

GURPS 4e

PD20 Modern



WHAT IS PRIME DIRECTIVE?

Based on The Original Series of Star Trek™, *Prime Directive* is a roleplaying system set in the *Star Fleet Universe*, a group of game systems including tactical spaceship combat, strategic warfare, and card games.

Currently available for *GURPS 4e* and *PD20M*, we have books for other roleplaying game systems in development. Our philosophy is to bring the content *you want* to the game system you *already* enjoy, rather than forcing you to learn a unique new game system in order to enjoy that content. Our contract with Paramount never expires, so unlike other companies that appear, publish a book or three, and then disappear (forced to abandon their fans in dead systems with no further expansion), we will always be here, and will continually develop new adventures, characters, books, and technology for our product lines.

The *Star Fleet Universe* is a unique creation, based on The Original Series, but it has expanded far beyond that tiny database. There are more starships, planets, and empires in the *Star Fleet Universe* than in all of the incarnations of Trek™ combined. The *Star Fleet Universe* has none of the material from the later series and movies, so you will find no Cardassians, but you will find other alien species and empires that you will, no doubt, find even more interesting. While the *Star Fleet Universe* diverged from “Canon Trek,” a good GM can easily use our roleplaying books and a working knowledge of later television shows to build whatever universe he wants. Because the *Star Fleet Universe* is a game universe where gamers try to win, the “rules” and background have to remain fairly consistent, so that the same thing works the same way each time.

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STARSHIP ALDO

The Armed Priority Trader *Amarillo* is crewed by a group of 30 out-of-work military veterans from the recent war, including people of various species (and from several empires). Their self-appointed mission is to find anything and everything of value in the leftover wreckage of the recent conflict, salvage it, and then sell whatever they find at various semi-legal ports of call, hoping to get enough food, fuel, and spare parts to keep their rusting war-surplus ship operational until (by dumb luck) they find something *really* valuable, allowing them all to retire as rich people.

Their alternative is to sit around a spaceport bar, spending their veteran's retirement checks on cheap booze.

One day, the *Amarillo* comes upon a wrecked space ship. From the visual and electronic scans, it is obviously only part of a ship and apparently is part of some kind of modified freighter. During the General War, thousands of these ships (basically a cylinder 40 meters in diameter and 200 meters long) were modified to perform dozens of missions. Most were simply cargo haulers, but the basic hull design was used for troop transports, auxiliary warships, exploration ships, repair ships, and many other functions. The captain of the *Amarillo*, L'anna Tigress, decides “It's worth a look” and moves her ship in closer.

The ship is badly damaged, and most of it is missing. The scans indicate that it was “destroyed” in some kind of battle, and later was “chewed on” by some kind of large biological entity.

Telescopic scans find a name painted on the side of the ship, but most of it is unreadable. The crew can see the letters “aldo” in what might be the middle or end of the name, and the *Amarillo's* intelligence officer, Jena Biblios, scans the (probably incomplete) database and finds three possibilities.

The freighter *Geraldo Rivera* was licensed to operate in the Federation and went from place to place carrying various types of cargo. It was also used, at one point, to carry colonists to a new planet, and at another point, to carry a team of journalists and academics on a survey of war-torn areas. It disappeared from the records six years ago. If this hulk is the *Geraldo Rivera*, it could be carrying anything.

The auxiliary warship *Aguinaldo* was built on a modified freighter hull and mounted a few phasers and missile racks. It was originally assigned to defend a colony that is over 3,000 parsecs away, but fled during the Klingon invasion and was used for years after that to escort convoys. It disappeared four years ago after convoy PQ17 scattered when attacked by the Klingon battlecruisers *Pain* and *Suffering* in one of the last deep Klingon raids of the General War.

Far more interesting is the *Waldorf Astoria*, a luxury cruise liner that disappeared 14 years earlier during the initial Klingon invasion. It had always been assumed that the Klingons captured the ship (a prize full of rich people and luxury goods) but the Klingons always denied having seen it. If this is the *Waldorf Astoria*, the crew of the *Amarillo* has struck it rich!

DECK PLAN NOTES

These deck plans are schematic, showing the walls (bulkheads) and doors (hatches) but only some of the larger interior furnishings and contents. The nomenclature used by the *Amarillo's* intelligence officer is a letter for the deck (A, B, C, or D), a number for the compartment (counted left to right), and either P (port), C (center), or S (starboard). Thus, compartment A4S is Deck A, fourth compartment from the left end, starboard side. These are, of course, not the original compartment numbers of the original ship, but are simply a convenient way for the exploring team to keep track of (and report back) where they are.

DECK A

This deck includes a central corridor that is divided into three segments by airlock doors. There are six compartments on either side of the corridor. There are large holes in the hull in compartments 4 and 5 on each side (apparently caused by some kind of explosion), and people in pressure suits could enter there.

On the *Geraldo Rivera*, these were originally docking hatches.

On the *Aguinaldo*, these were originally weapon mounts.

On the *Waldorf Astoria*, these were originally observation ports for rich people to watch nearby scenery.

The airlocks from compartments A4S and A4P have been blown open, leaving corridor A4C in vacuum, but other airlocks could enter corridor A6C. Access to the ship can also be gained through the airlocks on each end, entering corridors A2C and A6C. The water tanks along the edges of this deck are frozen solid, but could be thawed out if the players can figure out which switches to throw. There are vertical shafts in compartments A3S and A3P which lead to small "manhole" type hatches into compartments on Decks B, C, and D. (Emergency systems have closed off the vertical shaft at the bottom of Deck D, so it retains air. Adventurers could cut their way into this hatch but that would lose the air in the shaft and make it far less useful.)

Compartments A3P and A3S originally held computer equipment of various types, all of which is now burned out.

On the *Aguinaldo*, these were originally the fire controls for the adjacent weapons positions.

Compartments A1S, A2S, A2P, A6S, and A6P were originally crew (not passenger) quarters, and bodies may be found in some of these, as well as personal effects. Detailed examination might lead to the identity of the ship, if the GM is ready to give away the secret that early. If not, just make sure that none of the bodies have identity papers that are still readable.

DECK B

This is a general cargo deck. The hatches from the individual compartments into the corridors are wider, to accommodate cargo pallets moved on gravity sleds.

Each compartment contains a collection of boxes and crates, mostly stacked on pallets. The adventurers may well (if the GM so chooses) find that many have already been looted, perhaps by multiple visitors. You could find empty spots, tracks on the floor, pallets left in mid-move sitting on gravity lifters (and even rolling back and forth as the ship rotates), boxes that have been torn open, scattered contents, even empty food containers as the crew or passengers of the ship subsisted on the stocks until they all died (or were rescued or taken prisoner) at some time years ago. Or perhaps there are still a couple of living crewmen huddled in a corner trying to keep warm.

Along the outside edges of this deck there are compartments containing high pressure air and gas cylinders. The explorers should take care, as some of these contain oxygen, but others contain nitrogen, carbon dioxide, or halon (toxic fire suppressant).

DECK C

This is a power service deck, including the reactors and batteries that have continued to provide power to this fragment of the original ship. One of the reactors is running (but might shut down for some reason, perhaps detecting intruders, or perhaps because the adventure team does something wrong, or perhaps because of increased power load), leaving the adventurers to rely on battery power (or the power in their suits, if they are wearing suits).

Compartments C2S and C2P each contain large batteries. The batteries are all charged, and each bank will provide power to the "aldo" for a few hours. (We leave it to the GM and the speed of his plot to decide just how many hours.) The problem is that only one set is actually connected to anything.

Compartment C1S has the transformers needed to put power into the batteries and take it back out. Compartment 1P has been blown open, and three of the four transformers have been lost. The fourth one works, but isn't connected. The players could reconnect the starboard side batteries to the portside transformers if they need to. Just how long this would take is up to the GM, but it would require appropriate skills.

Compartments C3S and C3P each are full of spare parts and various supplies.

Compartments C4S and C4P each contain environmental equipment (recycling the air and water). One set of this equipment is working (at a low rate) but will probably fail fairly soon after the explorers arrive, due to the higher load. The other set is in standby mode and could be activated if the adventurers know how.

Compartments C5S and C5P each contain a cold fusion reactor. One of these is working (which is why the lights, gravity, and environmental systems are still on after all these years) but the other is not. The non-working reactor could be brought on line with some effort and the appropriate skills to troubleshoot and then fix whatever is wrong with it.

Compartments C6S and C6P each contain the power management panels for the adjacent reactor. These panels can control the power for the entire "ship" as it exists.

DECK D

This deck was originally... well, it depends. If the GM is looking for a place to hide the real objective of the mission and the real identity of the "aldo," this would be a good place to put it.

On a military auxiliary such as the *Aguinaldo*, this deck probably had at least some military equipment. While nominally a supply deck, those supplies might well be military in nature, or things that a convoy escort would find useful (medical supplies and repair parts).

On a general freighter such as the *Geraldo Rivera*, this deck would be general cargo, probably items that were useful 14 years earlier but which may be largely obsolete now. Or maybe they're valuable on the collector market? Even old stuff is useful on the dozens of new colony worlds sprouting up all over the sector.

On a luxury liner such as the *Waldorf Astoria*, this deck will be the last place to search for luxury goods carried by the passengers, and the purser's office with the ship's safe deposit boxes.

In any case, the corridors and compartments on the ends have been torn open to space. Compartments D3S and D4S are also open to space and unlikely to have anything in them.

Whatever is, or isn't, here is up to the imagination of the GM. No doubt, any science fiction sourcebooks you have could provide no end of useful artifacts. The *Prime Directive* core rules, and the empire sourcebooks (*Federation*, *Klingons*, and *Romulans*) have lists of items that are "things to buy" and "things to sell" which could easily fill your cargo holds.

You should create a story of what the last people on board were doing and what they left behind, and then start from there!

Marine Captain Esteban Patricio

NARRATIVE

Esteban Patricio was born on Mars into a family of military officers that trace their heritage to the Irish battalion that fought for the Spanish king during the Napoleonic Wars. He attended military high school, but was turned down by Star Fleet Academy. He attended four years at the Martian Military Academy, graduating as a second lieutenant in the Martian National Guard in Y173. Trained for the elite *Dassant* special forces units, he found himself on the hastily reactivated light cruiser *Oklahoma* during the General War.

Most of the starship's crew were from the Martian National Guard's naval wing and were officially "seconded to Star Fleet" but never technically members of it. Star Fleet officers treated the Martian Guardsman as second-class citizens. After the initial heavy fighting, the old *Oklahoma* (repaired after heavy damage) was used for rear-area security and convoy-escort missions. The *Oklahoma* and her crew were treated somewhat unfairly by Star Fleet, which focused its attention on newer ships. (The *Oklahoma* was damaged in a battle in which a Star Fleet commodore put the ship in a dangerous position and then blamed the ship for the failure of his plan. Star Fleet thereafter regarded *Oklahoma* as disgraced and untrustworthy.) The crew stayed together during the entire General War, since none of them were accepted for transfer to more prestigious ships.

When the General War ended a year ago, the *Oklahoma* was crash landed on Tafelland and cut up for scrap. The crew were discharged and given passage home. Esteban Patricio decided that he wanted to stay on the frontier, so he cashed in his ticket home, collected his back pay, and picked up odd jobs as a security guard commander at Donjebuche Station.

He met a Walkurian sergeant while working as a Response Group Commander for a Cygnan corporation, and they became working partners. After losing their jobs for reasons not their fault, Patricio was offered a chance to "buy into" the Armed Priority Trader *Amarillo* as a Marine captain with a full officer's share of the profits and he signed aboard. With permission of the *Amarillo's* captain, he brought the Walkurian sergeant with him.

GURPS 4th Edition Data

250 points

Attributes: ST 11 [10]; DX 13 [60]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 13 [4]; Will 13 [0]; Per 14 [5]; FP 12 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0].

Race: Human; Height: 5'9"; Weight: 185 lbs.; Age: 31; Sex: Male. Social Background: CF: Federation; TL12.

Languages: English (Accented) [4]; Federation Standard (Native) [0].

Advantages: Born War-Leader +3 [15], Courtesy Rank (Marine Captain) 4 [4], Fearlessness +3 [6], Reputation (Decorated Veteran) (+2), (10 or less, Large class) [2], Resistant (Disease) (+3) [3], Very Fit [15].

Disadvantages: Code of Honor (Star Fleet Marines) [-10], Fanaticism (Patriotism) [-15], Intolerance (Media people) (Total Intolerance) [-10], Light Sleeper [-5], Sense of Duty (Federation) [-10], Susceptible to mushrooms (Ingested, -3) [-3], Susceptible to onions (Ingested, -3) [-3].

Quirks: Careful [-1], Incessantly talks about military history [-1], Watches bad sci-fi monster trivideos every Saturday night. [-1].

Skills: Administration-12 [1], Armoury/TL (Small Arms)-15 [8], Beam Weapons/TL (Pistol)-15 [4], Beam Weapons/TL (Rifle)-16 [8], Camouflage-15 [4], Climbing-15 [8], Computer Operation/TL-13 [1], Diplomacy-11 [1], Electronics Operation/TL (Communications)-12 [1], Engineer/TL (Combat)-12 [2], Expert Skill (Opera-

tions)-12 [2], Explosives/TL (Demolition)-12 [1], First Aid/TL-15 [4], Forward Observer/TL-12 [1], Free Fall-12 [1], Gunner/TL (Beams)-15 [4], History (Recent Federation)-11 [1], Jumping-13 [1], Karate-15 [12], Knife-15 [4], Law (Federation Military)-11 [1], Leadership-16 [2] (includes +3 from Born War-Leader), Mathematics/TL (Applied)-11 [1], Musical Instrument (Wind Instruments)-11 [1], Navigation/TL (Land)-12 [1], Navigation/TL (Space)-12 [1], Parachuting/TL-13 [1], Piloting/TL (Shuttlecraft)-12 [1], Research/TL-12 [1], Running-11 [1], Savoir-Faire (Military)-16 [1] (includes +3 from Born War-Leader), Spacer/TL-13 [1], Stealth-15 [8], Strategy (Land)-14 [1] (includes +3 from Born War-Leader), Survival (Desert)-13 [1], Survival (Mountain)-13 [1], Swimming-12 [1], Tactics -15 [2] (includes +3 from Born War-Leader), Throwing-13 [2], Tonfa-12 [1], Traps/TL-12 [1], Vacc Suit/TL-11 [1].

PD20M Data

Stats: Level 3 Strong / Level 4 Marine.

Human: Male HP: 43 XP: 21,000.

Str 11, Dex 13, Con 10, Int 13, Wis 13, Cha 12.

Skills: Climb +3, Computer Use +3, Craft (electronic) +5, Craft (mechanical) +2, Diplomacy +4, Knowledge (business) +3, Knowledge (civics) +3, Knowledge (history) +4, Knowledge (law) +3, Knowledge (military science) +7, Knowledge (specific culture — Federation) +3, Navigate +5, Perform (wind instruments) +3, Pilot +5, Profession +4, Read/Write English, Read/Write Federation Standard, Research +2, Speak English, Speak Federation Standard, Survival +4, Treat Injury +3, Tumble +4.

Feats: Armor Proficiency (light), Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency, Starship Gunnery, Zero-G Training.

Talents: Extreme Effort, Light Sleeper.

Class Features: Weapon Focus (Federation Phaser), Weapon Specialization (Federation Phaser), Swift Response. Base Attack Bonus: +6, Fort +4, Ref +3, Will +2.

Random Starship Generator Deck A (Top Deck)

For a quick and dirty adventure, a GM might roll a few dice on the tables below and generate an entirely new starship for the boarding team to explore.

Compartments A1S, A2S, A2P, A6S, and A6P were originally crew (not passenger) quarters.

All = Bed, chair, desk, computer terminal, closets.

1 = Left in good order. Includes uniforms, personal items.

2 = Left in partial order, most valuables removed by a crewman who abandoned ship.

3 = Partly ransacked by someone who boarded later and did a quick search. Personal items and uniforms scattered around in piles. Obvious valuables missing, but may have hidden valuables.

4 = Totally ransacked by someone who boarded later and did an extensive search. Hidden compartments have obviously been pried open.

5 = Room has been stripped of anything and everything. Uniforms, books, underwear — all gone. There is no sign of any obvious hidden compartments broken into.

6 = Room has been stripped of anything and everything. Uniforms, books, underwear, all gone. Hidden compartments have obviously been pried open.

Compartments A3P and A3S originally held computer equipment of various types. The GM should decide what kind of computers and how hard they are to get access to based on the identity of the ship, but in a random scenario:

1-2 = Weapons controls.

3-4 = Airlock controls and ship inventory manifests.

5-6 = Video equipment, telescopes, and sensors.

Gunnery Sergeant Kven Kumerian

NARRATIVE

Born on the Klingon warrior colony of Walkuria, Kven Kumerian was a third cousin (once removed) of the well-known Klingon Admiral Ardak Kumerian. They never met.

Kven attended military-oriented primary and high schools, and enlisted in the Klingon Army at the age of 14. He showed a flare for leadership and was sent to officer candidate school, but did not receive a commission because he could not pass the exams in applied mathematics. Even so, he became a corporal, and arrived on Tafelland during the Klingon occupation as a squad leader in the battalion assigned to garrison Donjebuche Station. Over the next decade, he worked his way up in the ranks to sergeant, eventually leading a platoon of 15 troops.

When the General War ended, he was one of a few dozen Klingons who decided to stay on Tafelland rather than go home to Walkuria. He had come to like the place, and particularly to like the easy-going atmosphere and the relaxed discipline. He found employment as a security guard, and within a week was promoted to deputy shift supervisor at a large warehouse complex. He hated doing paperwork, and enjoyed walking the rounds of the various guard posts to check on his troops. His boss, a retired Rigellian Army warrant officer, preferred to spend his shifts in the office, doing paperwork, taking naps, and watching trivideo. Kven Kumerian became the defacto "leader" of the shift.

After a few months of that, a large Cygnan corporation with many warehouses on Tafelland hired Kven Kumerian for its Response Team of ex-military personnel who could be sent to respond to any threat to any of the corporation's facilities. The Response Team consisted of about 60 personnel, divided into three sections. Each section included a veteran officer and a veteran sergeant. This is where Kven Kumerian met Esteban Patricio, as they were paired together as the leaders of Response Group Two. They were both fired when Response Group Two, responding to an Orion attack on a key warehouse, killed several pirates and the local media (looking for a headline even if it were not true) declared the operation to be a "massacre of civilians who just happened to be there." The Cygnan government wanted to avoid the blame for this fiasco and decided to use Kumerian and Patricio as scapegoats.

A week later, both were hired by L'anna Tigress, who wanted some strong new leadership for her "marines" on the Armed Priority Transport *Amarillo*. She wanted to start exploring some more dangerous opportunities for profit, and wanted experienced combat leaders for her "marines." Patricio had seen combat, but Kumerian had only been in (a lot of) bar fights, riots, and other such things. Even so, Patricio spoke up for Kumerian and L'anna (agreeing that any officer needed a good sergeant) accepted him.



ABOUT THIS PRODUCT

Starship Aldo was created for FREE RPG DAY, an event created by Aldo Ghiozzi of Impressions Advertising.

We are pleased to be a part of this exciting new way to introduce thousands of players in hundreds of stores to the innovative new RPG products that have come to market, along with many existing products that players never heard about before.

If you have any questions or comments, Email the company president at Design@StarFleetGames.com and let him know.

GURPS 4th Edition Data

200 points

Attributes: ST 13 [30]; DX 12 [40]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 13 [5]; Per 12 [0]; FP 13 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0].

Race: Klingon; Height: 5'10"; Weight: 190 lbs.; Age: 49; Sex: Male. Social Background: CF: Klingon; TL12.

Languages: Federation Standard (Accented) [4]; Klingon (Native) [0].

Advantages: Courtesy Rank (Gunnery Sergeant) 2 [2], Fearlessness 2 [4], High Pain Threshold [10], Higher Purpose (Improve heroic reputation) [5], Reputation (Decorated veteran) (+2) (10 or less, Large class) [2], Resistant (Disease) (+3) [3], Very Fit [15].

Perk: Alcohol Tolerance [1].

Disadvantages: Callous [-5], Code of Honor (Soldier's) [-10], Intolerance (Incompetent people) [-5], Sense of Duty (Shipmates) [-5], Short Lifespan 1 [-10], Stubbornness [-5].

Quirks: Proud [-1], Staid [-1].

Skills: Administration-11 [1], Armoury/TL (Small Arms)-11 [1], Beam Weapons/TL (Pistol)-14 [4], Beam Weapons/TL (Rifle)-14 [4], Camouflage-12 [1], Climbing-12 [2], Computer Operation/TL-12 [1], Electronics Operation/TL (Communications)-12 [2], First Aid/TL-12 [1], Free Fall-11 [1], Gunner/TL (Beam)-12 [1], History (Recent Klingon)-10 [1], Intimidation-14 [4], Karate-11 [2], Knife-14 [4], Law (Klingon Military)-10 [1], Leadership-11 [1], Navigation/TL (Land)-12 [2], Navigation/TL (Space)-11 [1], Parachuting/TL-12 [1], Piloting/TL (Shuttlecraft)-11 [1], Running-12 [1], Savoir-Faire (Military)-12 [1], Spacer/TL-12 [1], Stealth-11 [1], Survival (Plains)-11 [1], Survival (Woodlands)-11 [1], Swimming-13 [1], Tactics-12 [4], Throwing-11 [1], Tonfa-11 [1], Vacc Suit/TL-11 [1].

PD20M Data

Stats: Level 5 Dedicated.

Klingon: Male HP: 28 XP: 4,000.
Str 13, Dex 12, Con 12, Int 10, Wis 14, Cha 8 (12 vs. Klingons).

Skills: Bluff +5, Climb +2, Computer Use +4, Craft (mechanical) +1, Diplomacy +4, Intimidate +6, Knowledge (business) +1, Knowledge (civics) +1, Knowledge (history) +3, Knowledge (law) +2, Knowledge (life and earth sciences) +1, Knowledge (military science) +4, Knowledge (specific culture — Klingon) +3, Listen +5, Move Silently +3, Navigate +2, Pilot +4, Profession +6, Read/Write Federation Standard, Read/Write Klingon, Read/Write Military Klingon, Speak Federation Standard, Speak Klingon, Speak Military Klingon, Spot +4, Surveillance +5, Survival +3, Treat Injury +2.

Feats: Armor Proficiency (Light), Combat Martial Arts, Gunner's Eye, Personal Firearms Proficiency, Simple Weapons Proficiency, Spacer.

Talents: Aware, Perceptive Synergy, Skill Emphasis (Profession).

Base Attack Bonus: +3, Fort +3, Ref +1, Will +3.

DESIGN CREDITS

Starship Aldo was designed by Stephen V. Cole, who came up with the concept, did the spaceship deck plans and other data, and wrote the character narratives. Jean Sexton edited the booklet and refined the character stats. Tony L. Thomas did the PD20M data, and Jim Goodrich did the GURPS data. The weapons and equipment data comes from the *Prime Directive Core Rulebook*, including material from both the PD20M and GURPS versions. The phaser carbine art was done by Loren Knight, and the illustration of Jena Biblios was done by Alvin Belflower. The six male characters of the boarding party are based on the six players who participated in the 2010 *Star Fleet Marines Gun Run* at the live-action *Terrorwerks* game at Origins.

Corpsman Kentaro Satanabe

NARRATIVE

A Vulcan, Kentaro studied medicine at the elite Vulcan science academy, but was dismissed before completing the rigorous course (which dismissed half of each class each year in order to inspire competition). He made his living thereafter working in a hospital on the Federation colony of Shiloh. Through continuing education, he became a licensed nurse, then a registered nurse, and eventually a physician's assistant.

He left work at the hospital and traveled to Earth, intending to apply to various medical schools. Arriving just as the General War began, he applied to join Star Fleet, and was accepted for duty on a starship as a surgical nurse. Seeking adventure, he became a naval corpsman (i.e., a medic assigned to the Marines). He saw combat on several occasions, twice surviving the destruction of the ship he was assigned to.

The second time, he was with a Marine detachment that was abandoned on a colony world as the Klingon fleet pushed on toward Earth. The Klingons captured the colony and occupied the major spaceport, town, and mining facilities. The Marines went into hiding in the hills, and Kentaro went with them. The Marines intended to conduct guerrilla warfare, but found few Klingon targets. After much debate, the Marines decided to attack the mine and try to collapse the tunnels and end production (which was feeding the Klingon war effort), but they were betrayed by local citizens (who feared civilian casualties and Klingon reprisals).

Captured by the Klingons, Kentaro and the Marines were disarmed, then taken by shuttle to an isolated island, given a few tools and supplies, and left to fend for themselves. When the General War ended, the Klingons reported the island to the Federation and the Marines were rescued.

Kentaro was discharged with years of back pay and a thirst for travel. After a few months travelling from spaceport to spaceport, he signed onto the *Amarillo* as a nurse and medic, and was assigned to the mission to explore the "aldo" for several reasons. First, he was the team medic. Second, he would be useful if any survivors were found, both to provide medical care, and to question them via mind-meld. And third, he was just an active and nervous guy who clearly needed some exercise.

GURPS 4th Edition Data

150 points

Attributes: ST 11 [10]; DX 9 [-20]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Race: Vulcan; Height: 5'9"; Weight: 140 lbs.; Age: 61; Sex: Male. Social Background: CF: Federation; TL12.

Languages: Federation Standard (Accented) [4]; Vulcan (Native) [0].

Advantages: Acute Hearing 1 [2], Extended Lifespan 1 [2], Indomitable [15], Less Sleep 2 [4], Lightning Calculator [2], Mind Probe (Touch-Based, -20%; Telepathic, -10%) [14], Nerve Pinch: Affliction 1, Accessibility (Hit Location -4 to hit, -20%; Contact Agent, -30%; Melee Attack, Reach C, -30%; Racial, -20%; Telepathic, -10%; Unconsciousness, +200%) [19], Nictitating Membrane 1 [1], Photographic Memory [10], Regeneration (Regular, 1HP/hr; Only while in Autotrance, -30%) [18], Resistant (Disease) (+3) [3], Unfazeable [15], Vulcan Psi Talent 1 [5].

Perk: Autotrance [1].

Disadvantages: Code of Honor (Logical behavior) [-10], Code of Honor (Professional) [-5], Curious (12) [-5], Honesty (12) [-10], Intolerance (Emotional or illogical behavior) [-5], No Sense of Humor [-10], Pacifism (Self-Defense Only) [-15], Selfless (12)

[-5], Sense of Duty (Shipmates) [-5], Truthfulness (12) [-5].

Skills: Astronomy/TL-11 [1], Beam Weapons/TL (Pistol)-9 [1], Computer Operation/TL-13 [1], Diagnosis/TL (Vulcan)-13 [4], Electronics Operation/TL (Medical)-13 [2], Electronics Operation/TL (Scientific)-12 [1], Electronics Operation/TL (Tricorder)-12 [2], Electronics Repair/TL (Medical)-13 [2], Engineer/TL (Auxiliary Systems)-11 [1], Expert Skill (Xenology)-11 [1], First Aid/TL-14 [1], Free Fall-8 [1], History (Federation)-11 [1], Judo-7 [1], Law (Federation)-11 [1], Mathematics/TL (Applied)-11 [1], Mechanic/TL (Auxiliary Systems)-12 [1], Physician/TL (Vulcan)-14 [8], Physics/TL-10 [1], Physiology/TL (Vulcan)-13 [4], Savoir-Faire (Military)-13 [1], Spacer/TL-13 [1], Survival (Island/Beach)-12 [1], Vacc Suit/TL-8 [1].

PD20M Data

Stats: Level 4 Dedicated.

Vulcan: Male HP: 28 XP: 6,000.

Str 12, Dex 11, Con 14, Int 14, Wis 12, Cha 9.

Skills: Computer Use +7, Craft (pharmaceutical) +6, Craft (visual art) +3, Craft (writing) +4, Knowledge (behavioral sciences) +6, Knowledge (earth and life sciences) +9, Knowledge (military science) +7, Knowledge (physical sciences) +9, Knowledge (specific culture — Vulcan) +4, Knowledge (technology) +6, Listen +5, Mind Meld +4, Profession +6, Read/Write Federation Standard, Read/Write Vulcan, Sense Motive +3, Speak Federation Standard, Speak Vulcan, Spot +4, Surveillance +4, Survival +5, Treat Injury +12.

Feats: Armor Proficiency (light), Educated (Knowledge [life and earth sciences] and Knowledge [physical sciences]), Field Surgeon, Improved Natural Healing, Nerve Pinch, Personal Firearms Proficiency, Simple Weapons Proficiency, Surgery.

Talents: Healing Knack, Skill Emphasis (treat injury).

Base Attack Bonus: +3, Fort +2, Ref +1, Will +2.

Random Starship Generator Deck B (Cargo Deck)

For a quick and dirty adventure, a GM might roll a few dice on the tables below and generate an entirely new starship for the boarding team to explore.

All = Boxes, crates, containers, and bags on pallets.

Status:

- 1 = Left in good order. Everything that was here, still is.
- 2 = Left in partial order. Small amount of the most valuable items were taken by the departing crew.
- 3 = Partly ransacked by someone who boarded later and did a quick search. Obvious valuables missing.
- 4 = Totally ransacked by someone who boarded later and did an extensive search. Anything valuable is missing.
- 5 = Room has been stripped of anything and everything. It's just plain empty, except for dust on the floor.
- 6 = Room contains toxic gas and the dead and desiccated bodies of previous boarders.

Contents:

- 1 = Food, canned and otherwise packed for grocery store shelves. Roll one die to determine the portion which is still consumable (e.g., a die roll of "2" means two-sixths are). This could be used by the *Amarillo* or sold to a non-agricultural colony world.
- 2 = Consumer goods: electronics, toys, books, videos.
- 3 = Military cargo: weapons, ammunition, dilithium crystals, combat rations, uniforms.
- 4 = Industrial supplies: machine parts, electrical components, computer parts, tools. All of these things would be useful to any colony world trying to set up local industry.
- 5 = Metal ingots of various types, from steel to gold.
- 6 = Unprocessed metal ores (i.e., rocks).

Technician P'tric-koyle

NARRATIVE

A Cygnan, P'tric-koyle graduated from a prestigious Cygnan university with a degree in electronics engineering. He paid his way through school working as an electronics-repair technician and troubleshooter.

When the General War began, he applied to join Star Fleet, but was not accepted until several years later due to his young age. (During those years, he took military training in the Cygnan National Guard, which paved his way into Star Fleet.) He was assigned to a starship as a repair technician. During the General War, he served on several ships, won several minor commendations, and was promoted to the enlisted rank of E6. He qualified as a shuttle pilot, but rarely had a chance to fly as officers always hogged that duty.

He took part (unintentionally) in several boarding party actions defending his ship, completed weapons qualifications, and joined several action teams and landing parties on various missions. While never a trained Marine, he was accepted as "having good combat senses."

He applied for officer training, and was accepted, returning to Star Fleet as an ensign only two years before the General War ended. He was assigned as a shuttle pilot, but flew mostly cargo transport shuttles during the remainder of the War. His promotion to junior lieutenant was a formality (all ensigns are promoted sooner or later) and he was working hard for a "real promotion" to senior lieutenant when the war ended.

Discharged from Star Fleet on his homeworld of Cygnus, he was restless and bored, so he worked on various cargo and trading ships in that sector of space, and on various outposts and stations. Eventually, he was hired as a repair technician on the *Amarillo*. Still restless and a little bored, he is always the first to volunteer when Patricio's "marines" need a technician for a boarding party or landing party.

GURPS 4th Edition Data

150 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 10.

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [0]; Per 14 [10]; FP 10 [0]; Basic Speed 5.5 [0]; Basic Move 5 [0].

Race: Cygnan; Height: 5'10"; Weight: 167 lbs.; Age: 32; Sex: Male.

Social Background: CF: Federation; TL12.

Languages: Cygnian (Native) [0]; Federation Standard (Accented) [4]; Kzinti (Broken) [2].

Advantages: Fit [5], Resistant (Disease) (+3) [3], Talent (Mathematical Ability) 1 [10], Talent (Physical Science) 4 [20], Versatile [5].

Disadvantages: Gregarious [-10], Impulsiveness (12) [-10], Sense of Duty (Friends) [-5], Weakness (Sunlight 1d/30 minutes; variable -40%) [-9], Wealth (Struggling) [-10].

Quirks: Easily bored [-1], Restless [-1].

Skills: Astronomy/TL-15 [1] (includes +1 from Mathematical Ability, +4 from Physical Science), Beam Weapons/TL (Pistol)-12 [1], Computer Operation/TL-14 [4], Electronics Operation/TL (Sensors)-11 [1], Electronics Operation/TL (Tricorder)-12 [2], Electronics Repair/TL (Communications)-12 [2], Electronics Repair/TL (Computers)-13 [3], Electronics Repair/TL (Sensors)-12 [2], Electronics Repair/TL (Shields)-12 [2], Engineer/TL (Electronics)-13 [4] (includes +1 from Mathematical Ability), Expert Skill (Xenology)-10 [1], Explosives/TL (Demolition)-12 [2], First Aid/TL-12 [1], Free Fall-11 [1], History (Federation)-10 [1], Judo-10 [1], Law (Federation)-10 [1], Mathematics/TL (Applied)-11 [1] (includes +1 from Mathematical Ability), Mechanic/TL (Auxiliary

Systems)-12 [2], Mechanic/TL (Shuttlecraft)-11 [1], Navigation/TL (Space)-11 [1], Physics/TL-15 [2] (includes +1 from Mathematical Ability, +4 from Physical Science), Piloting/TL (Shuttlecraft)-12 [2], Savoir-Faire (Military)-12 [1], Scrounging-15 [2], Spacer/TL-13 [2], Survival (Woodlands)-13 [1], Vacc Suit/TL-12 [2].

PD20M Data

Stats: Level 2 Smart / Level 1 Engineering Specialist.

Cygnan: Male HP: 16 XP: 3,000.

Str 12, Dex 14, Con 11, Int 16, Wis 12, Cha 10.

Skills: Benchthumping +7, Computer Use +9, Craft (chemical) +4, Craft (electronic) +6, Craft (mechanical) +9, Craft (structural) +7, Craft (writing) +4, Decipher Script +5, Demolitions +5, Disable Device +5, Gather Information +3, Investigate +3, Knowledge (military science) +7, Knowledge (physical sciences) +8, Knowledge (streetwise) +5, Knowledge (technology) +9, Navigate +6, Pilot +5, Profession +4, Read/Write Cygnan, Read/Write Federation Standard, Read/Write Kzinti, Repair +14, Search +5, Speak Cygnan, Speak Federation Standard, Speak Kzinti, Survival +3.

Feats: Armor Proficiency (light), Builder, Gearhead, Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Finesse (Star Fleet phaser pistol).

Talents: Kickstart.

Base Attack Bonus: +2, Fort +1, Ref +1, Will +2.

Random Starship Generator Deck D (Cargo Deck)

For a quick and dirty adventure, a GM might roll a few dice on the tables below and generate an entirely new starship for the boarding team to explore.

All = Boxes, crates, containers, and bags on pallets.

Status:

- 1 = Left in good order. Everything that was here, still is.
- 2 = Left in partial order. Small amount of most valuable items were taken by the departing crew.
- 3 = Partly ransacked by someone who boarded later and did a quick search. Obvious valuables missing.
- 4 = Totally ransacked by someone who boarded later and did an extensive search. Anything valuable is missing.
- 5 = Room has been stripped of anything and everything. It's just plain empty, except for dust on the floor.
- 6 = Room blown open to space, nothing left.

Contents:

- 1 = Food, canned and otherwise packed for grocery store shelves. Roll one die to determine the portion which is still consumable (e.g., a die roll of "2" means two-sixths are). This could be used by the ship, or sold to a non-agricultural colony world.
- 2 = Consumer goods: clothing, shoes, winter coats, medicine, bedding, furniture.
- 3 = Shake & Bake Colony Supplies: Tents, portable buildings, long-storage food, a small fusion generator, basic tools, seeds, two tractors; things needed for 100 people to turn a pasture into a livable farming village.
- 4 = Manufactured home-building supplies: plumbing fixtures, electrical fixtures, wire, carpentry tools; all things useful to any colony world trying to build real houses.
- 5 = Bulk (non-metallic) materials of various types, some of which can be used as is, while some could be used as feedstocks for matter transformers.
- 6 = Bulk grain. Roll one die to determine the portion which is still consumable (e.g., a die roll of "2" means two-sixths are). Grain can be sold to any non-agricultural colony world, such as a domed mining colony.

Captain L'anna Tigress

NARRATIVE

Born on a Kzinti colony planet, L'anna (a Federation translation of a name that seems mostly to be growls and hisses) always had a good head for business. She ran a small part of her father's business, but eventually went away to work for the government. Showing promise and aptitude, she was granted a scholarship to a university, earning a degree in business management before returning to government service.

She married and had two children; her husband went away to serve as an officer in the General War and died a hero. Her father died of old age and she sold his business to the government, pocketing a substantial amount of money.

Her work in government administration led to a career managing logistics for the Navy. As more and more male Kzintis went away to war, the females gained more and more power, position, and prestige. L'anna spent the last five years of the General War as "master" of an Armed Priority Transport, delivering critical materials to fleet units on the front line. She often entered Federation territory on her assigned missions, and had no trouble dealing with the "naked apes" she encountered there. She established numerous contacts with Federation trading posts, outposts, and station masters. (Her "surname" of "Tigress" was given to her by a Federation bureaucrat who needed to fill in that blank on a customs form and could not translate her own family name.)

Then the General War ended, and the males came home to take over the jobs the females had occupied, sending them back to their "proper domestic status."

L'anna was having none of that. She didn't want another mate, and her children were grown. (Her son Ramses was a heroic fighter pilot, and her daughter Isis was a quality control inspector at a seafood processing plant.) The reduction of the Kzinti Navy meant thousands of shuttles and hundreds of small ships were being sold off as surplus. (As with other empires, doing so paid off a portion of the vast "war debt" that had accumulated, and helped restart the civilian economy.) She had saved enough money during the War (and she had the inheritance from her father) to buy a battered Armed Priority Transport similar to the one she had commanded. (Her own ship was in such good shape, due to her supervisory and management skills, that the government kept it in service, under a male officer.) L'anna named her new ship *Amarillo*, a Texmex word for a small yellow flower. (She enjoyed hunting for live game on the Federation colony world of Texmex, where vast herds of herbivores roamed the grasslands. That colony catered to visiting Kzintis who enjoyed such hunts and was a favorite port of call for Kzinti traders.)

GURPS 4th Edition Data

300 points

Attributes: ST 14 [36] (-10% for SM+1); DX 12 [40]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs.; HP 14 [0]; Will 14 [0]; Per 14 [0]; FP 12 [0]; Basic Speed 6 [0]; Basic Move 6 [0].

Race: Kzinti; Height: 7'0"; Weight: 274 lbs.; SM+1; Age: 55; Sex: Female.

Social Background: CF: Kzinti; TL12.

Languages: Federation Standard (Accented) [4]; Kzinti (Native) [0].

Advantages: Affliction (Pheromones) 1 (Accessibility, Own species only, -10%; Area Effect, 4 yards; Disadvantage, Lecherousness, +10%; Emanation, -20%; Sense-Based, Smell, -20%) [16]; Appearance (Attractive) (Accessibility, Own species only, +10%; Area Effect, 4 yards; Emanation, -20%; Sense-Based, Smell, -20%) [6], Business Acumen 3 [30], Charisma 2 [10], Claws (Sharp

Claws) [5], Contact (Criminal) (Effective Skill 12; 9 or less; Somewhat Reliable) [1], Contact (Federation military) (Effective Skill 12; 9 or less; Somewhat Reliable) [1], Contact (Federation political) (Effective Skill 12; 9 or less; Somewhat Reliable) [1], Contact (Kzinti military) (Effective Skill 12; 9 or less; Somewhat Reliable) [1], Contact (Merchant) (Effective Skill 12; 12 or less; Usually Reliable) [4], Damage Resistance 1 (Tough Skin) [3], Fearlessness 3 [6], Merchant Rank (Small Ship Captain) 3 [15], Night Vision 9 [9], Parabolic Hearing 2 [8], Sensitive [5], Status 2 [5] (includes +1 from Merchant Rank (Small Ship Captain)), Teeth (Sharp Teeth) [1].

Perk: Fur [1].

Disadvantages: Code of Honor (Professional) [-5], Curious (12) [-5], Intolerance (Lyran, Carnivore) [-5], Miserliness (12) [-10], Odious Racial Habit (Eats other sentients) -3 [-15], Sense of Duty (To crew) [-5], Workaholic [-5].

Quirk: Chauvinistic [-1].

Skills: Accounting-16 [2] (includes +3 from Business Acumen), Administration-16 [1] (includes +3 from Business Acumen), Beam Weapons/TL (Pistol)-12 [1], Brawling-13 [2], Carousing-12 [1], Computer Operation/TL-14 [1], Current Affairs/TL (Business)-15 [2], Detect Lies-14 [2] (includes +1 from Sensitive), Diplomacy-12 [1], Economics-15 [1] (includes +3 from Business Acumen), Finance-16 [2] (includes +3 from Business Acumen), Free Fall-11 [1], Intimidation-14 [2], Law (Interstellar Business)-12 [1], Leadership-15 [1] (includes +2 from Charisma), Market Analysis-15 [1] (includes +3 from Business Acumen), Merchant-17 [2] (includes +3 from Business Acumen), Navigation/TL (Space)-13 [1], Piloting/TL (Starship)-11 [1], Savoir-Faire (High Society)-14 [1], Sex Appeal (Kzinti)-13 [2] (includes +1 from Appearance), Shiphandling/TL (Starship)-14 [4], Smuggling-13 [1], Spacer/TL-15 [2], Streetwise-13 [1], Survival (Plains)-13 [1], Tactics-14 [4], Vacc Suit/TL-11 [1].

PD20M Data

Stats: Level 7 Charismatic / Level 2 Merchant.

Kzinti: Female HP: 37 XP: 38,000.

Str 14, Dex 13, Con 11, Int 14, Wis 13, Cha 16.

Skills: Bluff +10, Computer Use +9, Craft (visual art) +3, Craft (writing) +6, Diplomacy +12, Disguise +4, Gather Information +13, Intimidate +12, Knowledge (arcane lore) +5, Knowledge (art) +5, Knowledge (business) +14, Knowledge (civics) +8, Knowledge (current events) +5, Knowledge (history) +3, Knowledge (law) +3, Knowledge (popular culture) +4, Knowledge (specific culture — Kzinti) +3, Knowledge (streetwise) +6, Knowledge (theology and philosophy) +2, Listen +8, Pilot +9, Profession +11, Read/Write Federation Standard, Read/Write Kzinti, Sense Motive +6, Speak Federation Standard, Speak Kzinti, Survival +4.

Feats: Dodge, Educated (Knowledge [business] and Knowledge [civics]), Lightning Reflexes, Merchant, Open-Minded, Personal Firearms Proficiency, Simple Weapons Proficiency, Starship Operation, Trustworthy.

Talents: Charm, Dazzle, Fast Talk.

Class Features: Calculating Eye, Astute.

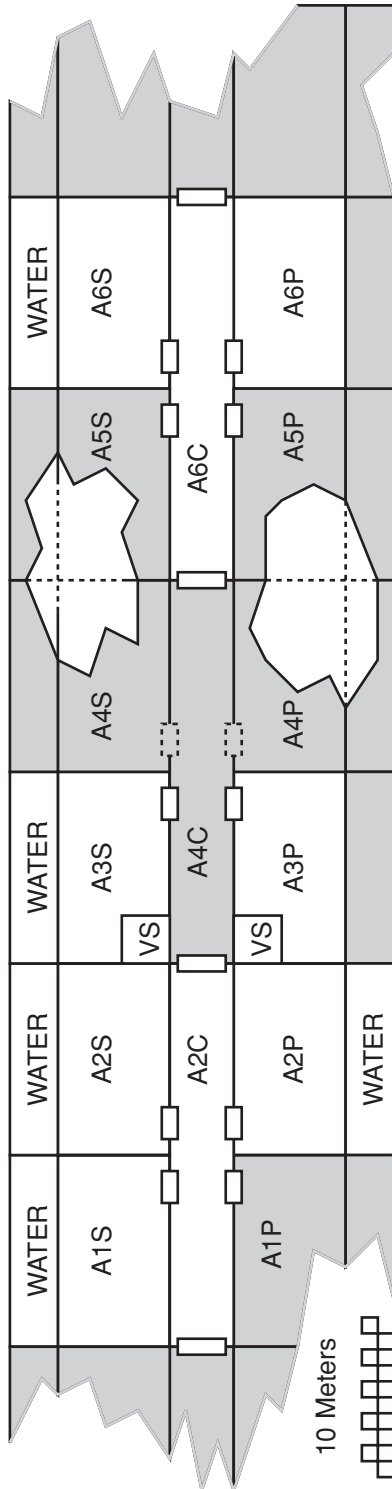
Base Attack Bonus: +4, Fort +6, Ref +5, Will +4.

Why doesn't this booklet have a color cardstock cover?

Because that would triple the cost of production, and our purpose is to show you our game systems, not produce a work of art to be admired on a shelf. Our *Prime Directive* books have standard commercial color-printed cardstock covers. You can see the cover art on our website.

DECK A

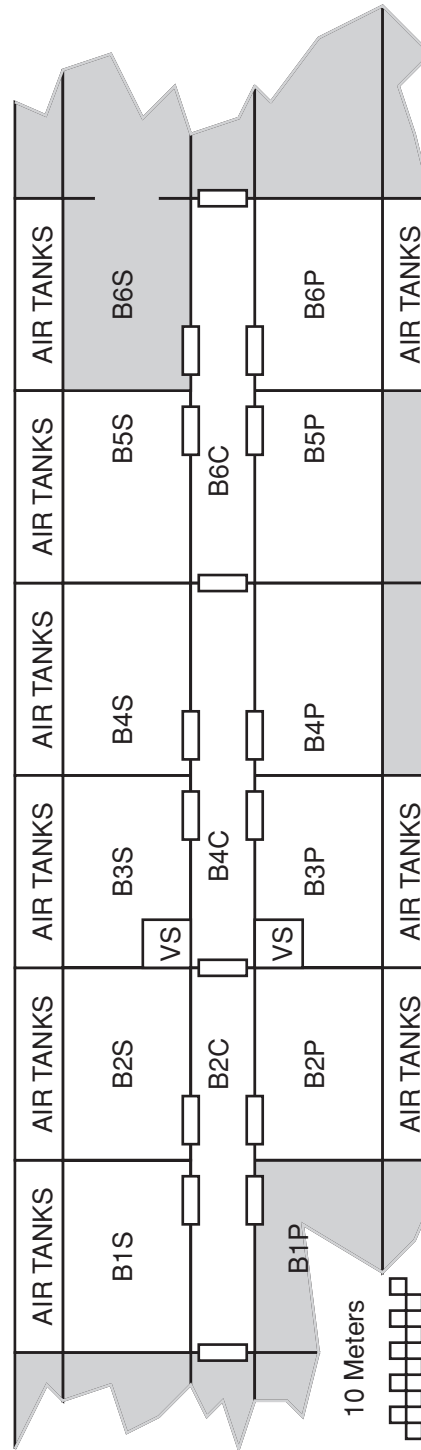
See data on page 2 and random tables on page 3.



Gray areas on the deck plans are open to space. White areas have lights, gravity, and breathable air (or are water tanks).

DECK B

See data on page 2 and random tables on page 5.

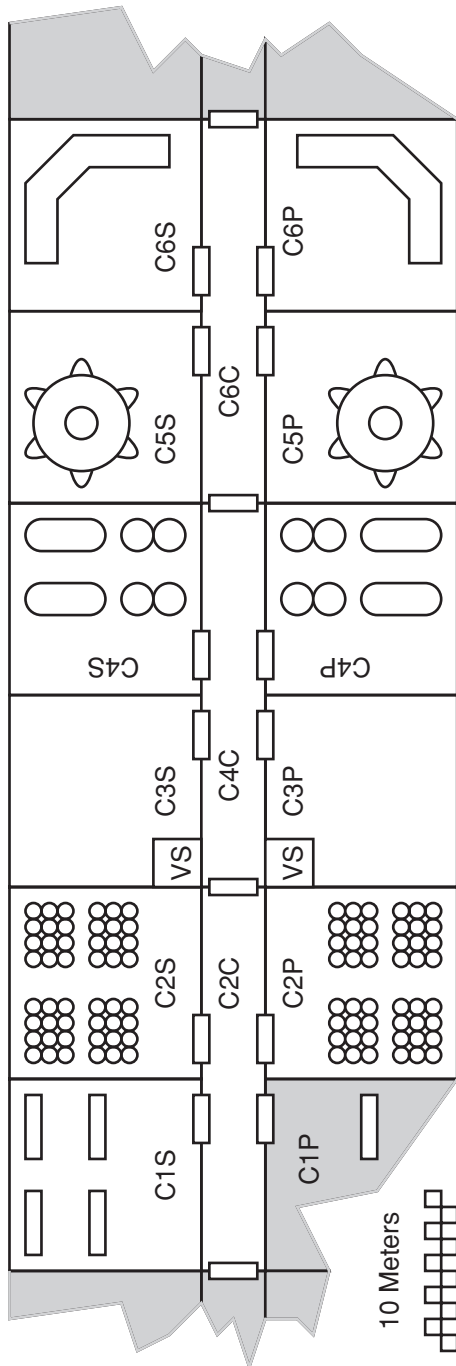


SCALE

The scale is shown with Deck D. The central corridor is four meters wide, and each compartment is 12 meters long. The width varies as each deck is wider than the one above, since the original hull was cylindrical.

DECK C

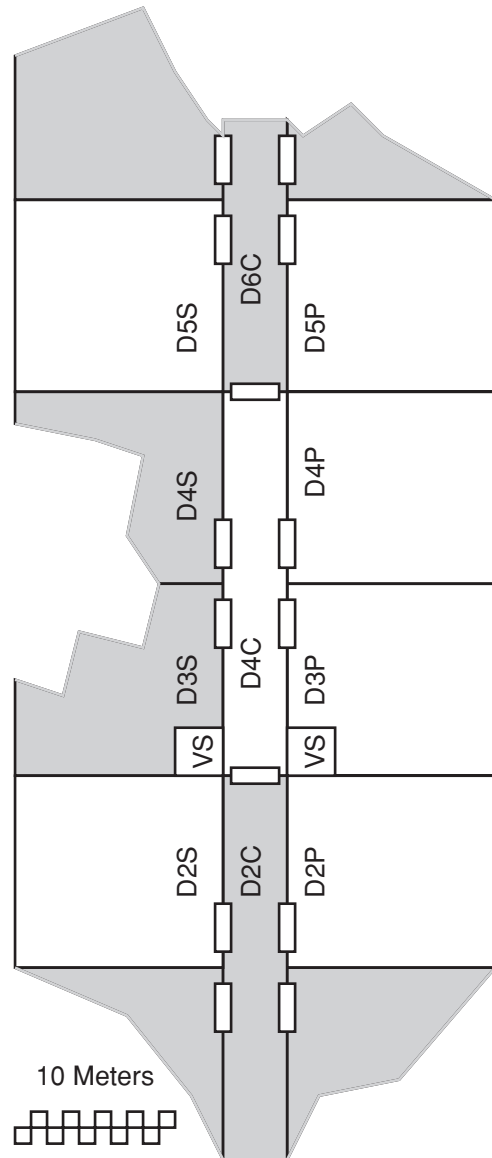
See data on page 2 and random tables on page 12.



The small squares marked VS are vertical service shafts with hatches into the corridor and the compartment they are in.

DECK D

See data on page 2 and random tables on page 6.



Deck E

All that exists of Deck E is the ceiling and the top two feet of the walls. Imagine light fixtures hanging on broken wires and that sort of thing. There are hatches that enter the vertical shafts (VS), but opening them will lose the air in the shafts.

GAMES OF THE STAR FLEET UNIVERSE

Prime Directive is a game of the *Star Fleet Universe*, an interrelated system of games with a common background. These include the classic tactical *Star Fleet Battles*, the exciting new *Federation Commander*, the strategic game *Federation & Empire*, the card game *Star Fleet Battle Force*, and other games.

Because these games all have a common background, they all use the same ships, history, and technology. History puts the Klingons and Federation at war during certain periods, so *SFB* and *F&E* both have battle scenarios for that period. A Klingon D7 battlecruiser has twice the combat power of a Romulan SeaHawk frigate, and this is reflected in *SFB* and *FC* by their basic point values, in *F&E* by their combat factors, in *SFBF* by the number of icons on their respective cards, and so forth.

This is good in that players can move between games and reasonably expect the same things to work the same ways (albeit on a different scale). Of course, for your own campaign, you can ignore these implications.

FEDERATION COMMANDER

Federation Commander is the exciting new full-color fast-playing game of starship combat. Including mounted map panels (using full-color NASA photos, double-sided with hexes in two sizes), full-color laminated ship cards (each showing the operating components of a starship in color-coded boxes), full-color laminated charts, easy-entry rules, streamlined execution, and full-color playing pieces, *Federation Commander* is the space combat game YOU have been waiting for. You can begin flying a starship just minutes after opening the box.

While *Federation Commander* includes several products, all of them require one of the three Starter Sets: *Klingon Border* was the first to appear, followed by *Romulan Border*. *Academy* is the low-cost entry (lacking the mounted map boards and with only the most popular ships). All three have, basically, the same rules and will work with any other *Federation Commander* product. Expansions include *Klingon Attack*, *Romulan Attack*, *Tholian Attack*, *Battleships Attack*, *Distant Kingdoms*, *War & Peace*, *Hydran Attack*, *Orion Attack*, and other products. Additional ships can be found in *Booster Packs* and a full range of pewter miniatures are available. You will never run out of new worlds to explore (and conquer or defend), but these expansions will provide new ships, new enemies, and new situations, but NOT complicated additional, expansion, or optional rules. Once you master the rulebook, there are no more rules to learn, just more ships to fly, more weapons to fire, and more worlds to explore. (There are some new weapons.)

The game system is based on energy. You count how much energy your starship generates at the start of each turn, and pay for a "baseline speed." The rest of your energy is spent during the turn to fire weapons, operate systems (tractor beams, transporters), to speed up, to slow down, or to reinforce your shields. During each of the eight impulses of each turn, ships move (up to four times at the highest speed) and you have the opportunity to fire weapons or operate systems.

Damage is resolved by a die roll or two, not a bucket of dice.

Ships are presented in two scales: Fleet Scale is "half the size" of Squadron Scale and can be used to resolve larger battles in less time.

On our website, you can get the free PDF download of *First Missions*, a fully working version of the game, to see how the system operates.

Commander's Circle, on the website, has our free monthly newsletter *Communique* with new ships, scenarios, and tactics.

STAR FLEET BATTLES

First published in 1979, it has undergone several revisions and new editions. There is a lot of this game (dozens of modules and zillions of starships) but you don't have to learn it all at once, and can buy only as much of it as you want to play. The most successful space combat game ever published, thousands of players seek to out-fly, out-fight, and out-think their enemies in a warp-speed dogfight.

Having been around the longest, most of the history and background of the entire *Star Fleet Universe* first appeared in *Star Fleet Battles*. This game has the most complete database of ships, weapons, and technology, and is the primary reference source for any *SFU* research. We reprinted most of the relevant data from *SFB* in the core RPG rulebooks, so players of *Prime Directive* need not fear being required to buy hundreds of dollars worth of tactical space games just to get the maps, racial histories, timelines, and other background data.

Experienced players can also enjoy this game via the Internet at SFBol.com and at our tournaments at Origins.

FEDERATION & EMPIRE

The strategic game of the *Star Fleet Universe*, *F&E* was first published in 1986 and has (like *SFB*) been upgraded in several subsequent editions (the latest in 2010), and half a dozen major expansions. On a map five feet long, players move thousands of die-cut counters representing ships, squadrons, and fleets.

F&E is primarily a game about money. You collect taxes from your planets and provinces, then use the money to buy, upgrade, and repair starships. After that, you send your ships off to war to conquer your enemies. For those interested, we have a detailed description of *F&E* on our website. At Origins, you will see three dozen players hunched over huge maps for four straight days trying to decide, once and for all, who will rule the universe.

STAR FLEET BATTLE FORCE

This is our card game. You control a group of starship cards from several empires. Each ship card has icons showing the weapons the ship can use. Each turn, you check your hand for weapon cards that match the icons on your ships, and fire them at the enemy. The game system is similar to *Modern Naval Battles* or *Naval War* but with improvements and new concepts. While there are several kinds of phasers, the bigger ones can fire the cards from the smaller ones, and, larger plasma torpedo launchers can use the smaller torpedo cards. Some weapons can be used defensively. As your starships take damage, red plastic markers cover some of the icons, preventing you from using those weapons. See our website for more information.

STARLINE 2400 MINIATURES

We have dozens of pewter scale-model starship miniatures from the various empires, and release more each year. You can find a complete list on our shopping cart.

WEBSITES

www.StarFleetGames.com

Information about all of our products. The site now includes an index to help you find things.

www.FederationCommander.com

Specific support for the new *Federation Commander* game system, including its own Forum, downloads, and more.

<http://www.facebook.com/pages/Amarillo-Design-Bureau-Inc/231728653279?ref=mf>

Come become one of our friends on Facebook. Our page there is run by Jean Sexton, who is also our RPG line editor. See dozens of illustrations and other things about our products.

Marine Private Rike Kurtis

NARRATIVE

Born on the Klingon planet Klegarine, Rike Kurtis was a civilian who had a job working for the fire and rescue service. While not Warrior Caste, the work was dangerous and required quick thinking and personal courage.

When the General War started, Rike Kurtis applied to join the Klingon Army, but was accepted only for the Engineer Service, a non-warrior branch which did construction jobs in dangerous front-line posts. With years of off-duty training, he qualified to become a member of the Warrior Caste and was given weapons training. He transferred to the Klingon Internal Security (police) forces as a technical corporal and a member of a dynamic entry team (the Klingon equivalent of SWAT).

When the General War ended, millions of Klingon soldiers were discharged from active duty. Many settled on colony worlds, while others went home. Some, however, decided to try their luck at something Klingons had never really done, finding work in the freebooting economy. Lots of small war-surplus ships were plying the former border areas (mostly now beyond the control of the original owners), looking for salvage, new resources, stranded crewmen, and the new materials needed for X-technology (such as germanium). Rike Kurtis decided to give that a try. After all, he could always just walk into a Klingon port and ask for a trip home. (The Klingons did not give their discharged military personnel the choice of a ticket home or cash. Instead, the “free trip home” remained open for five years.)

Rike Kurtis worked as a stevadore, security guard, and crew member at several spaceports. One day, the *Amarillo* arrived at the Klingon colony world where Rike Kurtis was working as a dockhand. As often happened, the captain sent an officer to the local bar and “put out the word” that a limited number of positions were open for new crewmen (to replace those lost in action, those who quit, and those who were kicked off of the ship). Out of over a hundred applicants, only three were selected, one of them being Rike Kurtis. His combination of skills (search and rescue, dynamic entry, police matters) was almost unique, and Captain Tigress thought he might be useful as a jack-of-all-trades, since he knew a *lot* of things, even if he was not *quite* a space crewman, not *quite* a soldier, and not *quite* a technician.

GURPS 4th Edition Data

150 points

Attributes: ST 12 [20]; DX 12 [40]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 13 [2]; Will 11 [0]; Per 11 [0]; FP 12 [0]; Basic Speed 6 [0]; Basic Move 6 [0].

Race: Klingon; Height: 6'3"; Weight: 240 lbs.; Age: 41; Sex: Male. Social Background: CF: Klingon; TL12.

Languages: Federation Standard (Accented) [4]; Klingon (Native) [0].

Advantages: Fit [5], High Pain Threshold [10], Higher Purpose (Improve heroic reputation) [5], Master Builder 2 [10], Outdoorsman 1 [10].

Perk: Alcohol Tolerance [1].

Disadvantages: Callous [-5], Chummy [-5], Code of Honor (Soldier's) [-10], Compulsive Carousing (12) [-5], Short Lifespan 1 [-10], Stubbornness [-5], Workaholic [-5].

Quirks: Expression (“Fear me!”) [-1], Proud [-1], Staid [-1].

Skills: Administration-10 [1], Architecture/TL-12 [1] (includes +2 from Master Builder), Armoury/TL (Shipboard Phasers)-10 [1], Armoury/TL (Small Arms)-10 [1], Beam Weapons/TL (Pistol)-12 [1], Beam Weapons/TL (Rifle)-13 [2], Brawling-14 [4], Camouflage-12 [1] (includes +1 from Outdoorsman), Carousing-12 [1], Computer Operation/TL-11 [1], Electrician/TL-11 [2], Electronics

Operation/TL (Security)-11 [2], Electronics Operation/TL (Tricorder)-10 [1], Electronics Repair/TL (Communications)-11 [2], Electronics Repair/TL (Security)-11 [2], Engineer/TL (Combat)-13 [4] (includes +2 from Master Builder), Explosives/TL (Demolition)-10 [1], First Aid/TL-11 [1], Fishing-12 [1] (includes +1 from Outdoorsman), Forced Entry-14 [1] (includes +2 from Master Builder), Free Fall-11 [1], Freight Handling/TL-10 [1], Games (Strategic Wargames)-11 [1], Knife-12 [1], Law (Klingon)-9 [1], Leadership-10 [1], Machinist/TL-11 [2], Masonry-13 [1] (includes +2 from Master Builder), Mathematics/TL (Applied)-9 [1], Mechanic/TL (Impulse Drive)-10 [1], Mechanic/TL (Warp Drive)-10 [1], Navigation/TL (Land)-11 [1] (includes +1 from Outdoorsman), Savoir-Faire (Military)-11 [1], Soldier/TL-10 [1], Spacer/TL-11 [1], Streetwise-10 [1], Survival (Jungle)-11 [1] (includes +1 from Outdoorsman), Survival (Swampland)-11 [1] (includes +1 from Outdoorsman), Vacc Suit/TL-11 [1].

PD20M Data

Stats: Level 3 Tough.

Klingon: Male HP: 32 XP: 3,000.

Str 13, Dex 12, Con 15, Int 11, Wis 10, Cha 9 (13 vs. Klingons).

Skills: Balance +2, Climb +5, Computer Use +2, Concentration +3, Craft (mechanical) +2, Demolitions +4, Disable Device +4, Drive +2, Intimidate +2, Knowledge (behavioral sciences) +1, Knowledge (earth and life sciences) +2, Knowledge (physical sciences) +2, Knowledge (streetwise) +1, Knowledge (technology) +3, Listen +3, Move Silently +1, Navigate +4, Profession +4, Read/Write Federation Standard, Read/Write Klingon, Read/Write Military Klingon, Research +2, Speak Federation Standard, Speak Klingon, Speak Military Klingon, Spot +3, Survival +7, Treat Injury +5.

Feats: Alertness, Cautious, Guide, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents: Outdoor Skills, Master Survivalist.
Base Attack Bonus: +3, Fort +2, Ref +1, Will +1.

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Marine Corporal Tauris Billstec

NARRATIVE

Tauris Billstec was born into a warrior family on the ice planet Andor, and enlisted into the Andorian National Guard on his 17th birthday. Excelling in his training, he was offered a chance to compete for a place on an elite *Dassant* unit, but did not score high enough to enter the unit. Undeterred, he continued seeking as much extra training as possible, despite rules which prohibited anyone not accepted from trying a second time.

When the General War started and tens of thousands of Andorian troops were called into Federation service to improve the defenses of planets threatened by Klingon invasion, the regulations changed and he was given another chance to qualify for the *Dassant* units. This time, he succeeded. His infantry division was shipped off to a front-line colony planet (and spent most of the General War as prisoners of the Klingons), but Billstec had previously transferred to the 13th Andorian Dassant Battalion.

When the Third Fleet was rebuilt with new ships, the 13th was broken up for use as individual replacements, and Billstec was assigned to the carrier *Napoleon* as a member of its Marine detachment. The Marine units on the large ships ended up being used to train replacements for the smaller Marine units on smaller ships, and Billstec eventually was sent to a light cruiser, where he took part in numerous boarding and landing operations.

Discharged at the end of the General War, Billstec found peacetime boring, and sought some adventure, working on various planets and bases as a security guard. He was eventually hired by the *Amarillo* as one of its "marines."

GURPS 4th Edition Data

150 points

Attributes: ST 13 [30]; DX 12 [40]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 12 [0]; Per 17 [25]; FP 11 [0]; Basic Speed 5.75 [0]; Basic Move 5 [0].

Race: Andorian; Height: 5'11"; Weight: 160 lbs.; Age: 38; Sex: Male.

Social Background: CF: Federation; TL12.

Languages: Andorian (Native) [0]; Federation Standard (Accented) [4].

Advantages: Discriminatory Smell [15], Fearlessness 2 [4], Fit [5], Resistant (Disease) (+3) [3], Subsonic Hearing [5], Ultrahearing [5], Vibration Sense [10].

Disadvantages: Code of Honor (Soldier's) [-10], Hidebound [-5], Impulsiveness (12) [-10], Light Sleeper [-5], Loner (12) [-5], Low Pain Threshold [-10], No Sense of Humor [-10], Overconfidence (12) [-5], Pacifism (Cannot Harm Innocents) [-10], Sense of Duty (Cooperative) [-10], Stubbornness [-5].

Quirk: Adventure seeker [-1].

Skills: Armoury/TL (Small Arms)-12 [2], Beam Weapons/TL (Pistol)-12 [1], Beam Weapons/TL (Rifle)-13 [2], Camouflage-14 [0] (default from Survival (Arctic)-2), Climbing-11 [1], Computer Operation/TL-12 [1], Electronics Operation/TL (Communications)-11 [1], First Aid/TL-12 [1], Forward Observer/TL-13 [4], Free Fall-11 [1], Gunner/TL (Beam)-12 [1], History (Recent Federation)-10 [1], Karate-12 [4], Knife-12 [1], Law (Federation Military)-10 [1], Leadership-11 [1], Observation-17 [2], Parachuting/TL-12 [1], Running-10 [1], Savoir-Faire (Military)-12 [1], Spacer/TL-12 [1], Stealth-13 [4], Survival (Arctic)-16 [1], Survival (Mountain)-16 [1], Swimming-11 [1], Tactics-10 [1], Throwing-11 [1], Tonfa-11 [1], Vacc Suit/TL-11 [1].

PD20M Data

Stats: Level 3 Strong.

Andorian: Male HP: 27 XP: 3,000.
Str 15, Dex 15, Con 14, Int 14, Wis 12, Cha 8.

Skills: Climb +3, Computer Use +3, Craft (structural) +4, Demolitions +4, Jump +5, Knowledge (military science) +6, Knowledge (streetwise) +6, Knowledge (technology) +2, Listen +9, Profession +6, Read/Write Andorian, Read/Write Federation Standard, Repair +4, Speak Andorian, Speak Federation Standard, Spot +5, Survival +4, Swim +3.

Feats: Alertness, Armor Proficiency (light), Combat Martial Arts, Combat Reflexes, Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Focus (Star Fleet phaser pistol).

Talents: Light Sleeper, Melee Smash.

Base Attack Bonus: +4, Fort +2, Ref +1, Will +1.

Random Starship Generator Deck C (Power Service Deck)

For a quick and dirty adventure, a GM might roll a few dice on the tables below and generate an entirely new starship for the boarding team to explore.

Compartments C1S and C1P each have the transformers needed to put power into the batteries and take it back out. Status: 1 = destroyed; 2 = one functional, not connected; 3 = two functional, not connected; 4 = one functional, connected; 5 = two functional, connected; 6 = fully functional.

Compartments C2S and C2P each contain large batteries. Status: 1 = destroyed; 2 = 25% functional, not connected; 3 = 50% functional, not connected; 4 = 25% functional, connected; 5 = 50% functional, connected; 6 = fully functional.

Compartments C3S and C3P are each full of spare parts and/or various supplies. Status:

1 = Left in good order. Everything that was here, still is.

2 = Left in partial order. Small amount of most valuable items were taken by the departing crew.

3 = Partly ransacked by someone who boarded later and did a quick search. Obvious valuables missing.

4 = Totally ransacked by someone who boarded later and did an extensive search. Anything valuable is missing.

5 = Room has been stripped of anything and everything. It's just plain empty, except for dust on the floor.

6 = Room contains toxic gas and the dead and desiccated bodies of previous boarders. Otherwise, #1.

Compartments C4S and C4P each contain environmental equipment (recycling the air and water). Status: 1 = destroyed; 2 = 25% functional, not connected; 3 = 50% functional, not connected; 4 = 25% functional, connected; 5 = 50% functional, connected; 6 = fully functional.

Compartments C5S and C5P each contain a cold fusion reactor. Status: 1 = destroyed; 2-3 = functional, not connected or operating; 4-5 = functional, connected, not operating; 6 = fully functional.

Compartments C6S and C6P each contain the power management panels for the adjacent reactor. These panels can control the power for the entire "ship" as it exists. Status: 1 = damaged, repair in six hours; 2 = damaged, repair in four hours; 3 = damaged, repair in two hours; 4 = functional, not connected; 5 = functional, connected, but nothing is "on;" 6 = fully functional and operating.

EQUIPMENT

Tricorders

A tricorder is a hand-held device that becomes available at TL10 [PL7]; specialized tricorders become available at TL11 [PL8]. Tricorders are a combination of computer and sensors used for a virtually unlimited number of different applications and uses.

PADDs: A Personal Access Display Device (or PADD) is the most basic form, and is sometimes referred to as a “monocorder.” They are TL9 [PL7] devices that are an outgrowth of TL8 [PL5] “Advanced Personal Digital Assistants” available in the early 21st century. They have built-in data storage and processing capabilities equal to those of a TL8 [PL6] supercomputer, and have a communications tie-in to available library computer networks. In some cases, the PADD will operate in a standalone mode; in others it operates as a display terminal or interface to the library computer serving it. At higher tech levels, this interfacing and modality becomes less and less apparent to the user. PADDs have no sensor capabilities. Cost \$250, weight 4 pounds.

Tricorders: A tricorder is a TL10 [PL7] device that has all of the functions of a PADD and adds built-in sensors and scanners. The sensor package on a tricorder can sense, display, and analyze any form of energy or matter known to the TL [PL] that the tricorder was built at. TL10 [PL7] tricorders weigh 4 pounds and scan biosigns at 10 yards, physical objects at 100, and can analyze energy emissions at one mile. TL11 [PL8] tricorders weigh 2 pounds and can scan biosigns at 20 yards, physical objects at 200, and energy emissions at two miles. TL12 [PL9] tricorders weigh one pound and can scan biosigns at 100 yards, physical objects at 500 yards, and can analyze energy emissions at 10 miles. Any of them cost about \$2,500 when at current TLs.

At TL11 [PL8], tricorders became available that were specialized for various tasks. This specialization is reflected as bonuses or modifiers to various skill rolls. Some of these specialized tricorders are:

Science Tricorder: +4 to any scientific skill rolls

Geology Tricorder: +4 to any geology-related skill roll; has enhanced range capabilities which allow it to penetrate/sense minerals or rocks at 10x normal range *but* loses the ability to scan for living beings, organic tissue, etc.

Medical Tricorder: +4 to all medical-related skill rolls, +4 to Physiology rolls; if programmed in advance with the data on a given species, that Physiology bonus becomes +10 for that species. The hand-held attachment must be within one foot of the patient for these bonuses.

Engineering Tricorder: +4 on all mechanic skill rolls; has additional built-in filters which prevent overloading or damage when scanning intense energy fields.

Tactical Tricorder: +4 to detect and identify life forms, weapons, armor, etc. Includes a comprehensive database on all of the above (at least for the current Area of Operations, with summary data for other areas). It is carried by Marine officers.

Data Tricorder: Functions as a non-specialized tricorder, with one exception: it can use up to three IRD chips (below) and costs \$4,000. The number of IRD chips that may be active at any time depends on the TL of the data tricorder. At TL10 [PL7], only one chip may be active; at TL11 [PL8], two chips may be active; and all three may be active simultaneously at TL12 [PL9].

IRD Chips: Interactive Relational Database (IRD) chips do not become available until TL10 [PL7]. They are small modules that may be inserted in a variety of devices, but generally are used only with data tricorders. IRD chips are computer memory chips that (in terms of gameplay) make a skill available to characters via their data tricorder. E.g., a Geology-20 chip would be the equivalent of Geology-20 skill. [PD20M: e.g., Knowledge (Earth Science) +10 chip would be the equivalent of Knowledge (Earth Science) with 10 skill ranks.] Any given chip may contain data on only ONE skill.

The skill level of an IRD chip is determined by the Technology [Progress] Level that the empire or species making it had at that time. At TL10 [PL7] the skill level of a chip is 10 or less, 15 or less at TL11 [PL8], 20 or less at TL12 [PL9], etc. For example, an IRD chip created by the Federation in Y150 would possess 20 levels of skill. The skill levels in an IRD chip reflect the knowledge available *when the chip was created*— a chip that is more than a year or two old may contain out-of-date or obsolete information, so the effective skill level may be less than the maximum possible. There are also “black market” and “gray market” IRD chips which were not created with the care necessary (i.e., cheap copies) and may give incorrect results — in this case, the GM should secretly apply a penalty to the skill roll, and on a critical failure the chip gives *disastrously incorrect* information! (The characters will not have any chance to determine this, as the skill needed to do this — which is being provided by the IRD chip — is the one they are lacking.) Cost \$100/level. While “skill” IRD chips are the most common ones, there are many other types of IRD chips that may contain maps, complex computer programs, or other forms of data.

[PD20M: The Purchase DC is 10 plus an additional +1/skill level. While “skill” IRD chips are the most common ones, there are many other types of IRD chips that may contain maps, complex computer programs, or other forms of data.]

[PD20M: Using an IRD chip takes the normal amount of time that the Knowledge skill check would routinely take. It allows the user with the Tricorder to make a skill roll as though they had 10 ranks in the Knowledge in question.]

[PD20M: A specialised type of IRD is the “universal translator”; which offers Knowledge (Linguistics) at the appropriate rank, and if mated with a dictionary of a known language, can provide real time speech to speech translation - use the ranks in the IRD as a skill check against a DC of 10 to convey simple concepts, DC 15 to convey anything that takes 2 minutes to explain, and DC of 20 or more for detailed technical information, literature, or similar concepts.]

Communicators

Combining the concepts of a portable hand-held radio and a cell phone, communicators are used by most empires at tech levels of TL9 [PL7] and up. They can be linked to tricorders in order to transmit and receive data. Communicators are relatively small and cost \$100. All have encryption allowing private conversations (which can, sometimes, be decoded by powerful computers). All have sufficient range to reach from a planetary surface to a ship in orbit; the range listed is between two communicators on a planetary surface and assumes no relay or signal boost systems are involved. Virtually everyone from TL7 [PL5] or better planets could figure out how to use one. Individual communicators are “broadcast radio” types which send a signal in all directions; additional equipment is needed to generate “tight beam” signals that are harder to detect or intercept. Starships in orbit can send their transmissions in a relatively narrow beam (perhaps a mile across at the surface).

Progress Level (PD20M)	Tech Level (GURPS)	Weight	Range (surface, in miles)	Purchase DC (PD20M)
PL6b	TL9	1 pound	25	10
PL7	TL10	3/4 pound	50	10
PL8	TL11	1/2 pound	100	10
PL9	TL12	1/4 pound	250	10
PL9b	TL13	1/16 pound	500	10

Skill rolls are not needed for normal operations.

PHASERS

There are several types of phasers used as personal weapons. The Phaser-I (used as a "courtesy sidearm" for non-infantry personnel) can be held in the palm of a hand. [PD20M: +2 to Slight of Hand Skill Checks.]

The Phaser-II is a standard military handgun [PD20M: +1 to Slight of Hand Skill Checks]. The other weapons are normally held with two hands. Phaser-I/II and Phaser Rifle become available at TL10.

At TL11 [PL9] two additional types of phasers become available: the Pulse Phaser and Repeating Phaser. The Pulse Phaser is an upgraded version of the Phaser Rifle. As its name implies, the Repeating Phaser can fire more rapidly than the other types of phasers, making it the favorite weapon of Star Fleet Marines. The basic stats of phasers are on the chart at the bottom of this page.

Phasers have a variety of power settings; a Stun-2 setting on a Phaser-I produces the same effect and damage as the Stun-2 setting on a Phaser Rifle, etc.

Prices for Federation phasers are listed for reference; they are not for sale, except on the black market.

Phaser weapons can be set to stun. This is treated as an Affliction with Incapacitation, as modified:

When a person is hit by a phaser stun attack, he must make an HT roll with a penalty based on the stun setting; for example, a phaser set on Stun-1 requires a HT-1 roll, Stun-2 a HT-2 roll, etc. If a person is hit by more than one phaser stun attack, then increase the penalty to the HT roll by 2 per additional hit taken.

If the character makes the roll, then the attack has no effect. If the character fails the roll, note the Degree of Failure; the char-

acter falls unconscious immediately, and the Degree of Failure is the number of minutes/rounds that the character remains unconscious. After that, he is stunned until he can make a HT roll (roll once per second). On a critical failure, the character remains unconscious until medical assistance is received.

Note that in addition to phasers, there are other weapons (such as riot control guns and stun grenades) that also have stun settings. These weapons function similarly.

Setting	Damage	Type	1	2	Rif	Pul	Rpt
Stun-1	*	Stun	x	x	x	x	-
Stun-2	*	Stun	-	x	x	x	-
Stun-3	*	Stun	-	-	x	x	-
Kill-1	1d	Burn	x	x	x	x	-
Kill-2	2d	Burn	-	x	x	x	-
Kill-3	3d	Burn	-	-	x	x	x
Kill-4	2d(2)	Burn	-	-	-	x	x
Kill-5	4d(2)	Burn	-	-	-	x	x
Disint-1	4d(3)	Burn	-	x	x	x	x
Disint-2	6d(3)	Burn	-	-	x	x	x
Disint-3	8d(3)	Burn	-	-	-	x	x

* the victim must make a HT roll to avoid being "stunned;" see Phaser Stun below.

An "x" indicates settings available for each type of phaser; a "-" means that phaser cannot fire that setting.

The number of charges consumed each time a phaser is fired is equal to the setting number; e.g., Stun-1 or Kill-1 consume 1 charge, Stun-3 or Kill-3 consume 3 charges, etc. Exception: Disint consumes two charges times the setting number per shot (Disint-3 uses six charges).

Types of Phaser weapons (GURPS)

TL	Weapon	Damage	Acc	Range	Wt	RoF	Charges	ST	Bulk	RC L	Cost	LC
10	Phaser-1	Spec	2	50/100	Neg	1	100(2)B	—	-1	1	\$2,000	2
10	Phaser-2	Spec	5	200/500	1	3	100(2)C	—	-2	1	\$3,000	1
10	Phaser Rifle	Spec	8	500/1,000	4	5	100(3)2C	—	-6	1	\$4,500	0
11	Pulse Phaser	Spec	10	800/1,200	4	5	100(2)D	—	-6	1	\$5,500	0
11	Rpting Phaser	Spec	12	600/800	8	8	500(2)D	—	-8	1	\$7,500	0

TABLE 7-4: PHASER WEAPON DAMAGE

Damage Setting	Damage ¹	Crit	Type	Energy used per shot	Phaser-I (sidearm)	Phaser-II (combat pistol)	Phaser Rifle (standard Marine)	Pulse Phaser (heavy weapon)	Repeating Phaser (crew-served)
Stun-1	1/Fort	20	Fire	1	x	x	x	x	—
Stun-2	2/Fort	20	Fire	2	—	x	x	x	—
Stun-3	3/Fort	20	Fire	3	—	—	x	x	—
Kill-1	2d6	20	Fire	2	x	—	x	x	—
Kill-2	4d6 + 1	20	Fire	4	—	x	x	x	—
Kill-3	3d12 + 2	20	Fire	6	—	—	x	x	x
Kill-4	4d12 + 3	20	Fire	8	—	—	—	x	x
Kill-5	6d10 + 4	20	Fire	10	—	—	—	x	x
Disint-1 ²	3d20 x 2	20	Energy	10	—	x	x	x	x
Disint-2 ²	4d20 x 2	20	Energy	20	—	—	x	x	x
Disint-3 ²	6d20 x 2	20	Energy	30	—	—	—	x	x

¹: Characters hit by a phaser weapon on Stun take the numerical damage plus have to make a fortitude save at DC 15/18/20 respectively. The character is unconscious for DC – Roll in rounds that it was missed.

(For example, Lee is hit by a phaser set on stun-3; he needs a 20 to save from being stunned. Lee rolls a 2 and then adds his +4 from his Fortitude saving throw which now gives him a total of 6. Since Lee needed a 20 to save, he has missed the roll by 14, so Lee's character will be out for the next 14 rounds.)

² This setting deals damage of a nonspecific energy type that is not subject to energy resistance.

An "x" indicates settings available for each type of phaser; "—" means that phaser cannot fire that setting.

Jena Biblios

NARRATIVE

Born on the Deian homeworld, Kal'Tyar Seterra Nerillar, Jena attended the government-sponsored university where she majored in the Deian equivalent of library sciences. Shortly before graduation, she met and fell in love with a dashing human (or second Nerillar) scoundrel who begged her to leave her world behind and travel to the ends of the universe with him.

After much convincing, Jena slipped out of her dorm room with all her possessions, transmitted a quick note to her family, and boarded the flamboyantly painted Prime Trader. Soon enough, the scoundrel found another flame to light his path and Jena found herself stranded near the Klingon border. While there was not much call for a librarian on the frontier, Jena soon found that there was a great demand for those with the ability to learn what some individuals wanted to keep secret. Jena became quite capable at this as she slowly worked her way back towards home.

All went well until she found herself in an extended stay on the planet Tafelland. While trying to learn enough about the illicit business dealings of a known Orion Pirate, Jena was discovered by the pirate himself! Just before she found herself locked in the cargo hold and destined for the auction block, Jena was rescued by L'anna Tigress, captain of the Armed Priority Transport *Amarillo*. Grateful to be alive, Jena quickly became friends with "Annie." By the time she had recovered from her ordeal, Jena was a such a regular fixture on the decks of the *Amarillo* that L'anna offered her a job as the ship's Intelligence Officer.

When not in port, Jena can often be found in the company of one of the ship's crew members, either practicing her marksmanship with Kven Kumerian (or learning how to shoot a Klingon-style disruptor), or in the command center with L'anna, plotting the ship's next stop or sifting through the reports that L'anna receives from her "contacts" attempting to sort the gold from the dross, or making "moon-eyes" at Captain Patricio while humming "How Much is That Marine in the Window?" under her breath.

GURPS 4th Edition Data

200 points

Attributes: ST 9 [-10]; DX 12 [40]; IQ 13 [60]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 14 [5]; Per 13 [0]; FP 10 [0]; Basic Speed 5.5 [0]; Basic Move 5 [0].

Race: Deian; Height: 5'5"; Weight: 114 lbs.; Age: 30; Sex: Female.

Social Background: CF: Federation; TL12.

Languages: Deian (Native) [0]; Federation Standard (Accented) [4]; Klingon (Accented) [4].

Advantages: Appearance (Beautiful) [12], Charisma 3 [15], Sage 3 [30], Smooth Operator 1 [15].

Disadvantages: Curious (12) [-5], Gregarious [-10], Intolerance (Improper use of grammar) [-5], Xenophilia (12) [-10].

Skills: Archaeology-14 [1] (includes +3 from Sage), Beam Weapons/TL (Pistol)-12 [1], Computer Hacking/TL-12 [4], Computer Operation/TL-14 [2], Computer Programming/TL-11 [1], Connoisseur (Literature)-12 [1], Cooking-13 [2], Current Affairs/TL (Headline News)-13 [1], Current Affairs/TL (Popular Culture)-13 [1], Current Affairs/TL (Science & Technology)-13 [1], Dancing-12 [2], Diplomacy-14 [4] (includes +1 from Smooth Operator), Disguise/TL (Deian)-12 [1], Expert Skill (Political Science)-14 [1] (includes +3 from Sage), Expert Skill (Xenology)-15 [2] (includes +3 from Sage), Fast-Talk-13 [1] (includes +1 from Smooth Operator), Gardening-13 [1], Geography/TL (Physical, Class M)-14 [1] (includes +3 from Sage), Hidden Lore (Conspiracies)-15 [1] (includes +3 from Sage), History (Federation)-14 [1] (includes +3 from Sage), Intimidation-15 [2] (includes +1 from Smooth Operator),

Law (Federation)-14 [1] (includes +3 from Sage), Literature-15 [2] (includes +3 from Sage), Philosophy (Deian)-14 [1] (includes +3 from Sage), Politics-13 [1] (includes +1 from Smooth Operator), Public Speaking (Storytelling)-17 [1] (includes +3 from Charisma, +1 from Smooth Operator), Research/TL-17 [4] (includes +3 from Sage), Savoir-Faire (High Society)-14 [1] (includes +1 from Smooth Operator), Search-12 [1], Sex Appeal (Deian)-14 [1] (includes +4 from Appearance, +1 from Smooth Operator), Singing-11 [2], Stealth-13 [4], Teaching-13 [2], Writing-13 [2].

PD20M Data

Stats: Level 6 Charismatic.

Deian: Female HP: 34 XP: 15,000.

Str 9, Dex 14, Con 10, Int 14, Wis 11, Cha 17.

Skills: Balance +4, Bluff +7, Computer Use +7, Craft (visual art) +5, Craft (writing) +6, Decipher Script +7, Diplomacy +7, Disguise +8, Gather Information +8, Hide +3, Intimidate +5, Knowledge (arcane lore) +5, Knowledge (art) +4, Knowledge (behavioral sciences) +4, Knowledge (business) +4, Knowledge (civics) +3, Knowledge (current events) +4, Knowledge (earth and life sciences) +3, Knowledge (history) +6, Knowledge (law) +3, Knowledge (military science) +3, Knowledge (physical sciences) +3, Knowledge (popular culture) +4, Knowledge (specific culture — Deian) +3, Knowledge (streetwise) +3, Knowledge (technology) +4, Knowledge (theology and philosophy) +3, Listen +3, Move Silently +3, Perform (dance) +9, Perform (sing) +9, Profession +5, Read/Write Deian, Read/Write Federation Standard, Read/Write Klingon, Research +8, Speak Deian, Speak Federation Standard, Speak Klingon, Search +3, Sense Motive +3, Tumble +4.

Feats: Charismatic Plus (Favor, Captivate), Creative (Perform [dance] and Perform [sing]), Creative (Craft [visual art] and Craft [writing]), Deceptive, Gregarious, Influence, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious.

Talents: Captivate, Charm, Dazzle, Fast Talk, Favor. Base Attack Bonus: +3, Fort +3, Ref +3, Will +2.



Jena Biblios, by Alvin Belflower

Pre-Mission Briefing

The GM plays the role of the Executive Officer (XO) of the Armed Priority Trader *Amarillo*. Assigned by Captain L'anna Tigress to "send over a boarding party and see what's there," the XO has selected a group of people from the ship's "marine" unit to conduct the boarding.

The sample characters in this book include a Marine officer, a military sergeant, two soldiers, a Vulcan medic (always handy for mind-melds), and an engineering technician. You may feel free to use these characters, or to replace some or all of them with characters you create. If your group has more than six people, you could just use two copies of one of the sample characters or create a new one. You could even mix and match the sample characters in this booklet with those published in *Planet Aldo* or *Dread Pirate Aldo*, two previous Free RPG Day booklets. Feel free to change a male character to female if needed.

The GM should decide ahead of time the following:

1. What ship is this? Is it one of the three candidates, or is it another ship entirely? (Those familiar with *Star Fleet Battles* know how many different kinds of ships you can build on a standard freighter hull. If you don't know, rest assured, it's "lots.")

2. Is anyone alive on board? While it is unlikely that anyone could survive on the ship for years, perhaps they had plenty of food or maybe they're not the original crew but a stranded boarding party from some previous salvage attempt.

3. Is there any *thing* alive on board? Feel free to select an interesting monster from any of the many RPG books you surely have in your personal library.

4. Is this just a dead ship to explore? Did someone booby trap the ship? Is there some dark mystery behind the original loss of the ship? The boarding party is here to find out (a) is there anything we can make a profit on and (b) maybe, as a matter of passing — or urgent — interest, what originally happened?

ACCESS TO THE SHIP

The hull of the "aldo" is only a fragment of the original ship, which apparently was some kind of freighter or perhaps a military auxiliary built on a freighter hull. The original hull was a cylinder 40 meters in diameter and 200 meters long. The remaining fragment includes only four decks (about 12 meters) and is about 90 meters long. Because of the cylindrical hull, each deck is "wider" than the deck above it.

Access to the interior can be gained by several means, but transporters are not one of them (as the leaking radiation from the reactor makes that unsafe). The boarding team could carry along a transporter beacon that would make transporting *out* of ship fairly easy (as long as they were all together and the beacon came out with them). (Transporter beacon: weight two pounds, gives automatic success in this situation.)

On each deck (and the bottom), the "ragged ends" of the ship are a tangled mass of twisted metal and plastic. On each end of each deck, there is access to an airlock, which admits the boarding team into the central corridors of that deck. (All of the airlocks can be opened by an engineering tricorder and the appropriate skill rolls by an engineering technician, or — with more difficulty — by a Marine.) The GM, seeking to send the boarding team to some particular part of the ship, might just declare that some of these airlocks are too hard to get to, or are jammed.

There are other entry routes. There are large holes in the hull on Deck A in compartments 4 and 5 (port and starboard) which allow entry, and there are holes in compartments 3 and 4 on the starboard side of Deck D.

The boarding team can just fly a shuttle to one of the openings, open the hatch (allowing the shuttle's air to escape), then float over to the ship (assuming skill die rolls or that they follow a cable placed by someone with such skills) and hack the controls on an airlock. That's the easy part.

CONDITIONS INSIDE THE SHIP

Purely for convenience, you should follow the example of endless science fiction shows and assume that the air inside the ship is breathable and that the artificial gravity still works. Doing otherwise adds a lot of fuss and bother with no real effect.

It is entirely possible that the reserve power cells or reactor somewhere inside the hulk has "kept the lights on" for all this time, or that there is enough left of the "housekeeping computer" to recognize that guests have arrived and reactivate the lights, heat, gravity, and air circulation. You can probably (for simplicity) tell your boarding party that their tricorders detect no disease or toxins in the ship.

Or maybe not. Maybe gravity doesn't work on one (or all) of the decks? Maybe the stale air can only support the boarding party for an hour or two? Maybe the boarding party catches some disease and must find the medicine to cure it (medicine not on the *Amarillo*, more's the pity)? Perhaps some enemy will appear, forcing the *Amarillo* to temporarily leave the scene, leaving the boarding party marooned (temporarily, of course).

Boarding parties like this one board and explore wrecked starships all the time. Captain Tigress hired these extra "marines" *just for this purpose*, so she probably has sent them to explore other ships, and will later send them to explore even more ships. Use your imagination (or the random starship generator charts) to create several different sessions by boarding several old ships.

SCALE

The scale is shown with Deck D. The central corridor is four meters wide, and each compartment is 12 meters long. The width varies as each deck is wider than the one above, since the original hull was cylindrical.

EQUIPMENT AVAILABLE

At the end of the General War, the equipment of 50 million military personnel went into the war-surplus market. While Captain Tigress has only so much money and so much space on her ship, one can reasonably assume that each member of the boarding party has a spacesuit, a flashlight, a communicator, and a phaser pistol. One can assume that the team as a whole has a science tricorder, an engineering tricorder, a first-aid kit, and other reasonable equipment (say, a crowbar or two, and a transporter beacon). One might also assume it to be a good idea that one member carry a backpack with a spare meal (in case the salvage takes a while).

The ship ("aldo") may be a wreck, but most of the original contents of the compartments were still on board when the ship was first "destroyed" and left floating in space. That could include tools, food, or other equipment. (Search skills should be employed to find whatever the players need for whatever emergency the GM concocts.)

