

# UPRISING!



AN ADVENTURE FOR

**PRIME DIRECTIVE**

**TASK  
FORCE  
GAMES™**



**DESIGN AND DEVELOPMENT STAFF**

**Author** ..... **Mark Costello**

Development and additional material ..... Timothy D. Olsen  
 Publisher-Task Force Games ..... John Olsen  
 Producer and Art Director—TFG ..... Timothy D. Olsen  
 Production—ADB ..... Leanna M. Cole  
 Creators of Prime Directive ..... T.D. Olsen and M. Costello  
 PD Staff ..... Gary Plana, Reece Watkins, Cliff Yahnke,  
 John Berg, and Jon Cleaves  
 Creator of SFB Gaming Universe ..... Stephen V. Cole  
 Development, Background ..... Steven P. Petrick & S. V. Cole

**UPRISING! ARTISTS**

Cover Artist ..... David R. Deitrick  
 Interior Artist ..... Dan Carroll  
 Map Artist ..... Greg Breault

**PLAYTESTERS**

Task Force Games would like to acknowledge and thank the following Prime Playtesters who all contributed greatly to the success of this project.

**The Nova Flare Rangers** — Gary Plana, Wayne Berzon, Bill Foss, Dave Fox, Robert Goodwin, Blaine Hennan, Ted Jorns, Jaime Osbourn, and Gary Wachtler.

**The Golden Jaguars** — Reece Watkins, Kevin Hitch, James Bradley, Jim Garland, Londakay Beyer, Chris Ridley, Blaine Beyer, and James Sapp.

**The Wild Cards** — Cliff Yahnke, Alex Pundy, Joe Lewis, Jon King, Tim Longacre, and Bill Miller

**The Loose Cannons** — John Berg, Pete Teel, Mike Incavo, Karl Blatter, and Graham Busholz.

**The Companions** — Jon Cleaves, Steve Rolston, Mike Reinken, Alex Vaeth, and Hans Schnople.

**Alpha Strike** — Douglas Forsyth, W.M. "Marty" Giles, Randy Huddleston, R.C. Jones, and Dallas Paradise.

**PUBLISHER'S INFORMATION**

UPRISING! was created and published by:  
**TASK FORCE GAMES**  
 POST OFFICE BOX 50145  
 AMARILLO, TEXAS 79159-0145

**COPYRIGHT & LICENSING**

UPRISING! is copyright © 1994 Amarillo Design Bureau. The game mechanics for Prime Directive were created by Task Force Games, and they reserve the right to use the game mechanics in other game systems.

All rights are reserved under the Pan-American, Berne, and International Copyright Conventions.

No material which is based on, for use with, incorporates elements of, or is derived from Prime Directive, or the Star Fleet Universe background, can be published by any party without the advanced written permission of ADB and TFG.

This game supplement is produced under license from Franz Joseph Designs, authors of the STAR FLEET TECHNICAL MANUAL.

Elements of the Star Fleet Universe are the property of Paramount Pictures Corporation and are used with their permission.

**PRIME TIME — THE PRIME DIRECTIVE NEWSLETTER**

Task Force Games also publishes **Prime Time**, a bi-monthly Prime Directive newsletter. This four-page publication contains playtest rules, equipment, scenarios, etc., along with a regular letter column which endeavors to answer your more important questions.

Subscriptions to **Prime Time** cost \$5 for six issues (one year) in the US, Canada, and to APO and FPO addresses. All payments must be in US funds, made payable to Task Force Games, and checks must be drawn on US banks.

Overseas subscriptions are \$10 for six issues sent Air Mail, but European subscribers should write to our British Offices at Task Force Games Ltd., Unit, 30A, Hardwick Ind. Estate, Bury St. Edmunds, Suffolk IP33 2QH, or call (0284) 725656 for more information.

**CONTACT TFG VIA GENIE (& THE INTERNET)**

Players can contact Task Force Games via the GENIE computer network at the GEmail address **TFG\$** or via Internet at **TFG\$@genie.geis.com**. The Star Fleet Universe has its own Category (#10) on GENIE, on Page 805 (Games Roundtable) with four topics (#30 & 34-36) reserved for Prime Directive. For more information about the GENIE network, call them direct at 1-800-638-9636 (Voice Only).

Send the following correspondence to Task Force Games: requests for a spare parts price list, orders for spare parts, requests for catalogs and product updates, replacement of defective or missing parts, submissions of art, rules questions, and inquiries into the release schedule of various products. The TFG mail order service accepts Visa, Mastercard, and Discover. All consumer correspondence (other than mail orders) requires a stamped self-addressed envelope. The TFG telephone number is 806-372-1266.

**OFF THE RAILS — NOTES TO THE GM**

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

The main point, of course, is to get the Team to the Secret Swamp Base to rescue the hostages and then to Tal's secret stronghold in the city to prevent the actual revolt. If the players come up with some nifty way to do either (or both) of these things that isn't covered in the adventure, then you will have to wing it! Remember that you have several NPC "tools" that could help you out in these sorts of situations. Ambassador Shallert, Marshal Gr'brp, and even Bl'nt and Marcus Tal might be able to help you help the players through a hastily constructed scene or two. By and large, players won't notice that you're improvising if their characters are engaged in conversation with an NPC, and if things get rough, just throw a few AARPF grunts at them! Marcus Tal isn't going to let the Team get too close if he can help it, and the players won't have a lot of time to ask questions when they're being shot at! Remember what the NPC's motivations are, and their resources, and take it from there.

If the team just won't take the hint to go to the northern swamp, have the ship (during one of its visits) find the base on scanners and *order* the team to go there. For their own good, of course!

# UPRISING!

"They called themselves the AARPF and I met them deep in the swamps that first night. They were wild-eyed and overflowing with their plans for Debrock when they took control. I sat and listened as Plinne and the others handed out the weapons. To be honest, I really didn't care about their revolution - I just wanted their dilithium!"

*Excerpt from Man of Vision!  
(the unauthorized biography of Marcus Tal)*

**Uprising!** This exciting adventure for Prime Directive takes a Prime Team deep into the intrigues of an uprising on an amphibian world where things are not always as they seem!

**Uprising!** also includes the first look at:

- **Orion Skimmers** (punks on the edge)
- **Prellarians**, a brand new Associate Member race of the Federation!



Uprising! is an adventure for Prime Directive, suitable for three or more players, ages 12 and older.

Written by  
Mark Costello

Please note: You  
must have Prime  
Directive to play  
Uprising!

**TASK  
FORCE  
GAMES™**

