

GURPS 4e

d20 System



## WHAT IS *PRIME DIRECTIVE*?

Based on The Original Series of Star Trek™, *Prime Directive* is a role-playing 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 d20, 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 races 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.

### PUBLISHER'S INFORMATION

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## ADVENTURE BACKGROUND

The Star Fleet Light Cruiser *Tasmania* cruises a sector of the Federation near the Klingon Border. It shows the flag to local governments, scares away the pirates, assists in various humanitarian and scientific efforts, and generally does what starships do, i.e., whatever the government tells them to do.

The planet Roon reached the technological point where the Federation made contact a few years ago. A Federation ambassador was assigned, and a Federation Trade Negotiations team was on the planet to work out the place Roon would occupy in the Federation economy.

A powerful local business group had been secretly doing illegal business with the Orion pirates, importing new technology that the Federation had not authorized for sale to Roon (and disrupting the local economy) while selling to the Orions various local products which entered the Federation economy without paying the various taxes and customs fees. This group wanted to disrupt the trade negotiations, and kidnapped the son of the trade counselor. The starship *Tasmania* was assigned to the sector, and quickly arrived to help. The local police refused to launch a hostage rescue mission because their own SWAT team had bungled a previous mission (which had no interplanetary complications), and the Government of Roon did not want another disaster on its hands.

Normally, a hostage rescue would be undertaken by a specially-trained group of commandoes, or perhaps by a Prime Team (a special unit of highly trained personnel able to handle a wide variety of politically-sensitive missions, including hostage rescue). But it would be days before such a team could reach Roon from Starbase Three. The Captain of *Tasmania* selected his Marine commander (First Lieutenant Yahnke) to form a rescue team, and assigned an experienced naval officer, Lieutenant Commander Grissom, to lead it. The team included a scout able to take out sentries, a kleptomaniac with a penchant for security systems, an engineer able to infiltrate the ventilation shafts, and a botanist who happened to be the only Vulcan on the ship.

As is recounted in the *Prime Directive Core Rulebook*, the rescue mission was successful. Trade negotiations resumed, and Roon moved forward to take its place in the Federation.

A few days later, as part of their regular patrol, *Tasmania* visited the planet of Terilek Prime, a Class-M (habitable, but no sentient life) planet on which a survey team had noticed an ancient temple left behind by a long-forgotten alien race. *Tasmania* had been assigned to land a survey team on the planet to investigate the ruins, and the Captain selected members of Grissom's successful rescue team for the job. A week on a pleasant planet would be a reward for them, almost a vacation after nearly being killed during the rescue mission. Also assigned to the team was a junior science officer, an archaeologist specializing in ancient civilizations, who had not been on the Roon mission.

This booklet depicts Team Grissom and their adventure.

## 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*, and (before you think you see a pattern developing) the future *Distant Kingdoms*, *War & Peace*, 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 free the 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 as 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](http://sfbol.com) and at our famous national 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, and half a dozen major expansions. On a map five feet long, players move thousands of die-cut counters representing ships, squadrons, groups, 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 web site. At Origins, you will see three dozen players hunched over huge maps for three straight days trying to decide, once and for all, who will rule the universe.

### STAR FLEET BATTLE FORCE

This new card game appeared in the summer of 2001. You control a group of starship cards from several races. 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. As your starships take damage, red plastic markers cover some of the icons, preventing you from using those weapons. See our web site 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.

### WEB SITES

#### [www.StarFleetGames.com](http://www.StarFleetGames.com)

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

#### [www.FederationCommander.com](http://www.FederationCommander.com)

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

#### [www.BattlefieldPress.com](http://www.BattlefieldPress.com)

These are the people who write our d20 rules for us.