 10	Movement:	Pro. Rep. Level: 12	Armor Rating:
Accuracy: 2	Discipline: 6	Base A/I Tricode: 4/6/8	Pro. Rep. Points:	Weight (optional):
Speed: 2	Technical: 2	AR Mods:	LDC: 4	Lift:
Leadership: 6	Gen.Knowledge: 10	Dmg. Mods:	SDC: 8	Jump:
Logic: 4	Perception: 6	Adj. A/I Tricode:	Background Rating: 5	Range Type: U

NATIVE POPULACE—The bulk of a new race's population will be comprised of these characters, and they should be used to fill out the background. Not everyone in the scenario will be of vital importance to the mission. **SKILLS:** To be determined by GM.

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

NATIVE WARRIOR—Even when armed with Low-tech gear, these are brave and competent fighters who will go the distance to fulfill the wishes of their leader. Slightly fanatical at times, these will be the guys the Prime Team meet if they step on the wrong toes. **SKILLS:** First Aid 2/2, Melee/Martial 4/4, Stealth 4/4, Tracking 4/4

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

NAVAL ARCHITECT—Obviously you don't understand just whose ship it IS anyway. The captain and the crew just borrow the ship, but the Architect, the one whose inspiration and dedication brought the ship into existence, is the real spiritual owner of the ship...or so he thinks, anyway. **SKILLS:** Computer Programming 4/4, Electronics 5/5, Mechanics 5/5, Starship Design 6/6, Starship Layout (GKN) 4/4

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

ORION PRIVATEER—All manner of contraband and illegal transport are the bread and butter of the Privateer. Need a starship cheap, and no questions asked? He's the man. Of course, count your fingers during the deal, and watch your back when you're done. Privateer is not another word for ethical or trustworthy. SKILLS: Avoid Police/Navy (INT) 3/3, Evaluation 3/3, Fast Talk 3/3, Fire (Weapon) 3/3, Melee/Martial Arts 3/3

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

PROSPECTOR—Often working alone on the very fringes of civilized space, the Prospector dreams of finding "the Big One," a discovery of some mineral or element that will make him a rich man. His quest will often take him to dangerous locales. "If it were easy, then someone else would do it..." SKILLS: Demolitions 3/3, Fire (Weapon)3/3, Geology 4/4, Metallurgy 3/3, Survival (as applicable)

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

QUARTERMASTER—The Quartermaster, by and large, doesn't like Prime Teams. Prime Teams get all the best equipment (which means that the Quartermaster doesn't have it any more). Prime Teams also always seem to break the best equipment. (Which means that the Quartermaster has to fix or, *gasp*, replace the equipment.) Expect the Quartermaster to minutely examine every aspect of the equipment lists issued by the Briefing Officer, and don't expect the QM to assume that Boots necessarily go with Cold Weather Survival Gear. "Where does it say 'Boots' on this supply list, smart guy?" SKILLS: Administration 2/2

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

ROGUE PSIONIC— Only a few races have the cultural and historical experience to help emerging psionics come to terms with their abilities. In a race without these facilities, a young Psionic might feel ostracized and persecuted as his abilities begin to manifest. Without proper guidance and understanding, the individual might go rogue and become a threat to all around him. SKILLS: Psionic Abilities 2/3

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

REPORTER—The Federation News Service (FNS) is the logical 24th century extension of the Fourth Estate. With a huge readership and vast information resources, the FNS is second only to the Federation Archives for their raw data processing ability. Their reporters range far and wide to cover all aspects of Federation life. Prime Teams could encounter a FNS reporter in almost any location, plying his trade and, more often than not, getting in the way. SKILLS: Fast Talk 5/5, Interview (INT) 5/5, Journalism (INT) 5/5, Recording Systems (TECH) 3/3

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

SCHOLAR—His time spent in libraries scattered across the galaxy has given him a depth of knowledge in his area of expertise unequalled in Known Space...and he will take advantage of every opportunity to tell you about it in excruciating detail. "And then, during the Third Kencentric Cycle of the Allurian Reformation, trees and other forms of vegetation which were not wholly green, but sometimes utilized photosynthesis, were regarded as holy objects." (Is an understanding ear on the part of the Team members too high a price to pay for this amazing storehouse of knowledge...well, maybe.) SKILLS: Investigation 3/3, Relevant (but rare) GKN skill (The Relevant (but rare) GKN skill can be tailored to fit the specific adventure into which this NPC is introduced, and may cover such diverse subjects as Ancient Languages, Obscure Cultural Knowledges and Histories, and the like.)

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

SCIENTIST—Often detached and apolitical, the scientist is no doubt an expert at whatever he does. The fact that he fervently believes that the Team, and Star Fleet itself, exists solely to aid his research should be no obstacle to reasonable interaction... SKILLS: Computer Programming 6/6, Relevant Science 6/6

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

SECURITY GUARD-CAPTAIN—A step down from Head Of Security, the security captain is nonetheless a reasonably capable individual, who generally knows who's who...and what's what. SKILLS: Evaluation 3/3, Fire (Weapon) 4/4, Melee/Martial 4/4, Security Procedures 3/3

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

SECURITY GUARD-GRUNT—The Security Grunt has only one real purpose — to show the audience how the monster works. Plodding and remarkably unintuitive, he exemplifies the truth inherent in the phrase, "It's so hard to find good help these days." SKILLS: Evaluation 1/1, Fire (Weapon) 3/3, Melee/Martial 3/3, Security Procedures 2/2

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

SMUGGLER—His ship is fitted with cunningly devious secret compartments and scan defeaters. He can get through any blockade or quarantine. He always makes his delivery and is NEVER shortchanged...and YOU have to go find this guy!. Lotsa luck. SKILLS: Defeat Sensors (Tech) 5/5, Fast Talk 5/5, Mechanics 5/5, Pilot Helm/Astrogration 5/5, Negotiation 5/5

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

TECHNICAL SPECIALIST—This guy has spent his lifetime studying things you can't even pronounce! He is one of only a handful of people in the Federation who has the vaguest idea of how *it* works, whatever *it* is. When your mission demands that you have an expert concerning *it*, he's the one. Technical Specialists often hold the rank of Warrant Officer. **SKILLS:** Electronics 5/5, Specialized Tech Skill 5/5 (The Specialized Tech skill can be tailored to fit the specific adventure into which this NPC is introduced, and may cover such diverse subjects as cloaking technology, ESGs, foreign weaponry, etc.)

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

TRANSPORTER CHIEF—The Transporter Chief is the man you want on duty when your team has to make those "It can't be done!" beam overs. Lets face it — Ion Storms, Starships exploding all around, unstable warp fields, and inexplicable and catastrophic power drains all make it hard to get you from point A to point B with the transporter. And when the result of a Transporter Ops Botch is almost always NOTHINGNESS FOREVER, do you want anyone but the best at the controls? **SKILLS:** Electronics 5/5, System Speed 4/4, Transporter Operations 5/5, Transporter Systems 5/5

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

MASTER RACIAL CHARACTERISTICS TABLE

EMPIRE	RACE ("Ethnic")	STR	ACC	SPD	LDR	LGC	INT	DIS	TEC	GKN	PER
United Federation of Planets	Human	3	3	3	3	3	3	3	3	3	3
	Vulcan	4	3	3	2	6	1	4	3	3	3
	Rigellian	6	3	4	3	3	3	3	1	3	3
	Alpha-Centauran	3	4	4	3	3	3	4	3	3	3
	Cygnan	3	4	3	3	3	3	1	6	3	3
Klingon Empire	Andorian	3	3	3	1	4	3	3	3	3	6
	Klingon	4	4	4	3	2	3	4	3	3	3
	Dunkar	2	3	3	2	2	5	3	2	5	3
	Slirdarian	8	3	4	2	3	3	4	2	1	4
	Hilidarian	4	4	4	3	2	3	4	3	1	3
Romulan	Zoolie	4	4	4	2	3	3	3	2	1	6
	Cromarg	5	3	2	2	4	2	3	6	2	3
Romulan	Romulan	4	3	3	3	4	4	4	3	3	3
Hydran	Hydran	5	3	2	3	3	4	3	5	4	3
Lyran	Lyran	5	4	5	3	2	3	3	3	3	4
Kzinti	Kzinti	6	4	4	3	2	4	3	3	3	5
Gorn	Gorn	6	3	2	3	4	3	4	3	3	3
Tholian	Tholian	2	2	3	1	5	5	3	5	2	3
Orion †	Orion †	3	3	3	4	3	3	4	3	2	3
Interstellar Concordium	Veltressai	2	2	2	4	5	3	4	3	6	3
	Pronhoulite	5	3	3	3	3	3	4	2	3	3
	Q'Naabian	2	3	4	3	3	3	4	3	3	3
	Korlivilar	4	4	6	3	2	4	3	3	3	4
	Rovillian	3	4*	6*	4	4	6	2	2	5	3
Seltorians	Queen	5	2	1	6	3	1	1	4	4	4
	Sage	3	3	3	3	3	3	3	3	3	3
	Ram	5	5	2	1	1	1	1	5	5	3
	Worker	2	2	2	2	2	3	3	2	2	2
WYN Star Cluster	WYN	Use the factors for the ethnic race of the individual.									

† These are the factors for an ethnic Orion, that is to say, a native of the planet Orion. The Orion Pirates include many other races (prominently including Human, Klingon, and Romulan), and characters will always use their "ethnic" race.

* This applies for Rovillians when in the water. These ratings are "1" when on land.

SECTION TEN: SCENARIOS

10.1 HOW TO RUN PRIME DIRECTIVE

So you've taken the bull by the horns and decided that you are going to be the Briefing Officer for your Prime Directive gaming group...or perhaps you've been *elected* to the position. Either way, you've got a lot of work ahead of you, and we have a few helpful words for you (actually, a few thousand words, but who's counting?).

In many ways the job of the Briefing Officer, or GM, is the most rewarding one in the hobby. YOU are the one who will come up with all the cool ideas for adventures; you're the one who gets all the best NPC characters to run; you're the one who sets the tone and pace that will ultimately determine how enjoyable the whole experience is for your players. Sure it's a lot of work, but there are few things more satisfying than having your players say to you at the end of an adventure, "That was **great**, Bob, when do we play again?"

Of course, in order to get that kind of response out of your players, you have to know what *they* want out of the game, too. Why not simply ask your players what sort of adventure they are interested in right at the beginning? It may turn out that your group is mostly interested in the Military or Espionage aspects of being on a Prime Team. In that case, you would probably want to run combat-oriented or covert operations adventures. If your players are more interested in Exploration or First Contact, then you might want to cut down on the heavy combat and give them mystery-based and Primary Contact adventures.

The important thing is to be attentive to their tastes and the directions in which they want their characters to grow and change.

The Prime Rule? Have fun!

Remember, every rule in Prime Directive is just a suggestion from us to you, a set of building blocks you can assemble anyway you want to. You have a lot of control over what you and your players do with the game because each gaming group is a unique entity. What works for one group might not be quite right for another one, and the only person who can determine this is you.

For instance, if you want to let your players PICK their character's starting Rank, then go right ahead! Perhaps you are interested in running an adventure where the characters are the Senior officers of the ship instead of the special operations Prime Team. That is no problem, as the material is there. You might have to give these characters a few more I-CIPs to reflect their greater experience, but these extra points (and more!) should be more than taken up with all the "running-the-ship" skills that the Senior Staff will need to have! There is no single right way to structure your games. Whatever works best for you and your players is always the way to go.

What if one of the players wishes to play a character type that is not covered in the Character Generation section. For example, he may wish to expand on his real-life experiences in the Military and play a Combat Engineer. If this happens, you should work with the player, giving his character the "cross-training" he would need in order to become a Marine character capable of building field fortifications, conducting field repairs, etc. The engineering and technical skills are there—it is up to the two of you to figure out how they would

apply to his new character type. It goes without saying that this should take place well in advance of any scheduled gaming sessions, as it will take far longer to create a new character type, than it would to simply use the character types provided. As the GM, it is your job to be receptive to the hybrid character types your players will undoubtedly come up with as they become more familiar with the game. At the same time, however, be sure that "common sense" always plays a part in these proceedings.

As Prime Directive deals primarily with Federation Prime Teams, what should you do when your group decides to play a non-Federation Prime Team, such as a Kzinti Cabal or a Hydran Triad Team. There is sufficient information in this rulebook for you, with a little extra work, to create such a team. The Master Racial Characteristics Table will allow you to generate the characters; the Race-Specific Weapons section will allow you to arm them; and the Racial Backgrounds section (and a little imagination) will allow you to flesh them out.

Player-GM interaction

Of course, there are still some general guidelines for being a successful GM that have nothing to do with the game itself or the characters, but rather with the way that the players interact with one another and with you. Here are some things to be especially conscious of when you take over the reins of GM for your game.

Rule Number One: Treat all players equally.

It is important for you as the GM to spend equal time with each of the players and their characters. If the GM is obviously paying particular attention to just one or two players or their characters, then the other gamers will soon lose interest and will stop actively participating in the adventure. Furthermore, don't let one player dominate the game by doing all the talking and role-playing. Sure, sometimes one character or another is going to be more central to the situation that week, especially if they have a Background character or skill of direct relevance to the adventure, but that doesn't mean the others should feel left out of the adventure.

It's your job to see to it that everyone is heard and has a chance to participate and contribute.

Rule Number Two: Be flexible!

So you've spent weeks preparing your adventure, and you're approaching the climax. Much to your dismay, one of the players suggests a course of action that you didn't think of and that should work, but you are resistant to it because you think it spoils the special flavor of your story. If the players come up with a plan that could and should work, it is really bad form to "just say no". You have to be fair and allow the players the widest range of action that you can. It **is** easy to come up with a scenario that relies upon the players taking a very specific course of action to successfully complete the adventure. DON'T DO THIS! Let the players come up with their own plans and ideas, or they will feel (correctly) that they are simply being led through the adventure, and that they are only there to do the things that the GM wants them to do.

Remember, you aren't writing a STORY for the players to follow blindly; you're creating a SITUATION for the players to explore. This doesn't mean that you as the GM can't come up with a plot with scenes in a more or less predetermined order (take a look at the Kam'srit Riddle adventure in this book, for

example), but rather that you shouldn't stop the players from doing something that they think "would be really cool". It might mean that you have to really think on your feet...but that is why you are the GM.

The whole point of playing, and all the fun, is for the players to do the thinking and adventuring, not for the GM to lead them through a series of set piece situations.

Rule Number Three: Be responsive!

It is important for you to remember that not everyone is a veteran gamer or has the same role-playing style that you are used to. As long as everyone is polite and well-mannered, there is no right or wrong way to play a Role-Playing Game. If someone in your group acts a little differently than you're used to, or if they need a little more help with the rules or to get actively involved in the game, then you should do everything you can to help that player feel comfortable and welcome, to help him feel that he is contributing to the overall play of the game.

Following the leader!

If it should happen that two or more players in your group all want to be "the leader" of the team, this can be resolved by any of the following means:

- Toss a coin. The winner becomes the leader, and the others play some different character type.
- Allow each candidate to make a one-minute oration on why he should be the leader. Then hold an election. Treat the result the same as a coin toss.
- One character becomes leader but is given a seniority rating of 60 and cannot refuse promotion and retirement when it comes up.
- Have each potential leader create two characters, one a leader and the other of some different type. Then alternate who leads each adventure, with the other player(s) using their alternate characters. (Note: Your group might decide that anyone who misses a session when he won't be the leader without a good excuse loses his next turn to be leader.)
- Some other solution which is appropriate to your group.

Your group should mutually agree upon one method of resolving the situation. If no one can agree, then use the election system.

The point, however, is to get over the debate about who is going to be leader and get the game started! After all, the whole point is that the Prime Team is a TEAM which works TOGETHER to accomplish the mission. While the leader must make some overall decisions, it should not be necessary to micro-manage the activities of every other player. The leader should use "objective oriented orders;" tell them what to do, not how to do it!

Where do I get my ideas?

Now that you have run several adventures for your players and utilized all the published scenarios, where do you go from there? Look for concepts — a small group (i.e., the Prime Team) can often do what an army cannot. Look to books you have read, movies you've watched, science fiction TV series, etc., for seed ideas to build from.

Think about this. It would be great for the entire group to watch a movie together...and then *play out the sequel!*

We never promised you that writing scenarios would be easy, but they should always be enjoyable for you to create.

Are you comfortable? Then we'll begin.

Once you have the basics down, and your players are all set up and rarin' to go, you are faced with the daunting task of either running a published scenario, such as Web of Darkness or The Kam'srit Riddle, or of, gasp!, actually writing your first adventure. Where do you begin? Well, if you've talked with your players about the type of mission they would like to undertake, you at least have a beginning. Beyond that, the decision about what sort of adventure you create should be based upon your own personal preferences. The more you enjoy running the adventure, the more the players will enjoy playing it. If you want to go with an action/adventure scenario, with blazing phasers and evil aliens, then you work from there. If you are more partial to problem solving situations or character interactions, then give the players a series of obstacles to overcome or require them to engage in extensive negotiations and/or investigations to achieve their objectives. If you have any previous experience with role-playing, then you should have no problem coming up with an idea for your adventure. If not, then think about your favorite TV shows or movies. What sorts of thing do they have the heroes doing? With a little thought, you can doubtless come up with numerous ideas (some devious, some not), just waiting to be unleashed on your unsuspecting players!

Whatever you decide, any good scenario should feature elements of all three of the following themes: Action, Problem Solving, and Character Interaction.

Action situations involve combat, or at least physical danger, and are not only a good way to quicken the pace of an adventure, but also to add a little "ohmygod!mgoingtodie!" tension for the players. It is important to come up with novel situations for the scenarios. How about an ambush while the characters are stumbling down a muddy slope? Or a bar fight, where the characters can't use their weapons, but their opponents are under no such restrictions. How about a situation where the characters are forced to duel a group of aliens with unfamiliar weapons? You get the idea...these may be action packed situations, but the characters are still forced to think their way through them.

Problem Solving situations require the characters to overcome or circumvent some obstacle, without resorting to combat, and are a good device to let the players stretch their imagination and role-playing muscles. They are also a good way to highlight the inherent elite status of the Prime Teams. If a company of Federation Marines could have done whatever it is that the scenario calls for, then why was a Prime Team sent instead? Ask yourself these sorts of questions yourself before the players do! Prime Teams are supposed to be able to think on their feet and devise unique solutions for difficult problems, and as such, the keys to most scenarios should be Problem Solving ones. Problem Solving should call upon the players to use their skills, equipment, or environment in new or unusual manners. Try to avoid the "Logic problem inscribed above the three doors" cliché. How about a giant creature blocking the team's path that is virtually immune to Phaser energy? Maybe it's highly sensitive to high-frequency sound and could be driven off if a tricorder is jury-rigged to emit an ultrasonic tone. How about requiring the characters to follow a suspected spy through his daily routine aboard a starbase, without letting on that he is being observed? The situations should all make sense within the framework of the larger scenario, of course, and all should advance the ultimate plot of the adventure.

Character Interaction situations require the characters to interact with non-player characters (NPCs). These situations call upon them to actually assume the persona of their

character, and the GM should encourage the player to stay in character throughout the game. Basically, the player should say, "I open the door." **NOT** "My character opens the door." Character Interaction situations are good ways to truly personalize the nature of an NPC adversary or ally.

Single-session adventures vs. campaigns

Once you have your first adventure under your belt, there is one last thing you need to worry about: the **next** adventure. As a GM, you need to make a decision about the way that all the stories that are involved in your scenarios will relate to one another. Will the adventures you run be single-session adventures, fairly self-contained with every situation you present being resolved in one play session and with little or no continuity between adventures? Or will you develop plot threads that span over several adventures and introduce situations that may take numerous sessions to resolve? Both aspects have their advantages and disadvantages. Single-session adventures are easier for you as the GM to develop as you don't have to keep a tight control on the details about what has happened in the past.

Also, this sort of game is much easier for players who can't make every play session to get involved in. If they miss one week, no problem, they just show up the next week for a whole new adventure. Of course, some players might want a more structured campaign situation, where there are recurring NPCs and locations. A Campaign adventure is the height of the role-playing experience, but requires a substantial amount of work to successfully achieve. In this sort of adventure, information the players gleaned last week (or the week before) may be of no real importance until several sessions later. NPCs that the players encounter can be counted on to reappear later on, and they will have changed along with the

Team! Players can really get into their roles in this sort of situation because they know that the things that they do **NOW** will have effects on events that they will deal with in the future. Of course, the down side to all this is that if you have a multi-part campaign adventure spanning several play sessions, and one part requires the actions (or involvement) of a specific player character to advance the plot...well, if they can't make it that week, then you have a problem. You either have to scrub the game, which will not be popular with the rest of the players, or find some way to "fill in" until the player character returns. A good GM has to stay on his toes.

As GM, you have to be careful that you keep track of all the important events and facts that have already gone by. It's embarrassing to get caught in a contradiction about past and present events by one of your players! "Uh, well, yes, Kaw'thartac was merely in disguise...Yeah, that's the ticket! He was always meant to be a cosmetically altered Korlivilar spy, all the time..." Sorry, it just won't work.

The pros and cons of the various campaign structures, just like everything else about the game, are things that are up to you to consider. But don't be afraid to experiment a little. Try something new, and see how it works out. Nothing says that once you start something one way that it has to be that way forever. (Be nice and tell your players when things are changing though, as no one likes having the carpet pulled out from under their feet without any warning.) It would be fine, for example to start your game with an episodic, single-session structure for the first few sessions, and slowly ease into a structured Campaign later, after you've have a degree of Team history to build on.

As long as you and your players always remember the Prime Rule, then things will work out fine. Enjoy!



WEB OF DARKNESS

All around was darkness and silence as the Romulans made their way along the cramped corridor deep within the derelict spacecraft, pushing aside the debris which lay strewn all around them. It was obvious to Marcus Tal, the leader of this Praetorian Team, that many years had passed since the crew members of this craft had perished. Their dried up carcasses intermingled with the rubbish around them, and it was slow going. The drive chamber lay open before them, and they made their way slowly through the ragged opening.

There was a quality in the sudden circular motion of the long settled dust in the chamber that unsettled him, and Marcus wished that he could see more clearly. The science officer swept his scanner around and noted the readings, glowing green in the darkness.

"Tribune...I don't think we're alone."

PLOT SYNOPSIS

In Web Of Darkness, a newly activated Prime Team is on a training cruise and is hurriedly rushed into active service months before they are truly ready to go into the field. This allows for the fact that this is the introductory adventure and is also the first time players have created characters.

An alien space craft has been detected in the Neutral Zone, on the fringes of Romulan space and is believed to be responsible for the destruction of a Romulan Snipe-P class border patrol ship. The Federation starship which carries your novice Prime Team is the closest to the scene and has been ordered to rush to the Federation/Romulan border. Here it will be able to transport the Prime Team onto the derelict before two other Romulan ships are able to close upon it. The danger of this action (entering the Neutral Zone) is not taken lightly by Star Fleet, but the vessel is an unknown, and if it DOES contain some sort of "super weapon", then it cannot be allowed to fall into the hands of the Romulans.

Star Fleet HQ has authorized the activation of your group's Prime Team to meet the challenge.

So here's the story.

Before the downfall of their empire, the Tholians sent out robot probe ships from their home galaxy in a program of exploration intended as a prelude to colonization. (When the Tholian Empire was overthrown by the Seltorians, a few Tholians were able to escape in the prototype of the portable-planet colonization vessel, guided by reports from previous survey probes.) Each probe ship was "crewed" by a Seeker, a robot survey module able to operate independently over great distances, a sort of combination boarding party and action team.

In the distant past, one particular probe ship was damaged in a collision and lost all warp travel capacity. Tenaciously persistent in its mission, however, the computers guiding the ship sought alternate methods of transportation. In deep, intergalactic space the probe ship latched onto an alien spacecraft that had attempted to scan it. Still relatively powerful at that time, the probe ship's Seeker boarded the vessel (much to the dismay of the poor individuals suddenly exposed to hard vacuum) and attempted to establish direct control of the vessel. The Seeker's mission does not take into account such things as "other people's property" or "playing nice" as general operating principles. The surviving members of the

crew tried to resist, but the Seeker (fully described in the Tholian Seeker/Snarer section) was quite capable of subduing them.

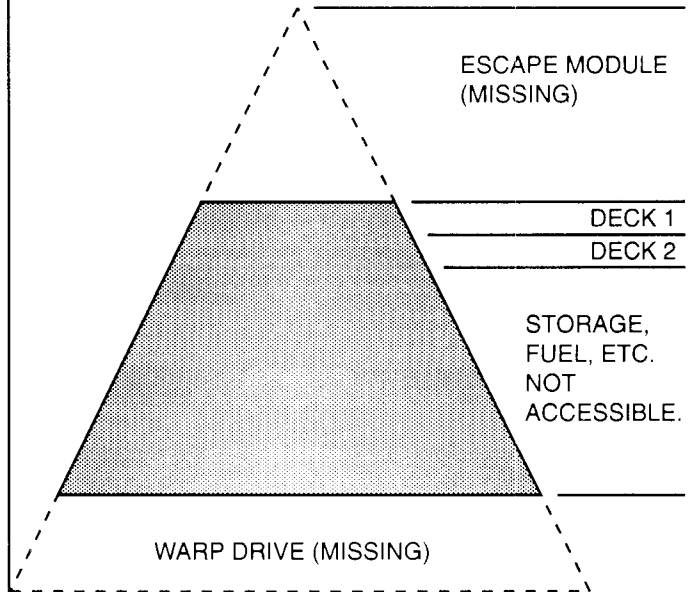
Without taking the crew of the vessel into consideration, the Seeker put the drive of the vessel into maximum overload for a period of time vastly exceeding its safety margin and began its search. The crew of the ship died horribly of over-exposure to drive radiation. Long after the last of the crew was dead, and with the drive finally exhausted, the ship dropped out of warp and began the interminable sblight coast to the edge of our galaxy.

The "derelict" spacecraft that is the subject of this adventure is in fact the "alien" ship, not the original Tholian probe ship.

During the long coast to the edge of our galaxy, the Seeker's energy level dropped substantially until today, when it is barely a shadow of its former self. It needed a new source of energy to replenish its depleted cells. A source like that strange ship it was ALMOST able to drain would be adequate, but the Seeker was too impatient. It tried to take too much power at once and caused the matter/anti-matter containment field of the Romulan ship to collapse, destroying the vessel. The massive input of energy into the Seeker's ancient circuits caused substantial damage, and the device itself is slowly "dying."

(Note to the GM: The players should NOT be told this—it helps in the suspense if they believe that the Seeker/Snarer is more powerful than it really is.)

The Seeker cannot drain the engine energy from the Federation ship (or out of the Prime Team's phasers and other equipment).



Star Fleet is unaware (as are the players) that a Romulan boarding party (a Praetorian Team) had been beamed aboard the derelict spacecraft. (Praetorian Teams are not regularly assigned to Snipe-class frigates. The Romulans had a frigate pick up the team to avoid raising undue suspicion when it entered the Neutral Zone.) The molecular structure of the hull makes it impervious to sensor scans. The Romulan Praetorian team was led by a Senior Tribune, named Marcus Tal, who may have been encountered by one of the Federation Prime Team members at some point in the past (see Background Character Involvement). His team has all been taken down by the Seeker and are now roaming the

ship as MindBlanks...mindless killer zombies. The Seeker steals some of the knowledge from the minds of the living creatures it drains and grows stronger with each victim it drains. Marcus Tal has managed to avoid the same fate...so far...and is now playing a deadly cat-and-mouse game through the hull of the derelict, desperately trying to find a way to destroy the Seeker before it either kills him or destroys the next ship that comes along. Of course, Marcus Tal expects that next ship to be a Romulan vessel, not a Federation starship...

(Note to the GM: Marcus Tal, like the Federation Prime Team which will beam aboard as part of this adventure, is unaware that the Seeker is crippled and does not represent a threat to any ship which it may encounter. Marcus Tal firmly believes that he is now on a divine mission to protect his brethren when they appear for his rescue.)

Once the Primes beam on board the alien vessel, they will be told that they will have only about 2 hours to scope the place out, and decide what to do about the vessel, before the Romulan ships arrive. What they actually encounter will undoubtedly come as a bit of a surprise.

MISSION BRIEFING AND EQUIPMENT ALLOCATION

"At ease. Approximately two days ago a spacecraft of unknown origin was detected within the Federation-Romulan Neutral Zone. The Auxiliary Exploration Ship *USS Noam* has been monitoring the passage of the craft through the Neutral Zone as it heads toward the Federation border. Long range scans indicate that the craft might be a derelict. Its power levels are currently operating at the lowest measurable output. It does not appear to be under any sort of operating drive, rather it appears to simply be drifting through space. It was given a relatively low monitoring priority, until events took a strange new course.

"Approximately 30 hours ago, the alien craft was approached by a single Romulan Snipe-class patrol frigate. The frigate closed with the spacecraft and began to conduct a close-range scanning operation. Approximately 11 minutes later, the Romulan ship exploded, for reasons which remain unclear.

"Upon reception of this information the *USS Noam* was ordered out of the vicinity of the alien space craft. Deep scans from several Federation Outposts indicate that two other Romulan vessels are closing on the Alien craft. They are expected to reach the vessel within 30 hours. As this ship is capable of placing itself within maximum transporter range of the unknown ship within 28 hours, Star Fleet has declared this a Code 2 situation and ordered this vessel to achieve that position and place a team on board the alien craft. However, the alien craft will still be within the Neutral Zone during the boarding. For this reason, and owing to the potentially hazardous nature of this mission, Star Fleet HQ has ordered that your team be prematurely activated and granted full Prime Team Status as of this hour, this date. Your training cruise has just become a operational mission. This is your opportunity to use your training.

"Your mission is to gather as much information as possible about the origin, condition, and capabilities of this vessel and to assess the threat involved in allowing the vessel to fall into the hands of the Romulans. If there is recoverable data or technology, you are to acquire it. If you feel that the vessel or any unrecoverable portion or device thereon represents a threat to the Federation, you are to destroy it. Exercise caution at all times throughout this mission. Remember, this ship may have, in some way, destroyed a Romulan frigate.

"Get your people together. I need your tech requests within the hour..."

...

As the Team prepares for the mission, more information is filtering through and is made available to them.

...

Now at the Federation/Romulan Neutral Zone, ship sensors have now been able to ascertain that the alien vessel is actually only a remnant of a larger vessel.

(Note to the GM: It appears that the Seeker jettisoned bits and pieces as they became inoperative.)

Also, there are residual traces of a massive radiation overexposure toward the rear of the vessel ("down") that will require the inclusion of Rad shielding in the Skirmish Armor issued to the Team for this mission. This same radiation, coupled with the extremely long range and the odd (and obviously extragalactic) composition of the hull, precludes any degree of detailed scanning of the vessel. There are low level energy readings from the vessel, but it is possible that those are sensor glitches caused by the radiation background. There appear to be no life readings.

(Note to the GM: Wrong! Marcus Tal is most definitely alive, as are the Romulan MindBlanks, but the ship's sensors are incapable of detecting these life signals through all the "junk" the ship is putting off.)

The Briefing Officer restates the need to get solid tricorder readings on whatever is in that ship. He informs the team that they must search every compartment, if necessary, to locate the source of the attack on the Romulan ship.

The team is assigned the following equipment for the mission:

ALL TEAM MEMBERS:

- Sealed Light Skirmish Armor, with Hummer Helmets and Rad Shielding 8 (capable of 8 hours of effective protection)
- Respirators with (2) spare oxygen bottles
- Personal Xenon lamps, mounted on the Hummer Helmets, but removable
- Communicators (maximum of 45 meter range)
- Phaser Pistol with (2) extra power packs
- Combat Knife
- Field Dressing Kit
- Grav Boots*

*While the Grav Boots are issued to the Team as a standard allocation, once they beam over they will find that the derelict is maintaining a standard 1G and the boots are not necessary. (Note to the GM: If any party members decide to continue wearing the boots, they will, of course, be subject to the A/I mod discussed in Section 8.)

TEAM LEADER:

A Transporter Beacon with a one shot HEP (High Emission Particle) "Flare", guaranteed to cut through the noise and get the ship's attention. ALL Team members MUST be within 5 meters of the HEP the turn after it goes off or they will be left behind. (Note to Briefing Officer: This must be stressed when they receive the equipment. Also, the ripcords will not work on this mission.)

Normal communication between the derelict and the ship will be IMPOSSIBLE during the mission, and the Transporter ripcord will not function. (Note to Briefing Officer: Regardless of any player attempts to "jury-rig" a communicator to break through the static, this is IMPOSSIBLE. Feel free to let them try, however.)

SENIOR MARINE OFFICER OR NCO:

Tactical tricorder
 (3) Photon Grenades
 OPTION of sealed Light Assault Armor

MARINE HEAVY WEAPONS SPECIALIST:

Scatter Phaser with (5) extra power packs and equipped with integral Tactical Tricorder
 (4) Scuttle Charges. When set properly -- two each on opposite ends of both levels (Demolitions skill 4/6/8 tricode), the ship can be destroyed with a subspace radio transmission from the Federation ship. Alternately, the charges can be triggered by an appropriate transmission from a "jury-rigged" tricorder-communicator device.
 (3) Photon grenades
 OPTION of sealed Light Assault Armor

OTHER MARINE SCs:

(3) Phaser Grenades

SCIENCE OFFICER(S):

Science Tricorder

MEDICAL OFFICER:

Medical Tricorder
 Full Medkit (both Basic and Advanced)

VULCAN PSIONICS MASTER:

No additional equipment

Professional Reputation points may be used to request additional equipment as normal, but remind the characters that they are new to all this and that they should perhaps save those points for Wheedling their way out of a poor Mission Review. Requesting Armor other than the specific Armor allocated above is impossible for this adventure due to the time required to fit armor with Rad Shielding.

BACKGROUND CHARACTER INVOLVEMENT

There is only one possible Background Involvement Character in this scenario, and that is Marcus Tal, the Romulan Praetorian Team commander who is still alive on board the derelict.

Apply a 6/8/10 tricode to the background contact test.

Complete SL means that the character has actually met or confronted Marcus Tal at some point in the past (a diplomatic function, a tense space battle, or some planet bound mission), and at that time Marcus Tal definitely had the upper hand.

Moderate SL means that the character has seen dossiers about Marcus Tal and knows something about his career.

Minimal SL means that the character has heard of Marcus Tal and knows about his reputation.

THE BEAM OVER

Have the Briefing Officer make some conciliatory remarks about activating the team early, and promises of a cake-walk, duty to the Federation, chance to look good for the brass, chance to show up other Prime Teams from their class, etc. The point here is to remind the players as well as the characters that they are **NEW** at all this.

The lack of precise scanning and the extreme range to the vessel combine to make the beam over a difficult one. Have the normally implacable Transporter Chief mutter angrily to the Briefing Officer, just as the characters enter the

room, that "It is too risky to attempt the beam over! This is madness, Commander!" "Carry on, Mister" is the snarled response.

Have the Briefing Officer impress upon them the time restraints of this mission. Once they signal the Recall Beacon, that's it. There will not be enough time to send them back into the alien ship again before the Romulans arrive. **THIS IS IT!**

After you give them one last chance to ask the Briefing Officer questions, get them onto the transporter pad, roll a whole batch of dice, and look unhappy. Tell the players they start to materialize somewhere and fade back to the transporter platform. Roll a batch more dice, and look even less happy. Repeat this process a few times, but don't **OVER** do it. The point here is to convince the players that what they are attempting is really difficult, without simply saying "This is really difficult!"

Finally, ask players what their Strength or Discipline characteristics are and make a note. Look down at your last dice roll and make a "Well, I guess it'll have to do" face and ask characters to list the equipment they're carrying. Roll a few dice for each item, and when all is said and done (and quite regardless of what all the bogus dice rolling might mean), tell the players that they have managed to beam across, but just barely. (If you really want to be a noodge, or if you **REALLY** want to take away any special equipment that they picked up in the Equipment Mongering portion of the Briefing, just say that this or that was damaged in transport. Assign a Level of Damage, and let the Tech wiz on the Team ply his trade for a bit. If they complain, tell them that you **DIDN'T** roll to see if their suits or respirators were damaged, but that you **COULD** if sufficiently provoked.)

The characters appear in the center of the Upper Deck of the ship. Go to the Deck Description and take it away...



**THE NON-PLAYER CHARACTERS STARRING IN
WEB OF DARKNESS**

• **THE THOLIAN SEEKER/SNARER**

The Seeker is an artificial construct, designed by the Tholians, to locate and "retrieve" various specimens for study. The Seeker has been severely damaged during its trip across intergalactic space and is very low on energy reserves.



The Seeker is a faceted, crystalline column that tapers to a point at either end and is approximately 1.5 meters tall and .4 meters across at its widest point. It has no limbs or manipulative digits and has no obvious head or sense organs. It moves by electromagnetic suspension and is always found floating somewhere between a few centimeters and two meters from the floor. The Seeker can float over most obstacles it encounters and never takes modifiers for unstable footing. The Seeker can move up to 20 meters in a single action. Even at rest the Seeker is constantly turning and bobbing, so it ALWAYS counts as a target using evasive maneuvers with no loss to its Movement value.

The highest SL the Seeker can achieve on the ACTION part of its A/I test is MODERATE; the Seeker can never achieve a Complex Action. Any dice that achieve the Complete SL on the INITIATIVE portion of the A/I test, however, DO STILL count as "3s" for the purposes of Initiative Determination.

The Seeker's characteristics and abilities are as follows:

CHARACTERISTICS

STRENGTH	4
ACCURACY	5 (20 meters = Movement)
SPEED	8
LEADERSHIP	1
LOGIC	10
INTUITION	0
DISCIPLINE	10
TECHNICAL	6
G. KNOWLEDGE	0
PERCEPTION	4
Lethal Capacity	8 [1] [2] [3] [4] [5] [6] [7] [8]

The Seeker is immune to Stun damage.

SKILLS

FIRE (Web Casters)	5/5
MECHANICS	4/5
ELECTRONICS	4/5
JURY RIG	4/5
LANGUAGE (Romulan)	2/1
CURRENT HISTORY	
(Romulan Perspective)	2/1
Knowledge of Praetorians	2/1

The Seeker has no Equipment, but is capable of using its WEB CASTERS with deadly accuracy.

WEB CASTERS

The Seeker is equipped with internal Web Casters. The Web Casters are similar to the Web generators used aboard Tholian starships, but at a much lower power level. The Seeker has, at this time, a very limited supply of energy for the use of the Web Casters, but that supply can increase if it captures/snare any members of the Prime Team.

The Web Casters can be used by the Seeker on any of the following SETTINGS:

StunStrand: 2/4/6 Stun Damage E=5

The StunStrand is a single shot attack that shoots a microthin beam of energy at the target in an attempt to slow it down so that it can be snared.

StunSnare: 4/6/8 Stun Damage E=15/square meter

The StunSnare is (for the purposes of this scenario) a permanent creation that the Seeker can produce and lay out over a given area, much like a smaller version of the infamous Tholian Web. Once a creature has been rendered unconscious in the StunSnare (or with a StunStrand), the Seeker may begin to Absorb Bioenergy from that creature. It takes the Seeker 1 turn to lay out a new area of StunStrand that covers a square meter. A character must make a test for every meter of StunSnare he wishes to travel through. Each meter of StunSnare has an ODC of 8 and takes damage like any machine. The Seeker may move through its own StunSnare without impediment and is never affected by it in any way. The areas in which the Seeker has already laid out units of StunStrand are detailed below in the Area Descriptions.

Absorb Bioenergy: E=0

The Seeker will absorb life energy from a snared victim at the rate of 3 Lethal Damage capacity points per minute (every 15 tactical turns), unless the victim makes a special resistance test. The test tricode is 6/8/10, and the test dice are equal to the character's Strength or Discipline, whichever is greater.

Complete SL means that the character loses no Lethal capacity that turn.

Moderate SL means that the character loses only 1 Lethal capacity that turn.

Minimal SL means that the character loses 2 Lethal capacity points.

Failure means that the character loses 3 Lethal capacity points.

Botch means that the character loses ALL remaining Lethal capacity points.

Once a character is reduced to 0 Lethal capacity, the Seeker acquires a rudimentary knowledge of the character's life and knowledge. The character is then treated as a MindBlank with the characteristics and skills listed for the Romulan MindBlanks. This transformation is irreversible during the scenario, but is automatically cured by the transporter process when the team evacuates the derelict. Armor does NOT affect the test in any way, but the character's tricode test is NOT affected by his current level of damage.

The Seeker cannot drain bio-energy from MindBlanks.

NOTE TO THE GM: Try to keep the players away from the Seeker to avoid the loss of bio-energy. In no circumstances tell them that the transporter will automatically reverse the damage. Let that be a pleasant surprise at the end of the scenario.

At the outset of the scenario, the Seeker has 100 Energy points. The Seeker gains 2 points of Energy for every Lethal capacity point it drains from a living victim.

The Seeker is Immune to Stun Damage. Its AR (for all armor types) is equal to its current Lethal capacity. The Seeker can "Heal" one point of lethal damage for 5 Energy points, **EVEN AFTER IT HAS BEEN "KILLED."** (Surprise surprise surprise!) However, regardless of the amount of energy the Seeker has to employ in this manner, it may never raise its Lethal Damage Capacity to a value greater than 8.

HISTORICAL NOTE: The Seekers, internal web-casters, and bio-energy draining systems were used only by the Tholian Inter-Galactic Survey Arm (TIGSA), which regarded them as state secrets of the highest order, and the technology to build and use these devices is not known by the Tholians now alive and living in our galaxy. (The Neo-Tholians who arrived with the 312th Battle Squadron did not have this technology either.) The bio-energy draining system could only be used by robots, since it would drain the life energy of the being using it, as well as the intended target.

• THE ROMULAN MINDBLANKS

The Romulan boarding party has been mind wiped by the Seeker and will attack anything they encounter. They all have the following stats and skills:

CHARACTERISTICS

STRENGTH	6
ACCURACY	2
SPEED	4
LEADERSHIP	0
LOGIC	0
INTUITION	2
DISCIPLINE	2
TECHNICAL	1
G. KNOWLEDGE	0
PERCEPTION	2
Lethal Capacity	4 [1] [2] [3] [4]
Stun Capacity	4 [1] [2] [3] [4]

SKILLS

Smash Things With Blunt Objects 2/2

EQUIPMENT

All the MindBlanks are armed with a Heavy Blunt Object, (treat as heavy melee weapons). They are still in the tattered remnants of their rad suits and are still wearing their respirators. (Note to Briefing Officer: A simple way to deal with the MindBlanks is to simply strip off their respirators.)

OPERATIONS

The MindBlanks are totally mindless and are not subject to reason. If a character moves into a chamber on the ship which is adjacent to one in which the Romulan MindBlanks are present, and if there is an archway connecting the two chambers, the MindBlank will attack. On the first turn that a MindBlank engages a Team member in combat, it will automatically achieve a Complex LoA for the turn. Its Initiative will be determined normally. Thereafter, the MindBlank will roll its A/I normally.



• **MARCUS TAL**

CHARACTERISTICS

STRENGTH	5
ACCURACY	6
SPEED	6
LEADERSHIP	8
LOGIC	4
INTUITION	5
DISCIPLINE	5
TECHNICAL	3
G. KNOWLEDGE	5
PERCEPTION	5
Lethal Capacity	10 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10]
Stun Capacity	10 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10]

SKILLS

Fire (weapon).....	6/6
Martial Arts.....	6/6
Melee Combat	6/6
Stealth	4/5
Interrogation	5/6
Persuasion.....	6/7
Terran English	3/4

EQUIPMENT

- Empty Plasma Repeater
- Respirator (with concealed communicator) / Radiation suit
- Combat Knife

Marcus Tal is down to less than three hours of oxygen in his bottles, and the Seeker has drained the power from his plasma gun. When the Federation team arrives, he will attempt to set up an ambush, bluffing with his useless plasma repeater. Marcus Tal will bluff, sneer, and generally act as if he is in charge of the situation, although he fully realizes that he has no real cards to play. He desperately wants to mete out revenge upon the Seeker for killing the members of his team. Once he has the characters enthralled with a partially true account of what occurred, he will wrap the oration up with the statement that they must give him a phaser or they will never get out of the ship alive! Then he will spill the beans about the Seeker.

Whether the team trusts Marcus Tal or not is up to them. If the team takes Marcus Tal into their confidence, he will act as if their interests are conjoined, but in reality, all he wants to do is destroy the Seeker, even at the cost of his own life. Once he learns about the scuttle charges, Marcus Tal will do whatever it takes to get the Team to set and use them. If talk turns to capturing the Seeker, Marcus Tal will remind the characters about the destruction of his own ship. If necessary, Marcus Tal will take whatever steps are necessary to see to the destruction of the Seeker.



AREA DESCRIPTIONS

See the maps at the end of this scenario.

Whenever a character enters a room marked 'Empty', roll 2D6 and compare the result of the roll with the following Table:

The Empty Room Table

• **2 - 6: POSSIBLE ALIEN ARTIFACT** •

Ruined consoles, instruments, and devices of alien origin litter the walls and deck of the compartment. Many seem to have been smashed, and all show the signs of prolonged radiation exposure. None are operational. Allow the characters to make a Mechanics or Electronics roll, aided by an Engineering tricorder, against an 8/12/14 Artifact Discovery tricode. This test may only be made once per room, and, as such, there are no repeated task attempt mods applied. If more than one character per room wishes to attempt the test, whichever scores the highest roll has succeeded, and the other(s) are assumed to have achieved a SL of Failure. (Unless one of the characters BOTCHES, in which case you have too much of an opportunity for fun to pass by; and should go with HIS roll instead.)

Complete Success yields a device that is in near operational condition! While it cannot be repaired within the span of this adventure, it is, nonetheless, an invaluable artifact for Federation research. Note that the character has recovered an Artifact Grade 1. (The Briefing Officer is encouraged to make up as outrageous a description for this device as his imagination allows.) Make it as easy or difficult to carry as you wish.

Moderate Success yields a device that, while badly scragged, retains enough of its former circuitry (or whatever) to be of interest to Federation researchers. Note that the character has recovered an Artifact Grade 2, and, as above, go to town with an elaborate description of what it might have done and what it looks like.

Minimal Success yields a device that is beyond repair, but still offers some tantalizing hints as to the nature of the technology employed by the designers of the derelict and, as such, is still of some interest to Federation researchers. Note that the character has recovered an Artifact Grade 3.

Failure means that there really is nothing of interest in the room.

Botch means that the character has found some absolutely USELESS piece of ruptured junk, but one that he firmly believes is THE MOST IMPORTANT PIECE OF ALIEN TECHNOLOGY EVER RECOVERED FROM ANYWHERE! Just lay it on with a trowel. Limitless energy sources, the secrets of trans-dimensional travel, Warp 16 or better AT LEAST. The device is, of course, grotesquely heavy, full of sharp edges and spikey bits that threaten to snag on Respirator hoses, and generally exceedingly difficult to haul around. Note the character has retrieved an Artifact Grade 0, and continue **your** ongoing mission of complicating their lives.

Regardless of the result of the Artifact Discovery test, roll another 2D6 on the Empty Room table. Another roll of 2-6 means that there is nothing else of interest in the chamber. (There is, at most, one Artifact per room for the purposes of this scenario.) However, if the result of the second roll yields any number between 7-12, apply the results of that roll to the room as well. In any event, the second roll is the last roll for the room.

• 7 - 8: ALIEN CORPSES •

One to three (1D6 divided by 2 and rounded up) mummified alien corpses are scattered around the room. Allow the characters to roll a Medicine or Biology task test, aided by Medical or Life Science tricorder, against an 8/12/14 Corpse Analysis tricorder. As with the Artifact test above, only one SL, the best (excepting the BOTCH) is actually applied to the contents of the room.

Complete SL yields a corpse in an almost perfectly preserved state! The possibilities for Federation xeno-biological researchers are staggering. Note that the character has recovered a Corpse Grade 1. (Pretty gruesome, huh?) An attempt should be made here to impress upon the players the complete "alienness" of the former crew.

Moderate SL yields a corpse in poor condition, but sufficiently intact to retrieve a few good samples of tissue, etc. The Bio-Boys will still be excited about the possibilities. Note that the character has recovered a Corpse Grade 2.

Minimal SL yields a lumpy mass of Critter-Thing, with some intrinsic value to Bio-research. Note that the character has recovered a Corpse Grade 3.

Failure means that the character can identify the corpses as the remains of the previous crew, but that there is not sufficient tissue remaining to analyze.

Botch means that the character thinks that he's found a crew member in suspended animation! NOTHING could be more important than getting "Charlie" back to the ship in one piece. Why, the opportunity to bring an ancient extra-galactic alien back to life is JUST THE SORT OF THING THAT GETS A TEAM MEMBER PROMOTED! (Not!) Simply note that the character has picked up a Corpse Grade 0, and try not to let the players know that you're laughing at them.

Regardless of the result of the Corpse Analysis test, roll another 2d6 on the Empty Room table. Another roll of 7-8 means that there is nothing else of interest in the chamber. However, if the result of the second roll is a 2-6 or 9-12, apply the results of that roll to the room as well. In any event, the second roll is the last roll for the room.

9: THE OLD COLLAPSING CEILING TRICK

The structural integrity of this room is not what it should be. Beams and supports above the suspended ceiling tiles have given way, and a substantial amount of debris is waiting to fall. After the Team has entered the room, randomly select one or more of the characters to "get dumped on". Let the whole team make A/I rolls, and the "target" character(s) may attempt to dodge the collapsing debris as any normal attack. Assume that the collapsing material causes a D# 6 Lethal attack and covers an area of 3 meters in diameter. Anyone within 1 meter of the "target" character will also be within range, but the central target character (only) has a flat +2 mod imposed to his Dodge test due to the area of effect of the attack.

Unless the characters manage a **Complete Dodge SL**, they will be pinned under the wreckage until they can be dug or cut out by their teammates. (This is a GREAT time to throw a MindBlank or two at the Team. They were attracted by the commotion.)

A **Moderate SL** on the Dodge test will require two turns of digging or one turn of Phasering to free (each) trapped character.

A **Minimal SL** on the Dodge test will require 4 digging or 2 cutting.

A **Failure** will result in 4 digging or 2 cutting, but the character(s) will need to make an Accuracy Characteristic test

versus a Yes/No test number of 5 each turn to prevent his respirator from being dislodged during the excitement.

If the Character(s) **Botch** their Dodge test, they require 4 digging or 2 cutting to be freed, but have automatically lost their respirator.

A character without a respirator will take 1 point of Stun Damage each turn until he goes unconscious. Thereafter, he will take 1 point of Lethal Damage for each period of time in turns that he is without a respirator equal to his LDC.

The length of time it takes to accomplish the rescue remains the same, regardless of the number of characters that are trying to free the targets. A trapped character cannot attempt to free himself without the risk (same as Dodge Failure, above) of dislodging his respirator.

If a character with a higher initiative than one of the targets expresses the desire to knock someone out of the way of the falling debris, they will have to make either a Martial Arts or Speed task test versus a 5/7/9 tricorder, with the usual Dodge mods applied to the test, and subject to their movement for the turn. (There is always one Heroic player willing to risk his life to save another.)

Complete SL gets both characters out of the collapsed area, as if they had both performed a Complete SL Dodge.

Moderate SL gets the initial target out of the way, but requires the "rescuing" character to make a regular Dodge test to get himself out of harm's way as well.

Minimal SL requires the rescuing character to make a Dodge test with an additional +1 flat mod to the test, but allows the initial target to make his Dodge test with a -1 flat mod.

Failure requires both characters to make a Dodge test, the rescuer's being at a flat +2.

Botch imposes a flat +2 on the initial target's Dodge test and a +4 on the rescuer's test.

If the rescuer achieves a SL of Minimal or better, AND the initial target achieves a Dodge SL of Moderate or better, award the rescuer 10 points toward Heroic Rep at the end of the scenario.

Once the ceiling collapses, make no other rolls for the room. If this was a second roll for the room, and if the characters had not already recovered either an Artifact or Corpse, you may assume that it was destroyed in the collapse.

10-11: WANDERING MINDBLANKS

Three Romulan MindBlanks roar out at the first character to enter the room. (They wander into the room from the corridor if this is a second roll.) See the descriptions of the MindBlanks, above, for details on how to conduct this combat. These three MindBlanks are NOT those described in the specific room placement. These are extras, thrown in to spice up the adventure.

12: HMMMM, THE FLOOR IS A PROBLEM TOO...

This roll could be subtitled, "...and we thought the ceiling was bad!" Randomly (or not so randomly) select a character who will fall through a hole in the floor from Deck 1 to a corresponding room beneath it on Deck 2. If this result is rolled on Deck Two, ignore it and reroll.

The character, despite all attempts to the contrary, will in fact drop down to Deck 2. If he wants to use Heroic Rep to avoid the fall, tell him that "It breaks your fall, and you take no damage", but down he goes nonetheless. The drop is almost 10 meters, too far for him to jump back up. And besides, there are jagged sections of decking and conduit that jut out into the hole making it impossible for anyone to pass through it again

anyway. He will have to make his way back to the party alone...

OK, here's the real deal with this piece. If you want to really get the adventure zipping along, ignore the actual rolls that are called for here, and at some point of your choosing, just drop whoever is carrying the HET Beacon around down to the second level, using this event as an "excuse". Then have the Seeker show up, and while the rest of the team desperately tries to clear the hole to drag their separated teammate back up, have it stun the guy and drag him back to its lair (Room 44). This provides a multitude of plot-driving conflicts. First, the bulk of the party has seen tantalizing glimpses of the Seeker but, of course, no clear views. The trapped team member can try to describe the thing to them over his communicator, but since the Seeker will make quick work of him, the mystery is maintained. Second, of course, is the fact that one of the team is captured by the Monster thing and needs to be rescued. Third, you might want to mention to the team that their captured comrade was, in fact, carrying the HET Beacon, which, as they may recall, is their only way home. Hey, mix in Marcus Tal right about here, with his doom-saying and general wigged-out attitude, and the players should all be pretty tense. They are yours to do with as you will.

Other general descriptions:

All of the arched doorways are standing open.

All internal walls are 35cm thick and are treated as High Tech Security Plastic.

The StunSnare requires a 10/12/14 to detect or analyze, with a flat -1 mod per additional unit in a particular area after the first one.

NOTES TO THE GM ON RUNNING THIS ADVENTURE

If you choose not to use the Plot Driven Events as described in 11 & 12 above, then use the following as a general guide to the course of the adventure.

The players will probably spend some time exploring the upper level and dealing with Marcus Tal and the MindBlanks. It should also take them some time to figure out the StunSnare Web in chamber 22.

Later, the battle with the two MindBlanks below will attract the interest of the Seeker. Try REAL hard to stun all the players and have one of them dragged off to the Seeker's lair to be Biodrained. The players will then have to find/rescue him. If they have encountered Marcus Tal by this time, he will undoubtedly be a pain with his continual exclamations of "Destroy the ship before it's too late!", etc.

Remember that the clock is running for the Team. They cannot afford to still be on board the derelict when the Romulan reinforcements show up. Marcus Tal will try to stall them as long as possible, waiting for help.

If the Team is still involved in the adventure at the end of the two hours, then 12 Romulan Hoplites (use the standard Romulan stats and maximum Melee/Martial/Fire skill levels) with Plasma Pistols, Stun Batons, respirators, and the equivalent of Assault Armor show up on Deck 1 in area 23. They will quickly fan out to cover the ship. If combat ensues, the Romulans will attempt to capture the Team members. Marcus Tal will quickly move to assume command of the Romulan force if he is in any position or condition to do so.

If the Team is subdued, they will be transported onto the Romulan ship and interrogated by Romulan authorities. The Team's Starship Captain will negotiate for their release some hours later, but the reception the team will receive upon

returning to their own ship will be less than warm. This, of course, is a course of action to be avoided at all costs.

MISSION REVIEW

The Prime Team receives a mission review rating according to the following circumstances:

Ultimately, the mission is assessed as a Code 2 Threat Mission.

To be initially awarded a **Complete Mission SL**, the Team MUST have achieved each of the following:

- (1) Scuttled the ship, taking the Seeker with it.
- (2) Have hard tricorder data on the Seeker (a Tricorder Field Equipment SL of Moderate or better).
- (3) Have convinced Marcus Tal to tell the real story of how the Romulan Frigate was destroyed.

If ANY of these objectives were not accomplished, the best initial Mission SL that can be assigned is Moderate.

To be initially awarded a **Moderate Mission SL**, the following must have been achieved: Any two of the above.

To be initially awarded a **Minimal Mission SL**, the following must have been achieved: Any one of the above.

If the Team has achieved NONE of the objectives listed above, they are assigned an initial Mission SL of **Failure**.

If the Romulan vessel ends the scenario in possession of the Seeker, regardless of all other factors, the team is assigned an initial Mission SL of **Botch**.

If any member of the team is captured by the Romulans, requiring the Captain to negotiate their release, the Team is also assigned an Initial Mission SL of Botch. In both of these cases, however, the Team is eligible to attempt to Wheedle to a Mission SL equivalent to the one that they would have been assigned if they hadn't screwed up in either of these ways.

Bringing back a Grade 0 Artifact reduces the Team's initial Mission SL by 1. Tricorder data on its own has no effect on the initial Mission SL.

Bringing back a Grade 0 Corpse reduces the Team's initial Mission SL by 1. Tricorder data on its own has no effect on the initial Mission SL. Note that these modifiers may be cumulative.

The following factors may allow for **Wheedling SL bonuses**: If the Team returns to the ship with Marcus Tal, a total +1 Mission SL is POSSIBLE.

If the Team returns with a Grade 1 Artifact or Corpse, a total +2 Mission SL is POSSIBLE. If the Team returns with only tricorder data, the bonus limit is +1 SL.

If the Team returns with a Grade 2 Artifact or Corpse, a total +1 Mission SL is POSSIBLE. If the Team returns with only tricorder data, there is no possible SL bonus.

If the Team returns with a Grade 3 Artifact or Corpse or tricorder data, there is no effect on the possible Mission SL.

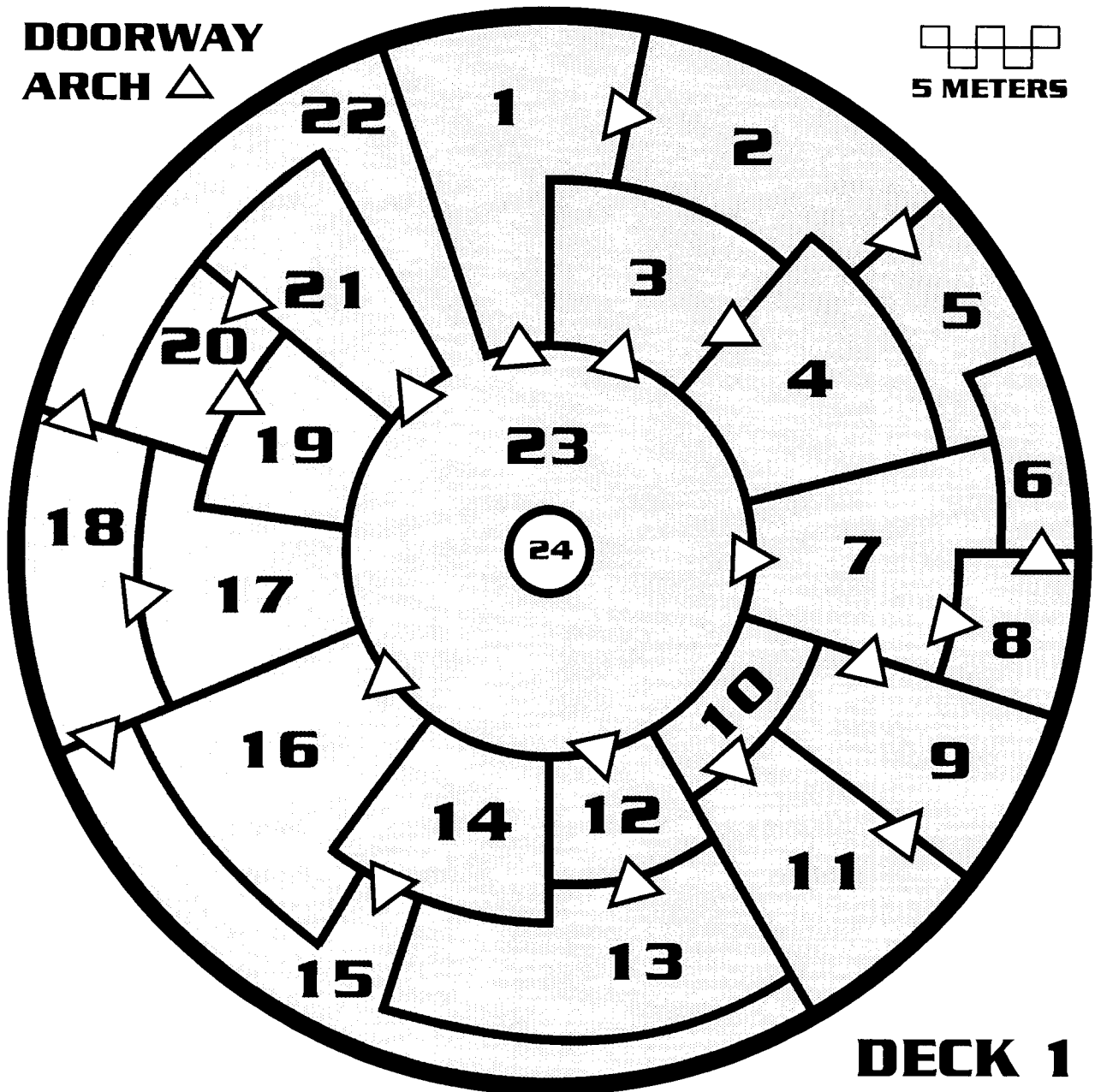
Note that while possible SL bonuses may be received for both an Artifact and a Corpse, only the best of each category may be used. You can only get a bonus for the BEST Artifact and the BEST Corpse, but not for two corpses and/or two artifacts.

The possible bonus for bringing back Marcus Tal is additive with Artifact and Corpse bonuses.

AREA DESCRIPTIONS

DOORWAY
ARCH △


5 METERS

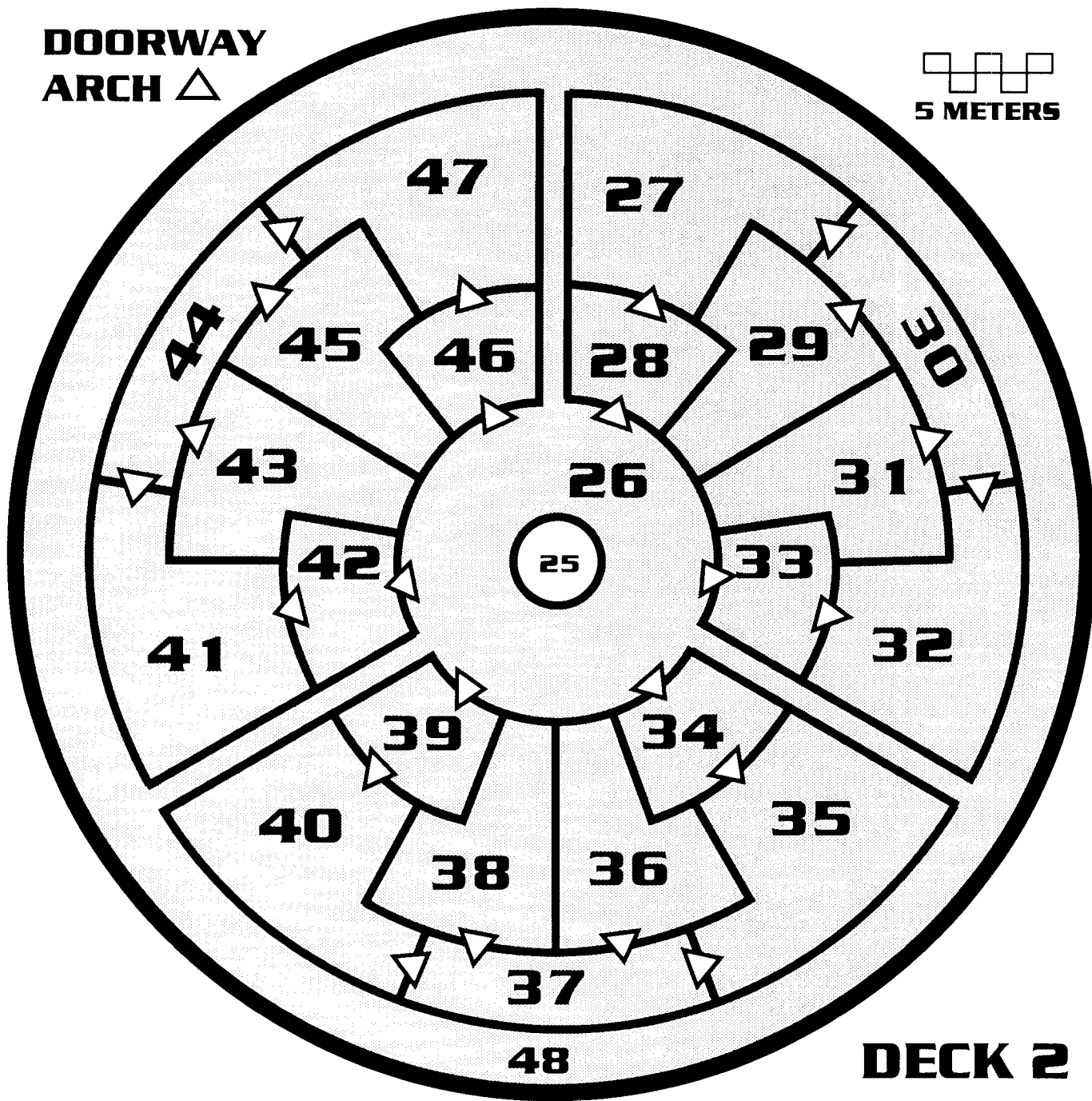
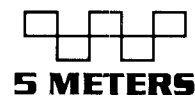


DECK 1

Level One

- 1 = Empty
- 2 = This is where Marcus Tal is hiding.
- 3-5 = Empty
- 6 = Broden Taal -- Romulan
- 7-12 = Empty
- 13 = Sutek -- Romulan
- 14-21 = Empty
- 22 = StunSnare, 8 square meters worth in the back end of the passageway.
- 23 = Open Area. This is the Team's arrival point
- 24 = Passageway to Deck 2

**DOORWAY
ARCH** △



DECK 2

Level Two

- 25 = Reciprocal of 24 (above)
- 26 = Open area: Taminar and Zulitek -- Romulans
- 27-33 = D6 units of StunSnare in each room
- 34-35 = Empty
- 36-40 = D6 units of StunSnare
- 41-47 = D6+3 units of StunSnare per room
- 48 = A corridor around the rim of the ship

Seeker is in Room #44

THE KAM'SRIT RIDDLE

He felt completely alone. The R'Tseera Shaman leaned heavily on his Mind Lance as he stood before the edge of the precipice, gazing out across the unceasing umber plains. Heat waves rising from the cracked and scarred surface below made the horizon shimmer and dance, and the carbon snows on the slopes of Mount Verabei, still huge in the distance, seemed to pulsate with the very heartbeat of the land.

Hidden from the winds, the Shinar Valley was a place of non-life, and Ventrak often travelled here to escape the endless prattling of lesser trained minds. While he was duly admired and revered by the Lessers in his S'kree, at times they were simply an irritation. He sighed. The mantle passed unto him by his Father lay heavy upon his shoulders.

Alighting then, silently by his side, his coremate studied his profile for a moment before breaking the silence with a question.

"What troubles you, Ventrak? Your shivers belie the heat, and you do not speak. Is it as it was before?"

Ventrak allowed the heat to pass into him and through him, hoping to find within it a source for his unnamed disquiet, a measure to gauge his fear.

"It is not as it was when I sensed the others," he replied. "Their s'kerra is not like ours. Greed and violence, pain and death, it twists through their minds like the striation in the rock we stand upon." He returned his gaze to the horizon, still unchanged. A moment passed between them.

"Perhaps," she began, "this time we should seek them out. Perhaps they are different...?"

"With you it is always 'perhaps', my core mate." He smiled. "Let us take this to the Velstrya...they will have the answers we seek."

He leaned forward into the dry wind, spreading his multicolored wings behind him to catch the thermals rising from the hellish landscape below. Circling slowly, he waited as his companion mirrored his actions and, as she rose, took her hand.

"Let us take it to the Velstrya."

PLOT SYNOPSIS

Sentria is a marginal Class M planet, orbiting a Red Giant star in the Erim Oridani system. The inhabitants of Sentria are a humanoid avian race, fully capable of flight. Certain members of the race are also highly telepathic. The avian Sentrians are a fairly recent evolutionary development in Sentrian history. Tens of thousands of years ago, they were little more than highly intelligent birds, living on a lush and verdant world inhabited by the Kam'srit, a vastly more advanced humanoid race. The Kam'srit were an ancient spacefaring race who long ago fled Sentria after exploiting it for untold generations.

The world these ancients left behind was a wrecked, arid planet, fit for only the most hardy forms of life to eke out a marginal existence. But the avian Sentrians were hardy and adapted naturally into their environment as other species around them died off. In time, the avians developed their cognitive and psionic abilities and became a fully sentient

species. They are a young but wise race, with a deep understanding of the special ties that they have established with their wounded world. Of special significance to the Sentrians are the numerous enduring structures of the "Others" — the Sentrian name for their long vanished predecessors. The Sentrians understand that, in some way, "The Others" are responsible for the current conditions on Sentria, and for the opportunity that gave rise to the current Sentrian culture. As such, "The Others" and their strange buildings, useless to the winged Sentrians, are both greatly feared and venerated.

It is believed that one day "The Others" might return to Sentria, but the Sentrians do not know whether to welcome or dread their return. Being a highly empathic race, the Sentrians believe that they will be able to judge the nature of the returning "Others" by the emotional overtones of their auras. The Kam'srit have long since vanished from the galaxy, leaving behind only a few enigmatic traces that they ever existed. One such trace is a cryptic tablet that refers to the location of the homeworld of this once expansive and now vanished race. This tablet was located and translated by a renowned Federation Archaeologist, Dr. Emil Pasternak, who was able to reason out the twisted course of events that must have led to the current state of affairs on the primitive desert world. Although the planet of Sentria, with its young emerging population, is quite strictly under the Edict of the Prime Directive, Dr. Pasternak feels that it is within his purview to go to the planet and to uncover the nature of the previous inhabitants, all "in the name of science." (A man as vain and arrogant as he is genuinely talented in his field, Dr. Pasternak has done little throughout his career to disguise his complete disdain for the Prime Directive.) He wishes to discover what secrets might be buried deep in the shifting sands of Sentria and to gain the fame and recognition that accompanies a find of such magnitude.

Using his considerable network of contacts and great personal wealth, Dr. Pasternak organizes an illicit expedition and arranges with a shady Freetrader for a no-questions-asked transport to Sentria. Once on the planet's surface, Pasternak's expedition sets up a base camp and spends several days trying to remain undetected by the natives. Finally, they locate an exposed group of ancient structures that are still predominantly intact. They set up a forward camp in the ruins at the base of an immense ziggurat and begin to wrest out the secrets of the ancient structure with their state of the art archaeological equipment.

"IT'S GOIN' AFTER THE BOSS!" Paradise screamed as he released a furious blast at the Sentrian with his pulse rifle.

On the third day of the dig at the ziggurat, one of Pasternak's diggers panics when he sees a winged Sentrian hovering nearby over the camp. Without thinking, he fires at the Sentrian with his pulse rifle. At first Pasternak is furious at the digger, but when he is satisfied that the "creature" was alone, Pasternak is willing to chalk up the incident as "an unfortunate footnote in the field of archeology". (Note to the GM: This, more than anything else, should reveal to the players that they are dealing with an unbalanced individual.)

The situation is not that simple, however, and it turns out that the Sentrian scout was NOT alone. His companion oversaw the entire affair from a distance and fled home to warn his people of these strangers and their casual disdain for Sentrian life.

The Sentrion Core Leader, a powerful psionic named Ventrak, finds himself in a difficult position. The returning scout has spread the rumor that the "Others" have returned, and his people are afraid. As the Core leader, Ventrak is called upon to confront the aliens that all his people now believe are the returned "Others" and show them that the Sentrions that currently inhabit this world are not the savage, mindless creatures of centuries before.

This is where the story takes a twist, however, as it turns out that for Ventrak this is all a show. He knows at least some of the true story—that the Diggers are not the returned "Others". Ventrak has had dealings with the outworlders before, when the Federation first came to Sentrion years earlier to survey the world for possible inclusion in the Federation. That survey party (which included one of the Prime Team members on this mission — see the Background Character Involvement section for more details) had very limited contact with the Sentrions, and it was decided that the world was not yet ready for inclusion in the Federation. When the party left, it was agreed that the Federation would not return for at least a generation. Ventrak was one of the five high-ranking Sentrions who had participated in the discussions with the Federation Survey party earlier, and he realizes that Pasternak and his diggers are of the same race.

But now, Ventrak must act as if he is going to meet the "Others" to satisfy the fears of his people; personally, he wonders why the Federation has broken their promise.

Ventrak and his windhost confront Pasternak's party upon the steps of the ziggurat as they emerge the next evening. There is a brief conflict as Pasternak and his party fire upon the assembled Sentrions. Paradise, the digger who fired the pulse rifle, is fatally struck by an obsidian spear carried by the Sentrion warriors, and another is dispatched with Ventrak's awesome Mind Lance (see the Mind Lance section for a complete description of the powerful psionic device). One of the digger team is run down and captured by the swifter Sentrions, who take their captive back to the Sentrion Aerie. Pasternak and the other digger evade the aerial pursuit and take refuge in the depths of the ziggurat. Unable to navigate the cramped passages of the ziggurat (and unwilling to do so because of traditional taboos), the Sentrions do not pursue Pasternak and the other digger within. But Ventrak uses the limited understanding of the ancient tech to seal the only exit from the ziggurat. Fearing that the advanced outworlders may still escape, he posts a guard over the area to alert him should they emerge. It is this guard that spots the Prime Team when they enter the area days later.

Back at the Aerie, the captured digger sneers and threatens, telling Ventrak that "A powerful Star Fleet will come looking for him, one that could reduce all of Sentrion to rubble in the space of a day", etc. He is correctly convinced that when they discover what has happened, the Federation will not abandon him here on this alien world, and he knows that it is just a matter of time before Star Fleet dispatches someone to rescue them all. Ventrak is able to psionically coax the truth, unwillingly, out of the digger, that they are here illegally, and that if Star Fleet were to find out what they had done, they would be severely punished.

Ventrak, hoping that his captive is correct in his assessment of those who will come after him, sets to planning how to meet, and perhaps test, these newcomers, if need be, and how he will bargain for the right of his people to live unmolested. These plans revolve around their belief in "The Spirit of Veskus", a great storm deity who the Sentrions believe comes to test the worthy and punish the wicked. (In fact "The Spirit of Veskus" is merely a psionic weather manifestation, but it is still a nasty storm when it comes.)

Above the planet, the Freetrader who ferried the expedition to Sentrion panics as the rendezvous time passes and contact is not established with the expedition. He reports the situation to the nearest Federation outpost, and a rescue operation is authorized.

Enter the Prime Team. When Star Fleet Command Records Division confirms that one of the Prime Team members was a participant in the initial Sentrion Contact/Survey team, and that his ship is (coincidentally...) in the general vicinity of the Sentrion system, they waste no time in ensuring that his Prime Team is assigned to the rescue mission...

BACKGROUND CHARACTER INVOLVEMENT

Relationship with Dr. Pasternak

The Team's Commander automatically has Dr. Emil Pasternak as a Background Contact. Let him roll his Background Rating in D6 versus a 4/6/8 tricode, and consult the following:

Complete SL: The character was Dr. Pasternak's prize student before deciding to join Star Fleet. He and Pasternak were the closest of friends, having shared numerous experiences together, and they parted on the best of terms. Inform the character that he and Pasternak have lost touch over the past few years, but before they lost touch, the Doctor rarely forgot a birthday or special occasion and has often relayed information about his (legitimate) expeditions to the character. The character has the fondest of memories for his old mentor and will go to great lengths to protect him from danger and the inevitable consequences of his illegal activities on Sentrion. The character can definitely count on being well received by his old mentor (within the confines of the situation).

Moderate SL: The character was one of Pasternak's rising stars before deciding to join Star Fleet. The Doctor was somewhat miffed by the character's decision to leave the academic world to join Star Fleet, but by and large the character was a close friend and can count on being fondly remembered and trusted by him.

Minimal SL: The character was one of Dr. Pasternak's "in-group", before deciding to join Star Fleet. Pasternak was not at all happy with the character's leaving the University to join up but was still fairly close with the character. Dr. Pasternak will remember the character fondly.

Failure: The character was one of Dr. Pasternak's less memorable students, and Pasternak will recall this after a few moments...if reminded. The character and Pasternak shared nothing more than a standard Student/Teacher relationship.

Botch: The character and Dr. Pasternak had a huge blow-up concerning the character's decision to leave the university and join Star Fleet. Even though the character was once Pasternak's closest friend and most promising student, the Doctor dismissed him with a great deal of acrimony, swearing to never speak with him again. The character is still somewhat sensitive over the whole affair and is unsure how the Doctor will react to his presence.

Regardless of the success level scored in his dice rolling, the character will have the following information about Dr. Pasternak:

Dr. Pasternak is fascinated with ancient languages and writings. His reputation in the field is based on his extraordinary translation ability and his capacity to extrapolate cultural information on the basis of those translations. He is also extraordinarily wealthy. Rumor has it that he has organized

more than one "covert" expedition to closed worlds to retrieve artifacts that he has subsequently sold to collectors for a great profit. Dr. Pasternak is well known for his disdain of the Prime Directive. He has often publicly expressed his opinion that the Prime Directive interferes with the more important tasks of scientific and anthropological research.

Also, the character finds that he has the General Knowledge skill — Archeology, at his maximum current level.

Determination of Previous Sentrion Contact

Have the remainder of the Team each roll their Background Rating in D6. Whoever rolls the highest (there's no tricoder for this roll) is informed that he was a member of the only other Federation expedition to Sentrion, several years previously, before he joined his current Prime Team. The character was several grades lower in rank at that time (of course) and was only marginally involved with the discussions that occurred during the initial contact. However, the character has a priceless advantage in that he has some personal experience with the Sentrions and their culture, and he now has the General Knowledge skill, Cultural Knowledge: Sentrion, at either Level 4, or his current maximum level, whichever is lowest.

Also, inform the character that he had established a special friendship with a Sentrion native, named Ventrak. (Will coincidences never cease?) Allow the character to work this into the adventure in any fashion he desires. Maybe they saved one another's lives or shared a common interest in some subject (very easy to explain if the character is a Vulcan). Perhaps they tasted the forbidden love of interspecies romance, but whatever they shared, it created a bond, and the player has a friend somewhere in the Sentrion community if he can find him again.

Remember! It's up to the players, with the help of the GM, to work all of these facts into each character's personal history. As you can see, Background Rating aspects of scenarios can, over time, cause the player to find the need to "make room" in his character's personal history to accommodate all the people he has known and the place's he's been.

MISSION BRIEFING AND EQUIPMENT ALLOCATION

Inform the team leader that he is awakened at 0430 as his personal viewscreen sounds an alarm bell. Commander Kosov appears on the screen and shouts the following in his Russian-accented voice.

"Assemble your Team, and report to Briefing Room Four immediately. Kosov out!" The screen then goes blank.

Have the Team leader call up his team mates. Point out to them that it is now 431 AM and that they have only been asleep for three or four hours. As they stagger into the briefing room, have Kosov snarl, "Seven minutes? Bah! Next time do better."

"You have been assigned to conduct a search and rescue operation on the desert planet of Sentrion. Eighteen days ago, an illicit archaeological expedition set down on this planet, which currently enjoys the protection of the Prime Directive. The team of Archaeologists was transported to the planet by a Freetrader, who panicked when they ceased communications on day four and then missed their scheduled recall on day six. The Freetrader, in a panic, then reported to Federation authorities on Starbase 12. No contact with the expedition has been established since."

Turning toward the character with the Previous Sentrion Background information, he continues.

"<insert Character's Rank/Name here> has had previous experience contact with the Sentrion culture. For the benefit of those of you who weren't *lucky* enough to share his experience, the Sentrions are a prespaceflight capable race, although the Federation Initial Survey Report indicates that they are not completely pretechnological. There are indications of psionic ability in some members of the race. They are not reported to be overtly violent or aggressive; however, the ISR reports are sketchy at best. The ruling counsel, called 'Velstrya', seemed particularly reluctant to answer specific questions about their race, and contact was broken off, with no formal relations established between Sentrions and Federation. The planet remains under the edict of the Prime Directive.

Do you wish to add anything, <insert Character's Rank/Name here>?"

Encourage the player to add his two cents, to heighten the sense that he really *does* know something about the place. Kosov continues...

"Thank you. This Prime Team has been assigned the duty of conducting the S and R under Code 3 conditions: minimal contact, complete containment. However, as always in Code 3 situations, the Team Commander will have the final say in exercising his duty to protect Federation citizens.

"Expedition complement has been reported as follows: Five diggers: Philip Brentanno, Fumio Isahara, John Durents, Dallas Paradise, and Jon McGuffy, paid laborers who are little more than strongbacks and ruffians really. They were apparently recruited by the team organizer, who appears to be Dr. Emil Pasternak, noted archaeologist and a member of the Federation Advisory Counsel on Anthropological and Archaeological Affairs."

The Briefing Officer turns to the Team Leader.

"I believe you are acquainted with the Doctor, <insert character's Rank/Name here>, da? In any event, gentlemen, you are expected to retrieve the lost members of this expedition without alerting locals to your presence or causing an escalation of the situation if contact is inevitable.

"The Freetrader was able to provide us with coordinates of the expedition's initial beam down location. You will begin your search at same coordinates. Strangely, extreme current atmospheric conditions on planet over that location make communication with surface difficult, and scans are all but impossible. You will be on your own. You will have to find the trespassers without our help. Remember, you are to at NO times use lethal force on ANY member of the indigenous population unless faced with a life or death situation. And if I may remind you, it is your job to avoid such situation. Do I make myself quite clear? The Federation's reputation for non-interference is on the line here. These gloryhounding archaeologists are jeopardizing that reputation, and you are NOT to make matters worse with an armed incident. Understood? Very well. I will require your equipment reviews within the hour. Dismissed!"

EQUIPMENT: Commander Kosov informs the team that the following equipment has been assigned to them for the mission:

ALL TEAM MEMBERS:

Phaser Pistol with (2) extra Power Packs
 Personal Communicator
 Red tinted, Desert Camoed Light Field Armor (-1 Flat mod for Stealth in the open desert, and +1 flat mod for Perception tests against in the open desert.)
 Desert survival pack -- Salt tablets, personal coolant packs, Bio-thermal Compensators to reduce fluid loss, sun screens, glare cutters, and ambient moisture condensators (can fill a 1 liter canteen in about 6 hours)
 Standard 72-hour Nutroboost with extra fluid extenders
 2x 1 liter canteens
 Survival Knife
 Field Dressing Kit
 Personal Xenolamp "Flashlight"

TEAM LEADER IS ASSIGNED:

Recall Beacon
 Universal Translator
 x200 Power Electronic Binoculars

TEAM MEDIC IS ASSIGNED:

Medkits, Basic and Advanced (with emphasis on heat/exposure related treatments)
 Medical Tricorder

TEAM TECHNICAL OFFICER(S) IS ASSIGNED:

Engineering/Survey Tricorder

TEAM SCIENCE OFFICER IS ASSIGNED:

Life Sciences Tricorder

SENIOR MARINE (SC) OFFICER IS ASSIGNED:

Tactical Tricorder
 Standard 100 meter coil of Rope
 OPTION of Standard Field Armor

MARINE HEAVY WEAPONS OFFICER IS ASSIGNED:

Repeater Phaser (with integral Tactical Tricorder) with 5 extra Power Packs
 OPTION of Standard Field Armor

Armor heavier than Field Armor is not available.

Any other equipment not listed here has to be requested via the usual Equipment Request routine.

SCENE 1: ARRIVAL

It was hot — hotter than the summers on Peltier's home planet by at least 30 degrees — and the Desert Camo they were wearing did not help the situation. The party began to spread out, looking for any signs which would alert them to the whereabouts of the missing archaeologists, as Peltier took a moment to reset his Recall Beacon.

The Prime Team beams down to Dr. Pasternak's original beam down coordinates and finds themselves in the middle of a vast expanse of arid wasteland, with the whirling sand whipping up all around them. Communications with the ship are resolved with a 10/12/14 Field Equipment tricode. The base time to establish communications is about TOCs=1 hour. The storm is really cutting down on the team's ability to communicate with the ship! If the team members immediately use their tricorders to try to find the missing explorers, then good for them! A life signs location task will yield nothing, although on a Complete SL, they will pick up faint traces of a definitely non-human presence in the extreme distance. This is the Ahg'Grubs, described in Scene 3. No further information about the life forms is available at this time. A scan for structures, power sources, or equipment will pick up Pasternak's base camp, nine kilometers to the southeast. A Minimal SL or better will locate the power supply still running at the base camp.

The hike to the camp is not dangerous, but it's not fun either. Have all the players make a Strength roll versus a D# of 5 (vs. a 6 if they are in Standard Field Armor). If they fail badly, tell them they are getting dehydrated. Nothing too bad happens because of it, but you want to scare'em a least a little before things get REALLY bad.

Due to the storm, the hike will take about three hours, and it will be approaching midday by the time they arrive at the base camp. Weather conditions get REALLY bad toward midday, and the Team should seek shelter. Unless the players do something incredibly dumb here, they should march dutifully (and uneventfully) toward the base camp, and Scene Two.

SCENE 2: THE EXPEDITION BASE CAMP

Minx emerged from the tent.

"They have been here, sir, but that was days ago. The moisture condensators have all overrun their containers!"

Peltier had expected as much. There were no tracks to be found in the shifting sands, but he knew the look of an abandoned camp. He scanned the storm-shrouded horizon with his binoculars.

"Damn it, Emil! Where *are* you?"

Once the team gets to the source of the power signal they have been tracking, they will quickly discover obvious signs of the base camp. There are five linked solar-powered desert-camoed thermo-shield survival tents pitched under the protection of an outcropping of rocks. Within the tents, the team will find a power recharger recharging some Pulser power packs, a moisture condensator condensating, and numerous crates, tools, and a good deal of general rubbish.

There are also about thirty artifacts, items found by Dr. Pasternak during his initial sweep of the area. Most of them are objets d'art, mostly sculptures of various sorts of animals and a few bowls, vases, and pottery shards. One object is a bit different, though. Have each player make an Intuition or Perception roll (whichever is highest) against a 6/8/10 tricode.

Complete SL means that the character (correctly) identifies the object as a highly advanced technological device, obviously very old, and certainly not of Federation origin!

Moderate SL means that the character thinks the object may be some piece of old tech equipment brought along by the diggers.

Minimal SL means that the character notices that "there is something unusual" about the object.

Failure means that the character does not notice anything out of the ordinary about that piece.

Botch means that the character thinks that the piece is a fossil of some odd local life form.

A **Complete SL** in an analysis tricorder task will reveal that the device is part of an ancient (100,000+ years old) semiconductor computer mechanism and is undoubtedly local in origin. Lower SLs reveal no further information about the object.

The Team will also find Pasternak's backup log in one of the tents. The information can be played on any tricorder. A visual image of a deeply-tanned Dr. Pasternak is shown as he recounts the events of the first few days of the expedition.

The following are Pasternak's recorded logs:

"Day one. Established base camp, as Brentanno uncrated the Sand Rover. The Freetrader seemed more reliable than most, but am still uncomfortable about his insistent questioning about the tablet. It would have been better if he had not seen it. This planet is drier than I had expected, so I will have to emphasize water discipline with the diggers. No encounters with natives."

"Day two. Began sweep of immediate area to the east in the Rover. The storm continues, and we are making slower progress than I had hoped. No sign of any structures or other traces of lost civilization. Will push farther east tomorrow and, if nothing is found, will sweep to the north the next day."

"Day three. The storm has finally abated, but Isahara thinks he may have scanned something...or someone...flying some distance southeast of here. I still hope to avoid contact with natives, so have spoken to the workers about the need for caution."

"Day four. Still no important finds. Where is the ziggurat referred to in the tablet? I will send Brentanno and the others south in the morning. The storm has returned."

"Day five. The rover refuses to function, despite continued attempts to clear the sand which seems to be everywhere. The storm confines us to the base camp."

"Day six. We are wasting time, and the rendezvous time is approaching. Nothing to report."

"Day seven. No entry."

Day eight. Nothing! Still nothing! I am loath to move the base camp, but Isahara has confirmed that his initial scans were of a birdman, and that he is continuing to pick up readings of these birdmen all around. I believe that they can't find us if we remain in the camo-tents, but what if they catch us in the open? Do they represent a danger to us? The men are becoming antsy, and I don't wish to start an incident here!"

"Day nine. Much better! The storm has cleared, the birdmen are nowhere to be seen, and all indications point to a

major concentration of structures to the northeast. We have brought back several examples of loose material and several artifacts! This is more like it. Tomorrow we set off for the structures, which I believe to be about twenty-five kilometers to the northeast. It will take us most of the night to get there.

"If this is a major site, then we can move the whole base camp there while we start the dig. I just hope that that imbecilic Freetrader doesn't panic. That's the last thing I need right now. Once I have the data about the Kam'srit, even the Federation High Consul won't have the nerve to challenge my right to explore this world!"

That is the final log entry. A perceptive team should also notice that there is no Sand Rover to be found at the base camp. They can scan if they wish, but they won't find it.

Hmmmm. A set of ruins to the northeast? Sure, could be. Sooner or later, once the team runs out of other options, they will think to check out the northeast. What a good idea. Once they get around to this, then you can move onto Scene 3: Attack of the Ahg'Grubs!

SCENE 3: ATTACK OF THE AHG'GRUBS!

"Sir...the sands are moving!"

Peltier looked down at his feet, as the sands shifted. All at once, a black shadow appeared and began to move towards him.

The trip to the northeast, on foot, will take the Team about twelve hours, although they will not be aware of this. About six hours out, the team is attacked by a number of Ahg'grubs, a large burrowing scorpion-like creature attracted to moisture. (The stats for the Ahg'grubs are detailed in the NPC section at the end of this adventure.) There will be four more Ahg'grubs than there are Primes.

The Ahg'grubs normally come up from under the surface late at night, when the small amount of naturally occurring dew condenses on the surface. However, regardless of the time of day, the Ahg'grubs are attracted to the Prime's cantens. Make a standard Reciprocal Response test for all the Primes vs. the Stealth task test of the Ahg'grubs once they surface. If the Prime(s) do not lower the attacker's SL to Failure, they will be surprised.

Complete SL on the part of the Ahg'grubs means that the Primes automatically FAIL the Actions part of their A/I tests for the first round of combat.

Moderate SL means the Primes automatically achieve a Minimal LoA for the Actions part of the A/I test for the first turn of combat.

Minimal SL means that the Primes achieve an automatic Simple action for the Actions part of the A/I test for the first round of combat.

The Ahg'grubs can spend a simple action to burrow back down into the sand and can move 10 meters per turn when digging through the sand. If an Ahg'grub surfaces directly beneath a character (and they will), the character must make an Accuracy task test vs. a 6/8/10 tricode.

Complete SL means that the character has cleverly dodged out of the way of the attack and can fire a ranged weapon or move away as desired.

Moderate SL means that the character has mostly avoided the attack, can still move away this turn, but cannot fire a weapon.

Minimal SL means that the character barely jumps out of harm's way. The character loses the rest of his turn.

Failure means that the Ahg'grub may attack the character in normal melee combat, but the character's defensive actions are at a flat +2 due to surprise and poor footing.

Botch means that the character has been knocked to the ground by abrupt appearance of the Ahg'grub beneath his feet, and that defensive actions are conducted with a flat +4 mod.

The Ahg'grubs will continuously dig down and resurface to attack a character from a blind quarter. Don't give the Primes an exact number of the attackers at first; make them sweat out whether they got them all. Drawn by the large amount of water present in the canteens, the Ahg'grubs will not cease their attack until they either succeed in reaching the canteens or are destroyed. If one of the Primes thinks to just throw them some of their canteens, roll a D3. (Roll a D6 and divide by 2, rounding up.) If the number you roll is less than or equal to the number of canteens they threw down, the Ahg'grubs will go for them instead, dragging the containers into the sands and departing.

With some teamwork, the Primes should be able to overcome the monsters. Assuming they do so, shortly thereafter, the team will begin to scan a group of structures ahead. Is this where the lost expedition headed. We will find out in Scene 4: Confrontation.

SCENE 4: CONFRONTATION

"Sir, you had better take a look at this," Minx said as she directed her tricorder towards a dark patch on the worn marble steps. "It's human blood...and there's a lot of it."

Several hours later, the team stumbles into a ruined courtyard overshadowed by a huge ziggurat structure. The first thing of interest they will find is a Sand Rover to the southwest of the complex (Lower Courtyard Location #1 on Map #1). It is intact and operational, but has been partially covered by sand. There is nothing inside that would suggest where its former occupants are or what has become of them.

The Lower Courtyard, a ruined fortification, is awash with rusty sand. On the stairway to the Upper Courtyard (Lower Courtyard location #2 on Map #1), there is an obvious and recent stain. A Field Equipment task roll (tricorder) reveals the following information about the stain:

Complete SL: Human blood, more than enough to have caused the death of the individual, and let within the past 10 days.

Moderate SL: Human blood, the result of a massive trauma.

Minimal SL: Human blood.

Failure: The tricorder malfunctions, and no readings are currently available

Botch: Bodily fluid of some life-form. Perhaps Sentrian?

(Note that there is no need for a Lock On Tricorder task in this case since the stain is right there. Conduct the Analysis task as if a Complete SL was achieved on the Lock On task.)

There is no body to be found. Also, a Perception roll of 8 or greater will identify a number of Pulser burns on some of the walls of the ruins. There was a battle here! Smart players will start a sensor scan of the vicinity, trying to find some other signs of the lost expedition. Let them roll, but there's nothing to find. A Moderate or better Analysis roll will reveal that the odd construction materials of the ziggurat and the courtyard, coupled with the enormous static output of the sandstorm,

quickly defeat a standard scan. It is obvious though that the courtyard is in bad shape, with most of its walls tumbled down. Only one section, directly across from the main stairway of the ziggurat, is still intact.

A psionic scan also reveals nothing.

The team will probably wish to continue exploring the complex at this point. Deter the players from climbing up into the ziggurat at this time by pointing out the ENORMOUS number of steps leading up to the top and pointing out that the twin suns of Sentria have both reached their apex.

Besides, the ziggurat's two massive stone doors have been sealed. It would require hours to cut through the material to be able to get past them. The characters would be better advised to get inside the intact ground-level building (Upper Courtyard location #2) for a while.

Once inside this ground-level building, it will become apparent that Pasternak and his diggers were here. There is the spare Camo-tent, and several other pieces of the digger's gear, but still no sign of the missing party. Even with the vast amount of shifting sands, a few minutes of scouting around will reveal to the party that there was a lot of traffic between the base camp and the base of the steps to the ziggurat. It seems that the huge structure of the ziggurat itself forms a wind break from the worst of the storm. There is no indication that any member of Pasternak's party left the courtyard area into the desert, but it would be unlikely for any tracks to be left considering the windy conditions and the loose shifting nature of the sands here in the open desert. About the time Primes finish poking around here, they will detect some number of life forms in formation approaching the West Wall of the upper Courtyard.

"Talk to me, people. What do we have here?"

M'eins and Massing replied in unison.

"Six signals, flying. About 450 meters at bearing 170 true."

"They're coming in fast and low, sir," Sgt. M'eins added, turning to his left to continue his track with the tactical tricorder integrally mounted on his repeater phaser. "They're approaching in a shallow arc, sir. Bearing, Delta 181 through 184 true."

If the Primes are not using their tricorders (shame on them!), then they are surprised by the Sentrians as they emerge over the walls. A Tricorder task test reveals the following additional information:

Complete SL: Six life forms (definitely not Terrans) who are flying. One is carrying a technological device of some sort, no details. The other five seem to be unarmed, but again the readings are not conclusive. The group is approaching low and fast. The next tricorder task roll will automatically reveal that the group has split up and are coming in from four different directions, classic ambush tactics.

Moderate SL: Six life forms (probably not Terrans) who are flying. They seem to be unarmed, but this is unclear from the reading. A subsequent Tricorder task of Moderate SL or better indicates that the incoming group is splitting up.

Minimal SL: Four to six life forms, closing quickly. A subsequent Complete SL tricorder test reveals that the group is splitting up.

Failure: No additional information.

Botch: Eight to ten life forms, coming in on a sand sled or some other desert vehicle.

If the team contains a Vulcan Psionics Master, Ventrak will attempt to use his special Psionic ability -- **Suppress** — to shut that character down. Assume that 5 tactical turns go by between the time the Sentrians are first detected by either tri-corder or Psionics, and resolve the psionic conflict normally.

All at once they appeared in a blur of wings and color. They circled the courtyard four, perhaps five, times in an apparent attempt to draw fire and acquire targets. When it was clear that they were not receiving fire, the winged group alighted on the top of a crumbled wall. The red sky of Sentria swirled in angry spirals behind them. Only one of them, the tall one with the bright plumage, seemed to be carrying anything that even resembled a weapon. The 'spear' he held was very ornate, but the deeply honed edge could draw blood as well as any edged weapon. Peltier noticed that Adrianna had trained her phaser on that one the moment he had appeared over the walls and had kept tight track on him throughout his twists and rolls around the courtyard. She was still trained on him at that moment, both hands extended on her phaser and knees slightly bent.

The Sentrians come in from the direction indicated on the map. Roll A/I tests for all concerned. As soon as they do so, have all the characters make a Perception task test, but you're only really paying attention to what the character with the Sentrian Background skills rolls. This character will be rolling vs. a 6/8/10 tricorde to recognize his old pal, Ventrak, who is leading this band of Sentrians.

Complete SL means that the character immediately recognizes Ventrak as his old friend from the previous expedition.

Moderate SL means that he thinks that he recognizes one of the Sentrians, but as they are constantly in motion, he can't be sure. As soon as the Sentrians come to rest, then he can pick out Ventrak for sure.

Minimal SL means that he thinks that one of the Sentrians is a friend, but he will need to actually talk with the native before he could be sure.

Failure means that the character just doesn't recognize Ventrak at all. Of course, if Ventrak were to recognize the character and begin to talk to him, it wouldn't take much to get the character to recognize his old friend.

Botch means that the character just plain doesn't remember Ventrak. Nothing, short of really drastic moves such as Ventrak performing Mind Touch, is going to convince the character that the Sentrian that he's seeing or talking to is his old friend. "It's some kind of trick!"

The result of the Perception task, and the character's response to it, can have major effects on the actions of the Team at this point, and similar repercussions on the rest of the adventure. It would, of course, be disastrously stupid for the Primes to shoot at the incoming Sentrians at this point, but if they do so, give them one more action before the Sentrians respond. If a second shot is taken in the next round, the Sentrians will attack. Ventrak will continue to shut down any Psionics in the Prime's party, using his SUPPRESSION ability, and then he will use his Mind Lance to attack the most dangerous looking member of the Team. Once the shooting begins, Ventrak will use his Psionic ability — **Camouflage** — to hide his party until they either come out to talk or collect their wounded and depart.

If the Primes hold their fire, then Ventrak and the team can begin to parlay. Go to Scene 5a: Welcome to Sentria. If the Primes attacked the Sentrians, then go to Scene 5b: Rage!

SCENE 5a: WELCOME TO SENTRIA

"I am Lt. Commander Peltier, leading the United Federation of Planet's Prime Team Black Eagles. We have been dispatched here, to Sentria, to recover a group of Federation citizens who, against the wishes and contrary to the highest moral law of the Federation, have come to Sentria for their own purposes. It is our wish to minimize the level of contact and disruption that our, and their, presence here might bring about. If you know of their whereabouts and could direct us to them, we would be entirely grateful and would leave your world immediately."

If the Primes (smartly) waited to see what the Sentrians were doing before shooting at them, then the Sentrians swoop up over the walls in a spectacular display of aerobatic ability and grace, hovering over the waiting Primes and displaying their plumage. Ventrak will wait for the team to initiate communications before saying anything himself.

Ventrak can communicate telepathically with the Primes, either singly or as a group, but does not reveal that this is the case until after one of the Team members has begun the conversation. This conversation can take place in a number of ways. The Team Commander, for instance, could make a Leadership based task test, like Oration or Negotiation to engage the Sentrian leader. The Task Test tricorde is 6/8/10. There is a flat +2 mod if the tone used by the character is threatening or belligerent. The character CAN use his Professional Rep to modify his task dice, but gets only one-half (round down) the normal number of dice due to the stand-offish nature of the Sentrians.

If the Commander asks the character with the Sentrian Background skill for guidance or any other sort of "what do I say?" advice, then have the character roll versus a 4/6/8 tricorde.

Complete SL lowers the Negotiation tricorde by -1 flat and means that the negotiating character can't do worse than a Moderate Success, whatever he rolls.

Moderate SL lowers the Negotiation tricorde by -1 flat and means that the negotiating character can't do better than a Minimal Success, whatever he rolls.

Minimal SL lowers the Negotiation tricorde by -1 flat.

Failure has no effect.

Botch imposes a flat +1 on the Negotiation tricorde and means that the negotiating character can't do better than a Moderate Success, whatever he rolls.

If the character with the Sentrian Background skill speaks himself, then the "Negotiation" task is versus a 4/6/8 tricorde, if he uses his new Sentrian Culture skill. If he recognizes Ventrak and identifies himself as Ventrak's old friend (Ventrak already knows, but he's waiting to see if the character remembers), the tricorde is 4/5/6.

In any event, this should still be a tense test, with the silent Sentrians hovering above the party, the glistening and enigmatic Mind Lance in Ventrak's hands, and everyone obviously waiting for something. A simple "Uh, hi there guys! Have any of you seen some lost terrans around here anywhere?" isn't going to elicit a response. The speaker has to

make some sort of a formalized greeting or declaration of the party's intent before any response will be forthcoming. Remember, Ventrak is still acting as if the Team are a warparty of the "Others" to placate his people. Even if Ventrak's old friend recognizes him and tries to work from that angle, Ventrak will say something like, "We will not speak of those times until the events of this time are resolved." or something like that. Ventrak will tell the character that he has new and pressing responsibilities now, and that if the character has any understanding of the situation, (a Moderate or better SL on his Culture skill will give the character an inkling of what's going on) that he will act accordingly. In any event, the results of this Task Test are as follows:

Complete SL: Ventrak is impressed with the nature of the salutation and will respond in an open and friendly manner. Negotiations can begin in earnest. Ventrak will withhold nothing from the character, and the proceedings are conducted with a minimum of omissions. There is no mod to the Final Negotiation attempt, below.

Moderate SL: Ventrak is somewhat impressed with the nature of the character's salutation. Ventrak responds in an open, if somewhat guarded, manner. The negotiations will proceed, but remember that Ventrak is still not entirely convinced of the party's non-hostile intentions. There is a +2 flat mod to the final negotiation task test (in Scene 7, below).

Minimal SL: Ventrak is barely swayed by the character's salutation and is very suspicious of their motives. Negotiations are not out of the question, but the characters must completely strip themselves of all their equipment before anything else happens. If they refuse, there can be no further negotiations. If they agree, there is still a +4 flat mod to the final negotiation task test (in Scene 7, below).

Failure: Ventrak is unmoved by the conviction of the character. He refuses to discuss the matter further. All six of his party swoop off in a swirl of wings and feathers.

Botch: What was supposed to come out as "We come in peace, for all sentient races." actually comes across as "All right you dirty, ignorant bird-creatures, give us what we want or we'll turn your whole planet into slag!" Needless to say, Ventrak's worse fears are realized, and the windhost assumes that Sentria is at war with the returning "Others". Bad news!

If the Primes make it to the Final Negotiation stage, go to Scene 7: The Sentries Aerie.

If the Primes blow it (Failure or Botch), go to Scene 6: The Hills Are Alive!



SCENE 5b: RAGE!

"She was my core mate." Ventrak's voice was flat and hard, the Universal Translator successfully conveying his icy tone.

"You are barbarians, and Sentria will be rid of you!"

So you succumbed to xenophobia and the desire to shoot at things with your new toys, huh? Too bad. You know what they call officers who shoot at natives under the auspice of the Prime Directive? CIVILIANS! (That's if you're lucky. Sometimes they call you INMATES.)

This scene can be played at two intensities: Mortal Outrage or Blood Vengeance. Mortal Outrage is the result if one or more of the Sentries are shot at but missed or if hit by weapons set to stun (only). Blood Vengeance is the result if one or more of the Sentries is wounded by a lethal attack. Even more so if someone was killed.

Under **Mortal Outrage**, the Sentries are still, barely, receptive to a parlay attempt by the Primes. Apply a flat +4 mod to the Salutation task attempt, as outlined in Scene 4, above. If the character is effusively apologetic about the incident and implies that it was an accident or mistake, apply a flat +2 instead.

Under **Blood Vengeance**, it was Ventrak's core mate who was injured. Ventrak goes nuts and declares that "The Living Spirit of Sentria shall reek HAVOC upon those who would harm her children!" and other suitably overblown declarations. Under the cover of Camouflage, he and his party will collect their wounded and depart. In this case, go to Scene 6: The Hills Are Alive!

SCENE 6: THE HILLS ARE ALIVE!

"Winds are reaching 115 kph, Commander! We can't take much more of this!" cried Az as he yelled to be heard over the all-consuming roar of the sandstorm.

Peltier's lips were parched, and his eyes stung from the sand. He had to find the Doctor...and there wasn't much time!

If the Primes manage to truly anger Ventrak, he will call upon the Spirit of Veskus to rid Sentria of the intruders. Minutes after the Sentries make good their escape, the winds will begin to rise and distant thunder announces the coming of a huge storm. This is bad news on a desert world! At this point the Primes may wish to cut their losses and signal the recall beacon. If they want to weather the storm, let them try and wish them good luck! The storm will vent its full fury upon the Primes within about 15 minutes of Ventrak's departure, much too soon to be a natural occurrence. Inform the Primes that while the ruins might provide some temporary protection, the walls might collapse in the high winds. Remind them, if they make a move for the ziggurat at this point, that the doors are still sealed. While they *might* be able to phaser their way through before the storm really hits, it is probably a bad idea to deface and enter sacred temples on planets under the protection of the Prime Directive. Besides, the winds will be much worse at the top of the ziggurat, which seems to be at the very heart of the storm. All in all, it would probably be better to rough it in the open desert.

The storm is a vicious sand storm and will last for six hours. For each hour a character spends out in the storm, he will be subject to an Edged attack. The storm escalates in violence, and for each successive hour it rages, the D# of the "attack" goes up by +1. The initial value of the Storm D# is Lethal 2. Armor reduces the amount of damage taken in the storm, but Dodge, of course, will not. These D#s assume that the Primes huddle down in their tents and try to weather the storm in a fixed location. If the team tries to cross the desert during the storm, increase all the D#s by a flat +1. Each hour of the storm, the characters must each also make a Strength or Discipline test (whichever is higher) versus a tricode of Storm D#-4/D#-2/D#. Note that the first test they have to make is in the third hour, when the tricode is 1/2/3.

Complete SL means that the character is fine and suffers no adverse effects from the storm.

Moderate SL means that the character takes 1 point of Stun damage.

Minimal SL means that the character takes 2 points of Stun damage.

Failure means the character falls unconscious, marking off ALL his Stun damage.

Botch means the character is in really bad shape. He not only goes unconscious, but also takes a point of Lethal damage.

The Primes may choose to bail out at any time, but once they do so, the scenario is over; there is no going back to the planet. Star Fleet will dispatch a team of Diplomats, ones who have some ability with Diplomacy. The mission is a flat Failure.

If the Primes attempt to use their tricorders to find a rock outcropping or similar protection from the storm in the vicinity, roll vs. a 6/8/10 tricode.

Complete SL locates a rock outcropping with caves about two kilometers distant. Due to the severity of the storm, it will take the Primes about three hours to get to it.

Moderate SL means that they locate a rocky area with caves about three kilometers distant with a travel time of about four hours.

Minimal SL locates a rock outcropping and caves about five kilometers away with a travel time of about five hours.

Failure locates no shelter at all.

Botch indicates a rock outcropping and caves D6 kilometers away when in fact there is nothing there.

Once they drag themselves to the area of the caves, throw a number of Ahg'grubs, equal to the remaining conscious Primes, at the team. Have one of them make an attack on a member of the team and retreat. Then place a line of the beasties between the Team and the caves. Due to the harsh conditions in the storm, ALL active tasks receive a flat mod of +2. If the team defeats the sand creatures, let them take refuge in the caves to wait out the storm.

If the Primes ARE able to survive the storm, they will be greeted at the end by another Sentrian party, led by Ventrak the next morning. It seems that spirits of the desert have deemed the outworlders worthy of another meeting due to their fortitude in enduring the Wrath of Veskus. Good luck, guys, and try to do better this time. Reroll the Negotiation task, and if the player character with the Background Contact has figured out what's going on with Ventrak and the "Others", apply a (beneficial) -2 Mod to the tricode. A Moderate SL or better will convince Ventrak to take the Team to the Sentrian Aerie to meet the captured digger and to discuss the whereabouts of Dr. Pasternak. Ignore the Final Negotiation roll in Scene 7, and go right to the meeting with the captured digger and Ventrak's offer to get Pasternak out of the ziggurat.

SCENE 7: THE SENTRIAN AERIE

The suns had fully set, and moonlight illuminated the land as the airborne party arrived at the Sentrian city. It was a magnificent collection of natural spires and turrets, seemingly cut from the living rock by the harsh winds of the desert. The Sentrians alighted upon what seemed to be a natural ledge high up on one of the towers.

Ventrak arranges for all the Primes to be carried aloft by strong Sentrian flyers and flown back to his village. Even characters incapacitated by the Mind Lance are taken. It is an exhilarating and beautiful trip over the vast stretches of rusty looking sand beneath the blood colored sky. In the distance a perceptive character might glimpse what could be the remains of ancient towers or other structures.

The Sentrian Aerie itself lays in the shadow of a great barrier cliff side. The individual structures are built of a clay-like material and are clusters of single chamber towers, about 8 to 12 meters in height, with entrance portals near the top, partially concealed beneath mushroom-like caps. There are no ladders to these portals as the Sentrians are all capable of flight. Some of the towers jut out from the cliffsides at precarious angles. The Aerie is decorated in various earth tones, which contrast sharply with the Sentrian's bright plumage.

Once formal communications are opened, the first thing the characters will probably want to know is if the Sentrians know where the Expedition members are. If the characters are NOT coming from Scene 6: The Hills Are Alive!, the Sentrian response will depend on how impressed Ventrak was with the salutation issued by the team leader above in Scene 5a: Welcome To Sentria. The Final Negotiation task test will determine what is required of the party in order to get the Sentrians to tell what they know about the missing archaeologist and the diggers. The Final Negotiation task test is vs. a tricode of 4/6/8, and all the mods that applied to the initial Salutation task apply here as well.

The results are as follows:

Complete SL: Ventrak agrees to tell the Primes the whole story, takes the party to meet with the captured digger, and tells them about Pasternak's retreat into the ziggurat.

Moderate SL: Ventrak tells the Primes more or less the whole story, but he has not yet decided if he trusts the Team enough to take them to the digger or to open the ziggurat. Keep negotiating.

Minimal SL: Ventrak tells the Team that Pasternak's party is still alive, mostly, but not any of the details. Keep negotiating.

Failure: Ventrak is unconvinced of the Prime's ability to be trusted. He refuses to offer any information about the explorers and suggests that the Primes go out into the desert to "Seek guidance from the Spirit of Veskus..." The Sentrians then ask the party to take their leave for a day. If the players resist, Ventrak will tell them that no more communications can take place until they "Spend a day communing with the Spirit of Veskus, out in the open desert." Period. Have the players march about eight hours out into the desert, and go to Scene 6: The Hills Are Alive. If they survive, then come back to this section and continue.

Botch: Ventrak is greatly angered and afraid for his people. There is no way that he can back down in front of all his assembled subjects. Ventrak refuses to continue negotiation. The mission is a Failure.

Assuming that the Negotiation attempt finally is resolved with a Complete SL, Ventrak will take the team to meet with the captured digger, McGuffy. The digger will, of course, tell a slightly skewed version of the whole story, about how the mad creatures savagely attacked and slaughtered an unarmed and peaceful exploration party. Of course, the team might remember the Pulser packs and burn marks. In a while, McGuffy will break down and tell the whole story. If he's asked about the rest of the expedition, he only knows about the two he saw fall — Isahara and Durents. He doesn't know about Pasternak and Brentanno. He thinks they might be dead also.

After the medic has had a chance to check McGuffy over (he's fine, but a little dehydrated and bruised), Ventrak will invite the team to his personal tower, in private, and tell them the whole Spirit of Veskus trial deal and the location of the lost members of the Expedition. Ventrak tells the team that tribal traditions prevent his own people from entering the ziggurat. However, if the team will go in and get the last members of Pasternak's party out, then everything would be set right. He will release the captured digger and any and all of the outworlders who are trapped in his Mind Lance.

When the players object that they don't know how to get into the ziggurat, Ventrak tells them that it was he who sealed the portals, and that he can cause them to open as well. If the team agrees (what choice do they have?), go to Scene 8: Battle at the Ziggurat.

SCENE 8: BATTLE AT THE ZIGGURAT

The passage downward lay open before them, a cramped and airless corridor far too narrow to have been used by the delicate, winged Sentrians. How old were the stones that made up this stairway, and what kind of feet had worn them so smooth?

Peltier almost understood what had drawn Pasternak here, into the darkness of this ancient temple, but *understanding* was very different from *condoning*.

Ventrak has the party flown back to the ruins and the ziggurat. He hovers over the massive portals and points his Mind Lance at them. A brilliant beam of green light strikes the doors, and they slowly swing open. Ventrak lands near the Primes and says to them, "The way for you is now open. Go, with the blessings of Veskus, my friends."

The passage down into the ziggurat is cramped and dangerous. Have all the players make an Accuracy test vs. a 4/6/8 tricode.

Complete/Moderate SL means that the character is fine.

Minimal SL means that the character stumbles but doesn't fall. Whew.

Failure means the character falls and takes one point of Stun damage.

Botch means that he completely loses his footing and starts to slide down the stairway. (This is very bad if the character is the first-in-line.) The character will take one-half of his Lethal damage in the fall, unless one of the other characters can grab him on the way down.

Once the party gets to the Garden Area (on map #2), let them explore as they would.

Tricorder activity down here is limited to a Minimal SL as the best SL they can achieve, due to the "strong local interference of the material and the atmospheric ionization." The point of this is that they can't just point their tricorders and say, "He's over there."

Occasionally, one of the Primes will briefly scan one of the other Humans, whether it is Pasternak or one of the diggers is impossible to tell, but the scan will be lost quickly. "There's just too much interference!"

In fact, the Primes are scanning the two diggers who escaped into the ziggurat, Brentanno and Paradise. Both Paradise and Brentanno have Pulse rifles, one with 35 points of energy left in the power pack and the other with 42 points. Both have Combat Knives and Infrared Goggles that allow them to see the team's heat patterns even in complete darkness. Use the Henchmen NPC template from Section Nine for the diggers, but give each of the diggers 2s for their Fire (weapon) skill, Melee, and Martial Arts. Neither has any armor.

As the Primes approach their position (marked D on the map), the diggers attack. They are half-crazed with fear and don't recognize the Prime Team as good guys who have come to rescue them. If the characters are calling out to find the diggers and Dr. Pasternak, the diggers will realize that they are in trouble either way and will still attack. They are henchmen, after all, and Pasternak didn't hire them because they were law-abiding citizens, did he?

For the first round of combat (only), all the Primes have a flat +4 to their A/I rolls. (They're surprised, as they did not expect the diggers to put up a fight.) The diggers automatically have the initiative and have Complex actions. Their Pulse rifles will be set to Stun 3 to conserve energy. The way that the combat is resolved depends on the way the team reacts. Once the shooting starts, if the team members still identify themselves and call for the diggers to throw down their weapons, it is very likely that they will do so. However, IF the Team begins to employ Lethal force, Brentanno and Paradise will not hesitate to follow suit. Once the digger's Pulse guns run out of power, they will either turn and run or attempt to go into hand-to-hand combat.

Once they have been subdued, the diggers will snap out of their fear-induced rage and submissively accompany the team as it continues to search for Dr. Pasternak.

SCENE 9: DOCTOR PASTERNAK

Why did it have to be Professor Pasternak, Peltier thought, who was leading this very illegal, and now dangerously botched, expedition? It stunned him that Emil could disregard the Prime Directive in such a flagrant manner! What had happened to make his old mentor take such a dangerous risk?

Dr. Pasternak is at the location on the map marked P, sequestered in the wall carvings high over the main garden. He took refuge here when he saw the team's lights. One of the Prime Team will either finally locate him with the tricorder or will just accidentally spot him up on the wall.

Pasternak is, needless to say, hyper-terrified and more than a little despondent. At first he thinks that the team is a group of Sentrians come to track him down and kill him. Once they identify themselves as a Federation Prime Team, he realizes that his professional career is ruined. It is all such a waste, as to his extreme horror, he found that the ancient Sentrians took everything of value with them when they left the planet thousands of years ago. Even for a brilliant archaeologist, there were slim pickings left to find.

Essentially, the Team (probably the Commander, who has a background relationship with the Doctor) will need to

talk him down from the wall. Really play up Pasternak's almost insane ramblings, his swings from arrogant disdain for the Federation and their rules, and grandiose claims about having made the most important archaeological discovery in hundreds of years, to his dejected, almost pitiful, sobs about ruin and failure. Have him weep over the glory that was his and that now is lost. Have him appeal to his Contact character to cover the whole thing up, to put in a good word for him at the inquest. Then have him threaten to just throw himself off the wall and end it all right there and then. The good Doctor should come across as just a little bit unstable.

The Persuasion task test to get him to come down is against a 6/8/10 tricode. If anyone but the Background contact tries to make the attempt, they do so at a flat +4. (Pasternak will tell them to just shut up, that only the background character could possibly understand what he is going through, etc...) Remember, good role-playing is more important than **any** dice rolls, so the GM should assign whatever mods (positive or negative) he feels are appropriate to the way the player conducts the scene.

Complete SL means that Pasternak is successfully calmed down and tearfully climbs down to meet the party.

Moderate SL means that Pasternak is moving away from the idea of killing himself, but he is still undecided. Keep talking to him.

Minimal SL means that Pasternak is still highly despondent, but he wants to keep on talking before he throws himself to his doom. Nice and easy now!

Failure means that Pasternak wants nothing more to do with the Primes and is making his move to jump. Think of something quick!

Botch means that Pasternak is beyond reach. He spouts on about how true men of science and destiny are always unappreciated by those jealous men who have smaller minds. In a spectacular leap, he throws himself away from his perch and comes crashing down onto the floor, just yards away from the team. (This will be so sudden that no Team member could possibly "catch" him.) The team rushes to where his body has landed, and the team medic says, "He's dead."

End of scene.

MISSION REVIEW

All the characters in Ventrak's Mind Lance are restored to their bodies, albeit with one-half their Stun Capacity marked off for at least a week, the party signals the Recall Beacon and returns to the ship.

The Mission is assigned a Threat Level 3 criticality, and the point of this mission was to NOT get into any fights. The team will have either done very well on the mission or very poorly. There is not a lot of middle ground.

Normally, to receive a Mission Evaluation of Complete Success, the Team would need to have done the following:

- (1) Successfully returned with Dr. Pasternak and the surviving diggers.
- (2) Have had no contact with the indigenous population.

In view of the unusual circumstances involved with this mission, however, Requirement #2 is waived, in this instance, and replaced with another criteria.

- (2a) Engaged in no hostile exchanges with the indigenous population.

If the team has failed in either of these conditions, they are assigned an initial Mission Review of Failure; if they have failed to meet both of these criterion, they are assigned an initial mission review of Botch.

If the team DID get into a fight with the Sentrians, but they inflicted NO lethal damage AND managed to ultimately retrieve Dr. Pasternak and the diggers, there is the POSSIBILITY of a bonus SL to Moderate, through Wheedling. This, however, is the best Mission Review SL that the Team can hope to achieve.

In the case where Dr. Pasternak leapt from the wall, taking his own life, the Team can still count as having fulfilled condition #1, assuming that they rescued the other two diggers.

If the Team kills the diggers in the battle in the ziggurat, they are at a flat +2 for any Wheedling attempts that go on.

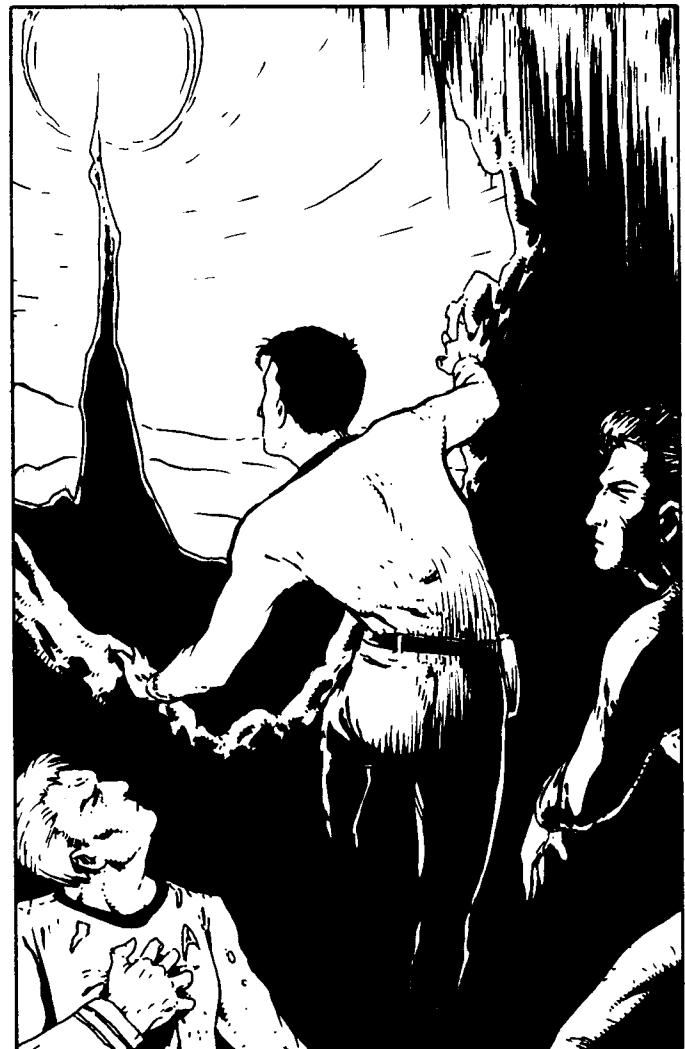
Prime Team Character: "But they were shooting at us, sir!"

Commander Kosov: "So, you are telling me that a Prime Team found it impossible to subdue two scared civilians armed with...Pulse guns!???"

You get the idea.

The team can also get some Wheedling slack from the Briefing Officer if the Sentrian Background character explains that Ventrak covered up the whole Federation Contact aspect of the mission (telling his people that all the Federation personnel were in fact the fabled "Others"), so that little, if any, contact contamination actually occurred. This approach will give the team the ABILITY to raise their final Mission Review by one level.

All in a day's work for the Federation, right?



THE NON-PLAYER CHARACTERS STARRING IN THE KAM'SRIT RIDDLE

DR. PASTERNAK AND THE DIGGERS

Use the Archaeologist template from Section Nine for Dr. Pasternak (but increase his Discipline characteristic to 6), and use the Henchman template for each of the Diggers.

VENTRAK -- Leader of the Sentrians

CHARACTERISTICS

STRENGTH	4
ACCURACY	5
SPEED	6
LEADERSHIP	8
LOGIC	3
INTUITION	6
DISCIPLINE	8
TECHNICAL	2
G. KNOWLEDGE	4
PERCEPTION	6
Lethal Capacity	8 [1] [2] [3] [4] [5] [6] [7] [8]
Stun Capacity.....	12 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12]

SKILLS

Flight.....	5/5 (Can be used as a Defensive Maneuver skill while in flight.)
Melee Combat	5/5
Fire (Mind Lance).....	5/5

PSIONIC SKILLS

MIND SCAN: 8/8 (See basic rules for a description.)

SUPPRESSION: 8/8 (6/8/10)

Suppression is a Reciprocal Response test vs. Discipline and is used through Mind Scan, as are other Psionic disciplines. It shuts down an opposing Psionic's ability to use his own psionic abilities.

Complete SL reduces the target's Discipline characteristic to 0, for the purposes of the use of psionic abilities only, and renders the use of those skills as **UNSUPPORTED**. A character suppressed in this manner may temporarily raise the value of their discipline, up to its normal value by extraordinary effort, but the cost of this effort is 1 Stun capacity point taken for each point of Discipline used per turn. The most efficient use of this exertion is to raise the discipline characteristic to a 1 each turn, thus negating the Unsupported nature of their other Psionic attempts.

Moderate SL means that the target's Discipline characteristic is halved, for the purposes of reducing the target's Psionic Ability levels. Recalculate the target's Skill Levels, taking into account that Level of a Skill may not exceed its supporting characteristic. This effect may be resisted as described above.

Minimal SL reduces the target's Discipline characteristic by 1, possibly reducing the target's levels with their Psionic Abilities.

Failure has no effect upon the target.

Botch causes a number of Stun Capacity damage points equal to the target's Discipline characteristic.

Once the Suppression ability is no longer being employed, the target's Discipline characteristic instantly returns to its normal value.

CAMOUFLAGE: (4/6/8)

Camouflage is an Reciprocal Response test vs. Discipline that renders the target(s) incapable of perceiving the attacker. Range is the target's limit of perception, but the initial psionic attack must occur within a range equal to the attacker's Discipline characteristic x 10 meters. The attacker can attempt to affect multiple targets with this ability simultaneously and increases the value of the tricode with a flat +mod equal to the number of additional targets he is attempting to affect.

Complete SL renders the attacker invisible, inaudible, and generally undetectable by the target. Tricorders will still reveal the attackers presence, but it's **REAL** hard to attack something when the only way you can get a bead on it is with a tricorder.

Moderate SL makes the target much less likely to be able to find the attacker. **EACH** turn the target must make a Perception test vs. a tricode with a Minimal Level SL equal to the attacker's Discipline characteristic, and Moderate and Complete SLs two and four higher, respectively. Complete SL in this perception test means that the character has fully perceived the attacker and can act against him normally this turn. A Moderate SL means that the character has more or less located the attacker and can act against him with a flat +2 to all tricodes this turn. A Minimal SL means that the character has made a good guess where the attacker is and may act against him with a flat +4 to all tricodes. Failure in this test means that the attacker is completely undetected by the target. **Botch** means that the character has mistaken a friend or a vital or vulnerable piece of equipment or structure for the attacker.

Minimal SL makes the target somewhat less likely to perceive the attacker. Make a perception test each turn, as above, but with a Complete SL equal to the attacker's Discipline characteristic, and the Moderate and Minimum SL values -2 and -4, respectively.

Failure has no effect on the target.

Botch causes the attacker to take a number of Stun Damage Capacity boxes equal to the **HIGHEST** Discipline value of any of the intended targets.

SUMMON SPIRIT OF VESKUS -- No Tricode

Automatic Success if given 10 minutes to prepare. Ventrak can utilize no other Psionic abilities within 24 hours after summoning the Spirit of Veskus.

SENTRIAN WINDHOSTS

CHARACTERISTICS

STRENGTH	5
ACCURACY	4
SPEED	5
LEADERSHIP	3
LOGIC	2
INTUITION	4
DISCIPLINE	3
TECHNICAL	1
G. KNOWLEDGE	3
PERCEPTION	5
Lethal Capacity	10 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10]
Stun Capacity	8 [1] [2] [3] [4] [5] [6] [7] [8]

SKILLS

Flight.....	4/4 (Can be used as a Defensive Maneuver skill while in flight.)
Melee Combat	4/4
Throw (Obsidian Spears)	4/5

SENTRIAN NPC WEAPONS - THE MIND LANCE:

Ventrak carries a potent weapon, the Mind Lance, which has the ability to drain an individual's life essence and store it, for a time, within the Lance. It is a symbol of his office and is used mainly as a temporary punishment to allow wayward Sentrians to concentrate fully on the error of their ways while trapped within the Lance. Ventrak can release the minds trapped within the lance at will, but the Primes don't know that!

The Mind Lance inflicts Stun damage. Its base D# tricode is 4/6/8. Armor is useless versus the Mind Lance, but Dodge attempts are allowed as normal. If the Mind Lance ever inflicts as many points of damage as the target's Discipline characteristic in one attack, the character is mind blanked and "stored" inside the lance until Ventrak decides to put him back into his body. Besides that, the Mind Lance can be used as a Medium Melee weapon, and in this mode Kinetic AR is used like for any other such attack.

SENTRIAN NPC WEAPONS

OBSIDIAN DARTS

Each member of the Sentrian Windhost carries a large supply of razor sharp obsidian throwing darts. These count as Light Thrown Weapons and resolve their attacks vs. the target's Edged AR, if any. Assume that the Sentrians carry enough of these to use throughout any combat encounter.

OBSIDIAN-TIPPED SPEAR

Each member of the Sentrian Windhost carries one obsidian-tipped spear. This counts as a Medium Melee Weapon, which can also be thrown as a Medium Thrown weapon, and resolve their attacks vs. the target's Edged AR.

THE AHG'GRUBS

CHARACTERISTICS

- STRENGTH 5
- ACCURACY 3
- SPEED 4
- LEADERSHIP 0
- LOGIC 1
- INTUITION 1
- DISCIPLINE 3
- TECHNICAL 0
- G. KNOWLEDGE 0
- PERCEPTION 2/12*
- Lethal Capacity 10 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10]
- Stun Capacity 8 [1] [2] [3] [4] [5] [6] [7] [8]

MOVEMENT

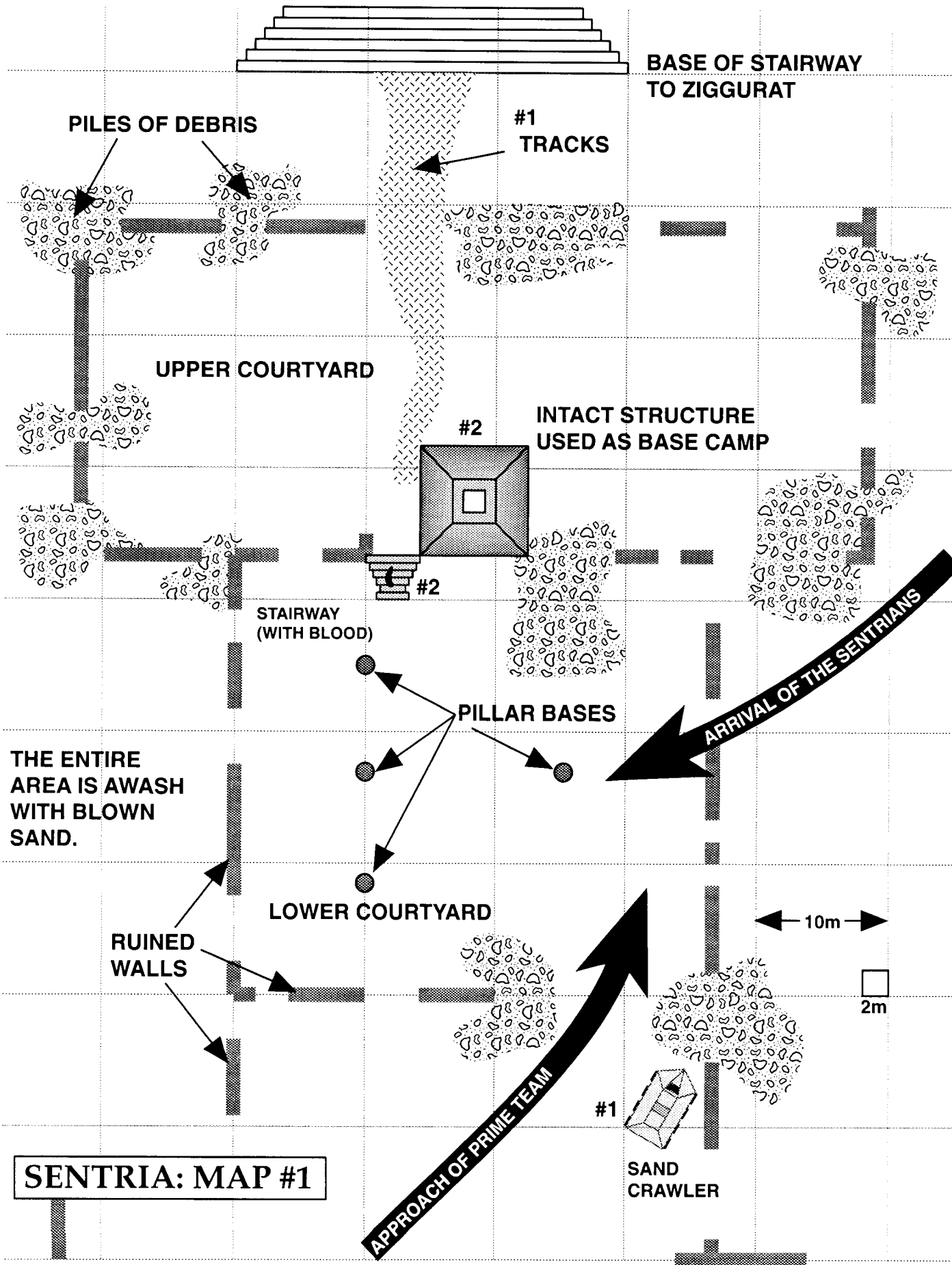
Below the Sand 10 meters

SKILLS

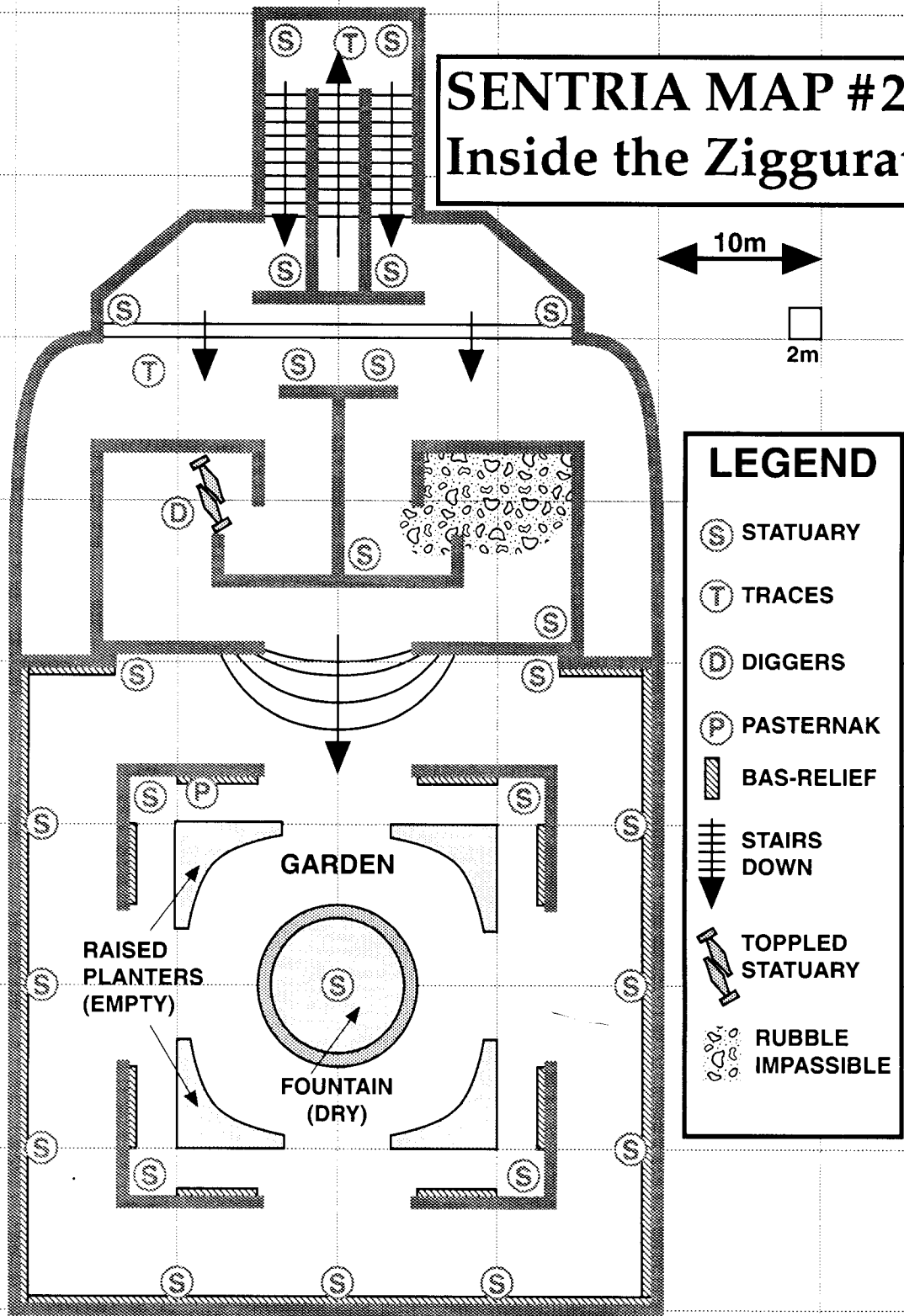
- Melee Combat (Stinger).... 3 (D#s = 3/5/7)
- Stealth 6 (special adaptation) vs. a 2/3/4 Tricode

*The Ahg'grubs perception is 12 for the purposes of detecting concentrations of moisture, such as the water in the Prime Team canteens.

The Ahg'grubs have 2 points of natural AR (all categories), due to their chitinous shells, and possess a nasty (and fortunately venomless) stinger, which counts as a Medium Melee weapon, which with their Strength bonus makes their attack D#s 3/5/7. The Ahg'grubs cannot be attacked while they are burrowing below the sand.



SENTRIA MAP #2 Inside the Ziggurat



(SD1.0) WEB OF DARKNESS

(Y172) *by Stephen V Cole & Steven P Petrick, Texas*

This is a scenario for Star Fleet Battles (the space combat board game), covering the same incident as the Prime Directive adventure. This will allow players to experiment with combining the two game systems.

The Prime Directive Game Master will either have to find a second group to play the Romulans or not allow the Romulans to send a Praetorian Team to the derelict.

(To those players unfamiliar with Star Fleet Battles, we apologize that several "this is not used" rules are cluttering up this scenario, but there is so much in SFB that we have to tell people what to leave out of any given battle!)

(SD1.1) NUMBER OF PLAYERS: 3; the Federation player, the Romulan player, and the Gamemaster (Briefing Officer). The Gamemaster controls the Seeker.

(SD1.2) INITIAL SET UP

TERRAIN: None. The derelict spaceship is in 2215.

FEDERATION: Light Cruiser *Macedonia*, hex 2015, heading B, speed 4, Weapon Status-III.

ROMULAN: Snipe-P *Cygnus (Swan)*, SkyHawk-A *Sword*. See (SD1.45) for arrival.

(SD1.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to the Federation or the Romulans have been destroyed, captured, or have disengaged.

(SD1.4) SPECIAL RULES

(SD1.41) MAP: Use a floating map.

(SD1.42) SHUTTLES AND PFs: No shuttles have warp booster packs.

(SD1.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SD1.431).

(SD1.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SD1.423) There are no PFs in this scenario.

(SD1.43) COMMANDER'S OPTION ITEMS

(SD1.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SD1.432) All drones are "medium," i.e., speed-20.

The Federation ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SD1.44) REFITS: The Federation CL has the plus refit (which adds phasers and a drone-missile rack and improves the shields). The Snipe-P has not received any refits and cannot cloak. The SkyHawk-A has no refits.

(SD1.45) ROMULAN ARRIVAL: Each turn, the Romulan player rolls one six-sided die prior to Energy Allocation and records the result. When the total of all results equals 25, the Romulan ships are placed 35 hexes from the derelict in directions B or C (inclusive), facing the derelict, speed max, Weapon Status-III.

(SD1.46) DERELICT: The derelict cannot move, has no shields, and has no weapons to fire or launch. It has a towing cost of 15 (fifteen). Ships can fire at the derelict but cannot

damage it, destroy it, or injure the Prime Teams aboard it. The only way to destroy the derelict is with the scuttle charges carried by the Federation Prime Team. It cannot be boarded by shuttlecraft or by docking.

(SD1.47) LINK TO PRIME DIRECTIVE: Do not use the SFB boarding party system. Simply transport the Prime Team (SD1.49) to the derelict using transporters and conduct actions inside the derelict as per the Prime Directive game system. Each "action" in Prime Directive consumes two impulse(s) in Star Fleet Battles. This scenario cannot be played without Prime Directive.

(SD1.48) TRANSPORTERS: Due to the high interference of the derelict ship to transporter signals, each ship can only make one attempt to transport the Prime Team into the derelict. (The Snipe-P cannot attempt this at all.) When making that attempt, the ship must have six points of energy allocated to electronic counter-jamming (ECCM) and must have allocated four points for the transporter itself. Each ship can also perform one transporter action "out" of the derelict, when the Prime Team activates the "beacon" carried by the team leader. This requires only the normal amount of transporter energy because of the positive lock-on.

(SD1.49) PRIME TEAMS: The Federation CL and the Romulan SkyHawk-A are each carrying a Prime Team. Only Prime Teams can board the derelict.

(SD1.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The Romulans gain 100 points if they have an uncrippled ship on the map when the Federation ship is destroyed, captured, or disengages AND the derelict has not been destroyed by the scuttling charges.

(SD1.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SD1.61) If you do not have Star Fleet Battles, but do have CADET TRAINING MANUAL, replace the Federation CL with a Heavy Cruiser and both Romulan ships with a single War Eagle.

(SD1.62) Have the Prime Teams play their battle in a separate room, with the Game Master advising each group when it can proceed to the next action/impulse (keeping the two groups at the same time-point, with the Prime Team moving first in each case). Because of the jamming, there is no communication between the two groups except for notification that the "beacon" has been activated.

(SD1.63) Since you have a neutral "controller" present (the Gamemaster), you could use the hidden cloaking rule (G13.6). In this case, delete the Snipe-P to maintain game balance.

(SD1.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SD1.71) Change the Federation CL to an FFG or CA.

(SD1.72) Replace the Snipe-P with a Snipe-A or Snipe-B.

(SD1.8) TACTICS

The Federation ship must get close quickly and put the Prime Team on board the ship, then avoid taking damage until the scuttling charges are set and the team evacuated.

The Romulans need to destroy the Federation ship or force it to leave, while sending in the Praetorians.

HISTORICAL OUTCOME: Due to the classified nature of the incident, the actual historical outcome is unknown. The players will have to work this out for themselves.

(G32.0) PRIME TEAMS

The Federation operates selected teams of individuals known as "Prime Teams." All other races operate similar units. A Prime Team is a group of 5–10 personnel trained for a variety of roles. They have the full capabilities of a crew unit, of a boarding party, of a commando squad, of a heavy weapons squad, of a hostage rescue team, of a scientific research unit, and of a diplomatic negotiation team.

(G32.1) DEPLOYMENT

All Prime Teams belong to fleet command headquarters, but some are more or less permanently assigned to key ships.

(G32.11) FLAGSHIPS: All command cruisers, survey cruisers, heavy command cruisers, heavy battlecruisers, diplomatic cruisers, dreadnoughts, and battleships nominally have a Prime Team on board. This can be added to the ship for the appropriate cost without counting against the limit of Commander's Option Points. True carriers cannot use this rule (G32.11). Hydran hybrid warships and Romulan Superhawk-A/Ks (not Bs) can use this rule.

(G32.12) HEAVY CRUISERS: Those ships classified as heavy cruisers can purchase a Prime Team, counting one-half of the cost against the limit of Commander's Option Points.

(G32.13) OTHER ships, including carriers, can purchase a Prime Team as part of their Commander's Option Points.

(G32.14) SPECIAL scenario rules might assign a Prime Team to virtually any ship or might specify that a ship which normally has such a team does not have one for a given scenario.

(G32.2) OPERATIONS

(G32.21) CREW: A Prime Team is treated as a single crew unit, but is in addition to the normal crew of a ship shown on the Master Ship Chart and SSD.

(G32.211) For purposes of the capacity of transporters or shuttles (or other similar cases), a Prime Team is treated as a boarding party (i.e., as half of a crew unit).

(G32.212) While a Prime Team can perform some functions of legendary officers, they are still treated as a crew unit and not as an individual, e.g., they could not be added to a transporter action without counting against the capability of the transporter.

(G32.213) A Prime Team cannot be killed by damage to the ship [(G9.21) and (D7.21)] or shuttle (G9.16). A Prime team cannot be attacked by a hit-and-run raid.

A Prime Team can be killed in boarding party combat (including ground combat and hit-and-run raids) but cannot be targeted by specific allocation (D15.33). If the Prime Team is "killed" while on the surface of a planet with a breathable atmosphere, roll one die when the scenario is over. If the die roll is a "1" or "2," the team somehow survived and returned to the nearest Federation base by means that remain classified.

A Prime Team would suffer the fate of any other crew unit if the ship, base, or shuttle they were in was destroyed. They would be the first crew unit evacuated during (D21.0) catastrophic evacuations (and are always in the separable section of the ship), unless the owning player chooses or designates otherwise.

(G32.22) COST: The cost of a Prime Team is 25 points.

(G32.23) MODE: All Prime Teams are designated during Energy Allocation as to what capability (G32.3) they will use for the ensuing turn. There is no delay while changing jobs. Assume that they will continue the function they performed on the immediately previous turn if no other notation is made. Unless the scenario specifies otherwise, they are assumed to

have been using (G32.31) on the turn before the scenario began.

(G32.24) KLINGON Dagger Teams never mutiny and are always loyal to the Empire (unless stated otherwise in a scenario). They will, of course, support a captain who is serving the Empire even if that captain is doing something that is technically against imperial regulations.

(G32.25) LIMITATIONS: Prime Teams cannot do any of the following: Prevent Klingon boom separations.

(G32.3) CAPABILITIES

A Prime Team has certain capabilities, some of which are similar to Legendary Officers (G22.0). In considering the capabilities of a Prime Team, it is important to remember that it is a team. The doctor or scientist or engineer in a Prime Team has the capabilities given below only when he is supported by the other members of his (or her) team, all of whom have been cross-trained in other skills and disciplines so that they can enhance the abilities of the primary team member performing a task. For example, all Prime Teams include a doctor, but this doctor cannot approach the near-legendary abilities noted below without the support of other Prime Team members who have been trained to provide just what the doctor needs. Hence, a Prime Team cannot "break up" and perform several duties simultaneously.

(G32.31) BOARDING PARTY: When not assigned any other function, a Prime Team is treated as a boarding party of "outstanding" crew quality level.

(G32.311) COMMANDO: A Prime Team can function as a commando squad (D15.84).

(G32.312) HEAVY WEAPONS: A Prime Team is trained to operate heavy weapons and can function as a heavy weapons team (D15.81). To adopt this role, however, the team would have to be (at the start of the relevant turn) either aboard a friendly warship or in a friendly base or military garrison. (They have to actually obtain the rocket-mortars or other heavy weapons from an arms room.)

(G32.32) CREW UNIT: A Prime Team can function as a normal crew unit. This is particularly useful when taking over an enemy ship, a mission Prime Teams were trained for.

(G32.33) ENGINEER: When functioning as an "engineering team," a Prime Team can perform repairs by (G22.411) once per turn on ships of his own race.

(G32.34) MEDICAL: When functioning as a "medical team," the Prime Team can "cure" one "wounded" crew unit or boarding party per turn. This takes effect at the end of the turn. They cannot cure "dead" crew units or "legendary" officers.

(G32.35) SCIENCE: When functioning as a "science team," the Prime Team counts as two Lab boxes as per (G22.31). They can perform this duty while also serving as the crew of a shuttle.

(G32.36) WEAPONS: Prime teams can unlock the phasers, and only the phasers, of captured enemy ships during a scenario as per (G22.75).

(G32.37) SPECIAL scenario rules might provide for die rolls and other functions in such things as "negotiations." In these cases, the Prime Team (if assigned to support these actions) modifies the die roll by one in the most favorable direction.

(G32.38) LEADER: A Prime Team can function as a Legendary Ground Forces Officer but cannot provide this benefit to support the actions of armored ground vehicles. (Prime Teams are trained for light infantry operations and simply do not have the opportunity to train in how to control a mechanized force.)

[This is a prototype of an optional rule, currently under development at the Amarillo Design Bureau, which will allow players of Star Fleet Battles to introduce Prime Teams into their SFB gaming sessions.]

SECTION ELEVEN: THE STAR FLEET UNIVERSE TIMELINE

The timeline and history for the Star Fleet Universe is one which has been firmly established in the many years since the birth of Star Fleet Battles, and it is included here to allow you to establish a setting for your adventures. It does not follow the standard Anno Domini system, but instead features a 225-year period which begins with Y1, when Humans had their first contact with neighboring races. (We have established that the Black Eagles included in Prime Directive formed in Y165 and adventured well into the General War which started for the Federation in Y172.)

Please note: The numbers and letters in parentheses, such as (SL11) or (SH8), refer to scenarios in the Star Fleet Battles game wherein these historical events are recreated in a boardgame setting.

Y1 First contact between Humans and neighboring races.

Y4 The Federation is formed.

Y36 First Gorn-Romulan War begins.

Y38 First Lyran-Klingon War begins; few details are known.

Y39 Gorns lose first Gorn-Romulan War at Gorn-Shima.

Y40 First Federation-Romulan War begins.

Lyrans attack what they believe to be a Klingon mining colony. They are shocked to discover that it is a Hydran outpost, a race not previously known to the Lyrans; the First Lyran-Hydran War follows.

Y42 The Lyran-Klingon War ends when the counties of the Lyran Enemy's Blood Duchy abandon the war to protect their homes from the Hydrans. Lyrans are forced to accept an unfavorable settlement.

Y43 Lyrans defeat Hydran invasion, but reach a negotiated settlement rather than continue the war. First Lyran-Hydran War ends.

Y46 First Federation-Romulan War ends with ceasefire.

Y48 First Lyran-Kzinti War begins. The conflict continues unabated until Y56.

Y50 First Klingon-Kzinti War begins.

Y62 First warp-powered cruiser is launched by the Federation. Other races (with the significant exception of the Romulans) develop warp power over the next decade.

Second Gorn-Romulan War begins.

Y66 Gorns develop warp power. Gorns could use this advantage to destroy the Romulans, but choose to fight defensively.

Incidents along Hydran-Klingon border. Klingons want settlement rights on oxygen-nitrogen planets in Hydran territory; Hydrans want same rights on Klingon methane worlds.

Y67 Gorn Vanguard teams conduct lightning raids on numerous vital Romulan research facilities, perhaps contributing to the Romulan inability to develop Warp technology as quickly as the other races.

Y68 Gorns win the second Gorn-Romulan War.
Second Lyran-Hydran War begins.

Y71 Federation forms the United Star Fleet. Member planets begin disbanding their "national" fleets.

Second Lyran-Hydran War ends when improved Hydran weapons give them a decisive advantage over the Lyrans.

Y72 Klingon-Hydran "incident" (a brief war) occurs.

Y73 Hydrans attack the Klingons. They do not have a formal alliance with the Kzintis (who are still at war with the Klingons), but are considered as co-belligerents. Klingons are hard-pressed to fight a war on two fronts. A new Hydran weapon (Nova Gun) gives the Klingons much concern.

Y75 Badly outnumbered Klingon fleet defending the Hydran Frontier is decisively defeated by the Hydrans. Klingons agree to a peace settlement granting the Hydrans trade concessions and allowing them to colonize several methane-atmosphere planets within the Klingon Empire. Kzintis howl with rage because Hydrans will not continue the war. Klingons purchase tons of war material (at ridiculously inflated prices) from the Hydrans and launch an attack on the Kzintis.

Y79 Tholians arrive in our galaxy, settling in the tip of the same spiral arm that includes the Klingons. The Klingons had long claimed this territory and had some minor colonies in it.

Y82 First Klingon-Kzinti War ends. Klingons capture three key planets.

Y83 Tholians first encountered by the Klingons. First of several vicious border wars lasts two years.

Major General Kripney delivers the now famous "Case for Primary Contact Action Teams in Novel Contact Environments" report to Star Fleet Command.

Y84 Klingons, having defeated the Kzintis, attack the Hydrans. This is known as the "Second Klingon-Hydran War" to Federation Historians, as the "War of Retribution" to the Klingons, and as the "War of Infamy" to the Hydrans. Lyrans attack collapsing Hydran border (Third Lyran-Hydran War) and capture several planets, but are not formal Klingon allies.

Tumball Massi placed in charge of the Primary Contact program.

Y85 Ground breaking ceremonies for Cultural Indoctrination Center and for the Prime Central facility on the Moon.

Y87 Klingons smash both the Hydran fleet and their colonies and commit many atrocities against the conquered race. All Hydran ships larger than police frigates are destroyed, and the Hydran Kingdom is reduced to a Klingon client. Klingons establish governors on Hydran planets. Due to the difference in atmospheres, however, these governors are never really able to control the populace and rule from orbiting satellites. These satellites have powerful weapons aimed at the planet below but are poorly defended against attack from space.

Y88 First Federation-Kzinti War begins as Kzintis attack.

Second Lyran-Klingon War begins in arguments over division of the Hydran Kingdom. In the confusion, the Hydran colonies of Altroth, Minxitith, and Krooth have not been found or occupied by the Klingons. These colonies were established by the Hydran merchant guilds, and the later power of the Guilds stems from this period. The Guilds maintain the monarchy through Prince S'Lenthna, the last heir of Hydraxan IX. The Prince is a virtual puppet (the Guilds hold the real power), but his presence is important in rallying the Hydrans.

- Y89** Kzintis make gains on Feds, capturing several planets.
Romulans attack Tholians (by mistake?) but abandon the "First Romulan-Tholian War" in less than a year.
- Y90** Third Gorn-Romulan War begins with Romulan attack.
Civil wars erupt throughout the Hydran "lost colonies," as Prince S'Lenthna tries to break the power of the Guilds.
- Y91** Klingons and Lyrans settle their differences by negotiation. The Klingons are anxious to do so because they plan to attack the Tholians and rid the galaxy of the "Tholian Menace."
The Federation begins a counter-offensive to regain territory occupied by the Kzintis, making steady progress.
- Y92** The Great Klingon-Tholian War begins.
First Federation-Kzinti War ends, with border re-established in the original location.
Primary Contact Team, The Wraiths, encounter energy creatures on Vetrised IV.
- Y95** Star Fleet Marine Corps is formally brought under the umbrella of Star Fleet Command.
- Y96** Third Gorn-Romulan War ends.
- Y98** Klingons attack Tholian home world. While causing much damage, they cannot destroy it and retreat.
- Y101** Hydran civil wars intensify. Much of Minxitith rendered uninhabitable.
- Y102** Klingons abandon war against Tholians.
Primary Contact teams officially renamed Prime Teams.
- Y103** Second Klingon-Kzinti War begins.
- Y105** Federation colony on Aberdeen III is found to be completely abandoned under mysterious circumstances.
- Y106** Kzintis are victorious in the Second Klingon-Kzinti War and regain planets.
- Y109** Second Lyran-Kzinti War begins when a Kzinti CS destroys a Lyran exploration ship. The Lyrans claim a moral outrage over the attack, but ignore the fact that their "exploration ship" was exploring Kzinti territory for new colony sites.
- Y110** First Federation-Klingon War begins with Klingon attack.
Tholians capture disruptor technology from Klingons in a daring raid. The Klingons are furious but are unable to react.
- Y111** First Federation-Klingon War ends inconclusively.
- Y113** Federation completes the disbanding of the "national" fleets as the Federation Star Fleet is completed. Sixteen Orion ships and 9,000 skilled crewmen mutiny and disappear.
- Y114** Second Lyran-Kzinti War ends.
Klingon-Tholian "Incident" emphasizes border problems.
- Y116** Kzinti Civil War. The Usurper attempts to overthrow the Patriarch and fails (or succeeds?). Usurper (or Patriarch?) flees to WYN Cluster.
- Y117** Orion Pirates are observed to be in widespread operation.

- Y120** Fourth Gorn-Romulan War begins and continues for five years. Gorns gain some territory.
- Y121** Klingon-Tholian "Incident" renews border tensions.
- Y123** Third Klingon-Kzinti War begins.
- Y125** Lyrans attack Kzintis (Third Lyran-Kzinti War) with part of their fleet, taking advantage of the Klingon-Kzinti War.
- Y128** Hydran Civil Wars end as Prince S'Lenthna abdicates in favor of his grandson. Although under-age, all of the boy-king's regents are heads of Guild houses.
- Y129** Hydran "lost colonies" begin preparations for restoration of the kingdom. Technology is acquired from unknown foreign sources, later said to be Kzinti or perhaps Orion.
- Y131** Third Klingon-Kzinti War ends, with inconclusive results.
Third Lyran-Kzinti War ends.
Federation Commercial Starliner, *The Celestial Queen*, with numerous dignitaries on board, is boarded by Orion Pirates. Highlanders Prime Team, under the command of Sheroc Kelleret, liberates the Starliner with no civilian fatalities.
- Y132** Hydran agents begin infiltrating the Klingon-occupied planets of the kingdom.
- Y135** Hydrans from the lost colonies under King Hydraxan XI attack the Klingon satellites over the Hydran planets. In a swift campaign, lasting only a few weeks, the Hydran Kingdom is restored. The personal popularity of Hydraxan XI makes him "unacceptable" to the Guilds, and he dies under mysterious circumstances. While Hydraxan XII ascends the throne, the Guilds solidify their power.
- Y136** Second Federation-Kzinti War begins as Kzintis attack Federation border stations.
Orions discover the Kzintis living in the WYN Cluster.
- Y137** Third Klingon-Hydran War begins; Hydrans attack Klingons.
- Y139** Klingon-Tholian Incident.
- Y141** Third Klingon-Hydran War ends. Hydrans have gained no territory but have regained their self-respect. For reasons that remain obscure, four new kings take the throne in less than a year. The last, Hydraxan XVI, lasts for two years.
- Y142** Second Federation-Kzinti War ends with no change in border.
- Y143** Brief Fourth Lyran-Hydran War begins and ends as Hydrans recapture two planets from the Lyrans. Lyrans are unable to devote their full attention to the war due to troubles on Kzinti border.
- Y144** Fourth Lyran-Kzinti War begins.
- Y145** Kzinti renegades (of a neo-samurai cult) raid Allen's Planet, slaughtering all 3,000 colonists with the exception of one human infant, William S. Gerard, who they take with them. "The Marquis" (the Kzinti noble in charge of the border) captures and executes the renegades to preserve peace and to mollify the Federation who are outraged, but cannot return Gerard without explaining what the samurai had planned to do with him. Gerard is raised as a son of his own house.

Revolt in Lyran Dark Star County results in democratic government loyal to Lyran Empire.

Y146 Hydran "civil war" begins, but all combat will take place within the palace over the next five years.

Y149 Klingon-Tholian Incident. A Klingon fleet slips into Tholian territory to capture a patrol corvette and the secret of web technology, but Tholian ships surround the Klingons, and the captured ship must be abandoned during the retreat.

Y152 Hydraxan XXIII ("The Great") ascends the throne, which he will hold for almost two decades.

Y153 Lyrans face off against the rebellious Dark Star County at the Battle of Vandha. (The DSC later becomes the LDR.)

Y154 Second Federation-Romulan War begins.
Lyran Democratic Republic declares independence.

Y155 Treaty of Pelione re-establishes the Neutral Zone and ends the second Federation-Romulan War.
Fourth Lyran-Kzinti War ends.
Orions destroy Federation border station K4 (SH49).

Y156 Second Federation-Klingon War begins. War ends the same year with the Organian Treaty.

Orions destroy a Kzinti border station in a raid (SH8).
Lyran Civil War; one of many, few details known.
Kzinti-Hydran Treaty signed. Each pledges to attack the Klingons and Lyrans if the other is attacked. The Klingons and Lyrans sign a joint defense treaty six weeks later. Many Lyran nobles oppose this treaty, resulting in a sporadic civil war.

Y157 Gorn-Federation "war" starts as the result of a small incident where two brash young captains shoot first and face embarrassing questions later. Both fleets mobilize, but no actual fighting takes place. The Romulans attempt to disrupt treaty negotiations (SH52), but the "war" ends six weeks later with signing of the Treaty of Algoran.

Fifth Lyran-Hydran War begins.
Lyran civil war ends abruptly.
Klingons launch abortive attack on LDR.

Y158 Fourth Klingon-Kzinti War begins. Citing their treaty, the Hydrans almost immediately launch an attack against the Klingon border squadrons.

The Lyrans join the Klingons in fighting Hydrans and Kzintis.

The Federation, anxious to reduce the threat posed by the Klingons, shifts fleet units to the Klingon border and discusses a limited action with the Organians to restore the balance of power. This is, however, a "hoax" (the Federation would never consider military power as a solution to the problem) intended to influence the Klingons to negotiate an immediate settlement to end the war. The plan backfires.

Y159 Klingon-Romulan Treaty of Smarba signed. Klingons begin supplying advanced technology to the Romulans, allowing the experimental conversion of six Warbirds to War Eagles. These increase pressure on the Federation Border. The Federation transfers ships back from the Klingon border to the Romulan border. This allows the Klingons to transfer ships to fight the Kzintis. Federation attempt to use the "threat of force" as a substitute for simple force has failed and resulted in a dangerous situation.

Y160 Minor skirmish on the Gorn-Romulan-Federation border (SH53).

ISC forces observe a Gorn-Romulan battle.

Phillip Kosnett becomes captain of the Heavy Cruiser *Kongo*. In one of his first missions, he protects the planet Pollux IX from a meteor set on course by the Klingons (SH3).

Marcus Tal is selected by the Romulan Preditrate for Praetorian duty.

Y161 Kosnett and the *Kongo* are active on the Klingon border. The *Kongo* is sabotaged while on a special mission and attacked by a Klingon battlecruiser (SH1). Kosnett rescues Federation hostages held by the Klingons (SH7).

Y162 *Kongo* converted to Command Cruiser.

The Kzinti noble known as "The Marquis" (in failing health) sends William S. Gerard home in a AAS fighter.

Fifth Lyran-Hydran War ends.
Romulans begin regular conversion of Warbirds to War Eagles.

Fourth Klingon-Kzinti War ends with inconclusive results.

Y163 Klingon-Tholian Incident.

The Federation galactic survey cruiser *Marco Polo* is attacked by the Romulans and rescued by the cruiser *Hood* (SL44).

Marcus Tal distinguishes himself during the Sherioki Incident.

Y164 The Federation tug *Al Rashid* is disabled near the Kzinti-Klingon border (SH55). Kzinti ships arrive to rescue the ship; Klingons arrive and claim that the Kzintis are pirates.

The Klingon D6 *Gnasher* raids Rita's Planet in the Neutral Zone, massacring the Federation colonists. The *Kongo* arrives and rescues Burt Engles, the only survivor. While carrying him to Organia to testify against Commander Kremler, the *Gnasher* attempts to intercept the *Kongo*.

Kumerian assumes command of frigate *Vigilance*.

Y165 The Romulans begin building the new generation of ships known as "the Hawk series."

Federation begins "refits;" other races follow suit.
Andromedans build a base in the Lesser Magellanic Cloud.

Y166 Series of incidents on Klingon-Kzinti border (undeclared war). Kumerian destroys Kzinti shuttle squadron #26 (SH5) and is promoted to command the D6 *Destruction*.

Klingon D6 *Devastation* operates as experimental semi-carrier and conducts several raids on Kzintis to test fighters.

William S. Gerard graduates from Star Fleet Academy.
First encounter with an Andromedan intruder.
Federation-Kzinti ambassadors sign articles of agreement.

Ensign Peltier graduates from Star Fleet Academy.

Y167 Kumerian and the *Destruction* are sent to the prestigious Tholian Border Squadron, where he serves as commander of the 2nd Fighting Division. He destroys the Tholian 3rd Patrol Squadron after it forms a pinwheel and is promoted to commodore in command of the Squadron. He makes a demonstration attack against a Tholian base led by his flagship *Darkslayer* (SH6). Threlvis Kren, an officer under Kumerian's command, starts an incident with the Tholians which backfires. Needing a scapegoat to quiet Federation complaints, the Klingons pick Kumerian. He is stripped of his position as commodore, but is allowed to retain his rank as captain and command of his original ship *Destruction*. The ship is sent to the Western Fleet. Korath replaces Kumerian in command of the Tholian Border Squadron.

Romulan attempt (with Klingon help) to ambush the Gorn cruiser *Reptilicon* fails when the ships enter Federation territory and the Federation command cruiser *Lexington* intervenes.

Deth O'Kay's ship *Hammerfield* attacks a convoy.

Y168 Federation and Klingons introduce Dreadnoughts.

On the Tholian border, the Federation destroyer *Ares* is destroyed. *Excalibur* rescues the crew (SH59).

The Federation CC *Excalibur*, the Klingon D7C *Darkslayer*, the Tholian CA *Arrakk*, and the Orion raider *Gossamer Phoenix* defeat the extra-galactic Juggernaut. The *Darkslayer* is destroyed, but Korath is given the new *Direslayer* and a Federation commendation. Korath has, however, sworn revenge against Federation captain Gray for calling him a coward during the battle.

First General War begins when war erupts on the Lyran-Kzinti border. This is at first known as the Fifth Lyran-Kzinti War. Technology improves during the course of the war.

Y169 Klingons join Lyrans and declare war on Kzintis. Korath, the *Direslayer*, and the Tholian Border Squadron deploy to the Kzinti border where Korath eventually becomes an admiral.

The Hydrans launch a pre-emptive strike on the Lyrans and their attempted breakthrough to Federation territory.

William S. Gerard serves as an "observer" with the Kzinti fleet, where he exhibits skill as a fighter pilot.

To atone for his failure and gain revenge against the Federation, Kumerian raids Sherman's Planet where he personally leads marines in hand-to-hand combat.

Klingons begin construction of the B10 Battleship *Invincible* and obtain mauler technology from Romulans.

ISC forces defeat a Romulan squadron and make initial contact with the Gorns.

The Federation tries to capture pirate vessel *Beroi Turquois*, but the pirate cruiser *Hammerfield* intervenes.

Y170 Klingon D6 battlecruiser *Destruction* mutinies and is interned at Federation Starbase 16. It is returned to Klingons next year. The Klingons are outraged that the Federation dismantled the Ubitron Interface Module and want to declare war, but are restrained by the Organians. Kumerian, captain of the *Destruction*, is demoted in disgrace and sent to command the penal frigate *Insufferable*. His son, Kollo, graduates from the Deep Space Fleet Academy but is refused a naval commission. He transfers to the Internal Security (Police) Forces.

The Kzintis attack the Klingon carrier *Berserker* (SH15).

The Klingon advance into Hydran territory depends on a tenuous supply line (SH18).

Y171 The Organians disappear. Several races are blamed for this, but none know the true situation.

Klingons declare war on Federation and attack outposts. The cruiser *Hood* is reported destroyed by three Klingon cruisers (SH19), but the saucer returns in Y174.

The Klingons send ambassador Thad Vak Kaleen to the Romulans seeking an alliance. The Federation attempts to intercept Kaleen (SH80), but he succeeds in reaching Romulus.

While the Romulans do not yet declare war on the Federation, they launch a series of raids (SH60, SH69).

Y172 The Federation responds to the Klingon attack with raids by new carriers. Federation fleets are sent to assist the Kzintis, and a Federation expedition (Operation Hydra) unsuccessfully attempts to reach the Hydrans. In an unusual

case, a group of pirates is trapped between Klingon and Federation fleets (SH61) fighting on the border.

Deth O'Kay carries a contract cargo to Hydran territory; he is betrayed and attacked by the Hydrans, but wins.

Y173 Hard-pressed by the Federation, the Klingons convince the Romulans to declare war on the Federation and launch a massive attack. Federation Commodore Stocker discovers the invasion and launches a pre-emptive attack, with *Lexington*, catching a Romulan squadron unprepared and badly mauling it (SH2). Another Federation squadron is ambushed at Denebola during treaty negotiations with an Orion base. The old cruiser *Republic* fights two groups of Romulan raiders.

Lt. Peltier completes Prime Central training with honors and rejoins the *Saratoga* as leader of the Black Eagles Prime Team.

Deth O'Kay is captured by Stocker but rescued.

Y174 The Gorns ally with the Federation. First General War has now reached virtually complete escalation. Grand Alliance (Gorn-Federation-Kzinti) fleets battle Coalition (Romulan-Klingon-Lyran). Hydrans have co-belligerent status with Grand Alliance but are not formal allies.

Orions begin operating against the Grand Alliance, using an unprecedented numbers of ships.

Y175 The Klingon D7C *Demonlayer* mutinies (SH62).

Klingons trap a Federation fleet in a stasis field. Rear Admiral John "Cracker Jack" Radey and his carrier group rescue them (SH81). Destroyer *Kublai* intercepts the Klingon D6 *Devastation*, which had been harassing shipping (SH56).

Robert Scorpio builds the first Federation Police Carrier.

The Black Eagles disrupt potentially dangerous spy operations on Data Processing Station 119.

Y176 Alliance forces recapture large areas of Federation territory, reaching the Tholian border and cutting off direct contact between the Klingons and their Romulan allies. The Tholians tentatively accept membership in the Grand Alliance.

ISC begins incursions into Romulan and Gorn territory.

Y177 Vulkalis Kurlak, commander of the Tholian Border Squadron, finds himself as a fleet commander without ships in a backwater of the war. Amassing hundreds of fighters, he attacks the Tholians, exposing their weakness. Exploiting his success, the Coalition launches "Operation Nutcracker" to destroy the Tholians once and for all. Besieged, the Tholians allow ships of their allies to enter the Holdfast, but only those of the Gorns and Kzintis (since they would not pose as much of a threat after the War).

The Romulans attempt a long-range cloaked attack on Rigel IV (SH63), throwing the Federation into a panic.

Ardak Kumerian is restored as captain of D6 *Destruction*.

Y178 The Neo-Tholian 312th Battle Squadron arrives. After these ships get into action, "Operation Nutcracker" begins to break down (SH22). Direct contact between Klingons and Romulans is broken and will never be reestablished.

A Gorn offensive culminates in the disastrous battle of Delmac. The Gorn carrier *Archaeopteryx* (SH21) escapes from a Romulan trap.

Y179 Ardak Kumerian re-promoted to Commodore, but in a staff position under the commander of the Western Fleet.

Y180 Romulans penetrate the Gorn lines and are engaged by support forces (SH64). Later, the Gorns and Romulans fight a

major battle over the planet Hoka. A Romulan ship disappears on the frontier (SN19).

Klingon slaves revolt on K't'tothos IV (SH65).

Continued fighting on Klingon-Kzinti border.

Deth O'Kay, the chief "enforcer" ship captain for the Orion Hamilcar Cartel, and his ship, *Hammerfield*, disappear under mysterious circumstances. (They were kidnapped by a race known as "the Masters" who used entire ships to play wargames for their own amusement.)

The Red WYN Express (an Orion convoy) delivers high-technology equipment to the WYN Cluster, but not in the quantities wanted (T6).

Y181 "Operation Remus:" Federation and Kzinti attack Romulans from the west while Gorns drive from the north. The Kzinti fleet surprises a Romulan fleet at anchor and destroys it. Reasoning that their mission to guard the flank of the Federation fleet has been fulfilled, and responding to reports of Klingon attacks on their territory, the Kzinti withdraw without warning, collapsing an Alliance drive that could have captured the Romulan capital. Facing heavy pressure, the Gorns are diverted westward and cannot reach Remus. The Federation Fleet reaches Remus alone; forces of both sides annihilate each other. Carrier *MacArthur* crashes into planet, rendering it almost uninhabitable.

Ardak Kumerian promoted to Admiral and made commander of the Red Fleet, which is the Klingon training command for new ships, not a tactical formation.

Phil Kosnett promoted to Commodore on the Klingon frontier.

Y182 "Operation Cavalry" is launched. Gorn fleet units transfer to the Klingon frontier for a major assault in cooperation with Kzinti and Federation units. Kumerian and his Red Fleet are hastily reorganized as a tactical formation and sent to stop the Cavalry. His fleet is all but destroyed, and he is reported missing in action. The Alliance forces attack a Klingon starbase and are themselves badly beaten.

The Amazons, an all Alpha-Centauran Prime Team, foil an attempt on the life of the Federation President during the Susturia Conference. Although the culprits are Orion mercenaries, Romulan involvement is suspected.

Y183 Battles between Federation/Kzinti and Klingon forces. Fed CVA *Napoleon* heavily damaged and out of the war. Kzinti forces trap the Klingon 701st PF Flotilla. Battles are fought at Blackfoot Pass. The cruiser *Australia* rescues the tug *Messier*, which had been trapped by the Klingons (SH23). Kosnett launches an attrition campaign (U5). Kzinti, Federation, Klingon, and pirate forces battle for control of a key sector on the triple border.

On the Hydran front, PFs raid an advanced Klingon base. The Klingons track down the PF Tenders that carried them into range.

Y184 Pleiades Turkey Shoot (SH17). The Klingons launch a massive fighter attack on Federation *Zhukov* carrier group, reasoning that if they can destroy it they can win the war. "Cracker Jack" Radey bets the entire General War on a single battle and wins.

The Black Eagles uncover the source of the mysterious disappearances on Meva Station.

Romulans launch a series of raids to keep the Gorns off balance. One notable success is at Gijard III (SH28).

Andromedan Dominator-class dreadnoughts appear for the first time, presaging the Invasion. One Dominator suffers an inexplicable breakdown; its satellite ships flee for a rendezvous point with help from the pirates, but stumble into one of the last major battles on the Federation-Romulan front (T7).

Y185 Klingons launch a desperate final attack on the Kzintis, which is blocked by the White Elephant Squadron (SH32).

Organians return and halt the war. They offer no explanation for their absence, but express hope that the "Lower Empires" (as they call the others) have "learned the futility of war." This hope is in vain.

Romulan Civil War begins.

Y186 ISC forces begin occupying Gorn and Romulan territory and enter Federation territory.

Y187 Federation forces dispute the ISC-mandated neutrality of the Fornax star system (SH24).

ISC briefly attempts to pacify the Tholians.

Romulan Civil War ends.

The Templars, under the command of Lt. Commander Jerod Kent, uncover a plot by the Governor of New Marseilles to hide the existence of a primitive sentient race on his world.

Y188 The ISC completes its "conquest" of the galaxy, effectively occupying the Neutral Zones between most of the warring parties. The Klingons resist ISC interference (SH25).

Y190 The Andromedans launch a full-scale galactic invasion.

The ISC Echelon of Judgement (all X-ships) arrives at the ISC capital barely in time to halt an Andromedan Dominator.

The Andromedans raid Hydraxaport (SH26).

Y192 The Andromedans attack the Federation.

Y195 Survey ships discover the first Andromedan base on the Rapid Transport Network.

Y197 The height of Andromedan power is reached.

Y198 Andromedan power begins to decline sharply as the Rapid Transport Network is heavily disrupted.

Y201 The Galactic Powers launch "Operation Unity" in an effort to destroy the primary Andromedan starbase (U6).

Y202 Final defeat of Andromedans as Operation Unity destroys the Desecrator (the starbase in the Lesser Magellanic Cloud).

Y203 Organians declare "Era of Tranquility."

Y205 Era of Second Generation X-ships and Trade Wars.

Klingon X1 frigate *Vandal* disappears into a time warp.

Y225 End of recorded history. Presumably a third generation of X-ships was developed, but The Next Generation is not within the scope of the Star Fleet Universe.



SECTION TWELVE: THE SARATOGA BLACK EAGLES

We interviewed several Prime Teams during the creation of this game in our efforts to choose a suitable "introductory" Team for you to use in your initial adventures, if you so desire. After an intensive talent search, we chose the Black Eagles and present them here along with profile interviews (from their personnel records) and Character Datafiles.

Lt. Commander Peltier

"When I was assigned to the Black Eagles, they were less than a Prime Team. They were a glorified landing party in fancy quarters with better than average equipment. They had no focus, no discipline, and, most importantly, no spirit. I worked them endlessly, almost viciously, to mold them into a Prime Team Captain Howard is proud to have on his ship. Now they're the best, and you have me to thank for that. Without us, S'Zhera would have never made it to the Summit. Andichron 6 would still be in the hands of the renegades. DPS 119 would still be transmitting coded messages to the Klingon High Council. I feel confident that our last shore leave was justified."



Sgt. Major Adrianna Bansett

"I decided on the third day of Boot Camp on Namar 3 that I was going to be a member of a Prime Team, or die trying. I came very close on several occasions to fulfilling that promise. Alpha-Centauran women have a reputation for being as tough and determined as any male in the Federation. On Namar I busted my butt and worked by the book. I was the first Cadet in over fifty years to make it through Boot without receiving a single demerit, and I graduated first in my Regiment. They gave me my pick of assignments, and I surprised them all by asking for the Scouts.

I learned a lot of lessons in the 191st, and frankly I have only luck to thank that none of them was fatal. As a newbie, I pushed myself even harder than I did in Boot, and my Colonel told me that I'd better slow down if I didn't want to burn out. My appointment to Prime Central and the *Saratoga* finally came, and I accepted it with pride. I would have been a good

officer in the Scouts, and I knew the Colonel wanted me to stay, but just the same he was proud of me when I joined the Black Eagles. And I'm going to work damn hard to see that he stays proud of me here. 'For the Honor of the Marines, Semper Fi.'"



Lt. Minx Massing

"Is this on? Do I start now? Yeah? OK. For the record, yes, I was once brought up on charges of insubordination, but it wasn't as simple as that. I worked hard for this position; nothing was handed to me on a silver platter, and in this outfit a pretty face doesn't mean squat...unless you've got the savvy to back it up. Four years in the Academy, six years in Star Fleet with a year at Prime Central, and now two years as medical officer for the Black Eagles...and you want to bring up the fact that I was insubordinate once? I feel that my service record speaks for itself. So, may I be excused now?"



Lt. (SG) T'Pon

"I find my assignment to the Black Eagles Prime Team to be particularly satisfying. For while the Path of Mey'lar, the ancient school of Vulcan Psionic disciplines, tells us that to learn best we must learn in stillness, it also says that we must change the world if we are to learn at all. '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.' It is illogical to seek perfection, since perfection is unobtainable. Stillness, then, is not desirable as an environment for learning. I seek to move through the Path of Mey'lar, learning what I can from what passes before me. Change is inevitable and desirable. Constructive change even more so. I find my work within Star Fleet to be highly constructive in this regard, and even more so in my specific capacity as a Prime Team member. Ergo, logic dictates that I am best fulfilling my potential by the execution of my duties with the Black Eagles."

**Lt. (JG) Azundur'kar**

"Even as a member of the Cygnan race, which, as we all know, is renowned for its remarkable technological achievements, I believe that I would not be boasting to claim that my own technical prowess is extraordinary. My affinity for machines led me to join Star Fleet, where I was certain that I would have the opportunity to work closely with the real cutting edge of research and technology. At length, of course, I found that association with any particular project or area of study became too dreadfully dull for me to pursue.

For me, the height of the technological art is improvisation, twisting a machine so far from its original parameters that it's really a whole new thing by the time I'm done with it. I like to play with things. This philosophy, as you can imagine, alienated me from most of my superiors in the Engineering division, but I was just too good to let go. So they put me where I could apply my skill in a constructive manner. The Black Eagles appreciate me and my talents. And in return I'll build them whatever they need, whenever they need it, regardless of what the specs or the manuals say can or can't be done. The rest of the Eagles never listen when someone says 'That can't be done!', so why should I?"

**Sgt. H'Ruusti (Rusty) M'eins**

"Ya, sure, I'm a Rigellian in the Marines, but I don't want to hear any of that 'grunt' garbage. I worked my yuntos off to get assigned to this Prime Team. I've got the tools; I've got the training. I've got a snarl that can back down the best the Kzintis can throw at us, and I've got the toughest damn Prime Team in Star Fleet to back me up when I do it. When Commander Kosov briefs us before a mission, he always says to me, 'You shoot straight, Rusty; make us all proud.' And the Commander don't say stuff like that to just anyone, no, sir. Sure I'm proud to be a Rigellian in the Marines, but it's more than that. I'm a Marine in the Black Eagles, and that's as good as it gets."



Commander Marko Kosov, Briefing Officer for the Black Eagles, was unavailable for the interview sessions.

RANGE WEAPONS AND GRENADES

WEAPON	GRADE	D# VALUES	RADIUS	TO HIT	ENERGY

MELEE WEAPONS

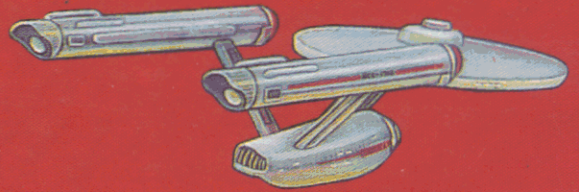
WEAPON	CLASS	MIN. STRENGTH	RANGE	D# VALUES	STRENGTH MODS

EQUIPMENT	WEIGHT	EQUIPMENT	WEIGHT

PERSONAL INTEREST SKILLS AND ADDITIONAL INFORMATION

General Knowledge—Philosophy (Vuican Path of Mey'lar) – level 4/ dice 4
 Logic—Terran Go strategy game – level 3/dice 4

CHARACTER NAME AND RANK Lt. (SG) T'Pon



"T'Lau, can you get a precise bearing on the Klingon renegades?"

"Sir, I sense that they are close."

"Well then, D'Naars," Lt. Chandler said to the Rigellian Combat Specialist by his side. "Let's go cause some trouble!"

PRIME DIRECTIVE

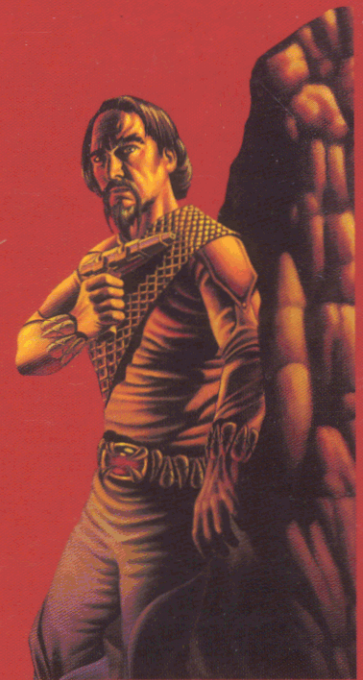
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Adventure throughout the Star Fleet Universe as a member of an elite Federation Prime Team, poised and ready to deal with any emergency. Prime Directive gives you everything you need to play the true thrill-seekers of the Federation, including:

- Historical background and rules for creating Prime Teams.
- Comprehensive background material for the Klingons, Romulans, Tholians, Gorns, Lyrans, Kzintis, WYNs, Hydrans, and more, with sections on their history and weapons!
- Two ready-to-play Prime scenarios, Web of Darkness and The Kam'srit Riddle, AND the Star Fleet Universe timeline.

The Universe is yours to explore in Prime Directive!

- Suitable for two or more players, ages 12 and older.



Game Design
by
Timothy D. Olsen
and
Mark Costello

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