
THE FEDERATION



★ UFP ★

THE FEDERATION SOURCEBOOK



PRIME DIRECTIVE

**TASK
FORCE
GAMES™**

UFP

**The Federation Sourcebook
for PRIME DIRECTIVE**

USS SARATOGA—MISSION DATAFILE



The Vexlon V1 Mining Colony (Y174)

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

Aboard the *USS Saratoga* – Briefing Room Four

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

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

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

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

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

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

Initial Contact Report Summary: Vexion V1

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

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

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

Current Population – 11,741

Ethnic breakdowns follow Standard Profile.

Features:

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

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

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

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

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

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

End of file

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

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

TABLE OF CONTENTS

BOOK ONE: EXPANDED RULES/MATERIAL UPDATE FOR PRIME DIRECTIVE

SECTION ONE: NEW CHARACTER TYPES & SKILLS

- **NEW CHARACTER TYPES**
- Vulcan Psionic Disciplines 10
- Non-Vulcan Psionics 18
- Commando Specialization 23
- Combat Engineer Specialization 24

- **NEW SKILLS**
- Skill Sub-specializations 25
- Strength Supported Skills 26
- Accuracy Supported Skills 26
- Logic Supported Skills 28
- Intuition Supported Skills 28
- Technical Supported Skills 30
- General Knowledge Supported Skills 32
- Perception Supported Skills 32

SECTION TWO: NEW EQUIPMENT

- New Equipment 33
- Weapons & Equipment – Availability by Year 38

SECTION THREE: NEW RULES & SOURCE MATERIAL

- Mission Types and Modes 39
- Security Levels and Material Sensitivity 40
- The Yes/No Test 41
- Initial Contact Reports (ICR) 41
- Homeworld Leave 42
- Duties of the Briefing Officer 42
- Federation Colonies and Outposts 43
- USS Agincourt* – Sample Starship Crew 45

SECTION FOUR: OPTIONAL RULES

- Innate Stun Damage Reduction 55
- Critical Success 55
- Advanced Initiative 56
- Passive/Active Scan Modes for the Tactical Tricorder 56
- Hit Location 57



BOOK TWO: A GUIDE TO THE FEDERATION (FEDERATION ARCHIVES PUBLICATION #1)

SECTION ONE: THE STRUCTURE OF THE FEDERATION

- The Federation 61
- Federation Headquarters 62
- Star Fleet Academy 64
- Star Fleet Headquarters 64
- Prime Central 66
- Awards, Decorations, and Medals 69
- Star Fleet Marines 71
- Marine Strike Teams 73
- The National Guards 73
- Special Brigades 74

SECTION TWO: FULL MEMBER RACES

- The Humans 77
- The Vulcans 78
- The Alpha-Centaurans 80
- The Rigellians 82
- The Andorians 84
- The Cygnans 86

SECTION THREE: NEW ASSOCIATE MEMBER RACES

- The Tellarites 88
- The Brecon 89
- The Prellarians 90
- The Mynieni 91
- The Fralli 92

SECTION FOUR: SHIP RECOGNITION MANUAL (abridged)

- Heavy Cruisers 95
- Dreadnoughts 96
- Galactic Survey Cruisers 96
- Heavy Battlecruisers 97
- Light Cruisers 97
- "New" Light Cruisers 98
- Destroyers 99
- Frigates 99
- Police Cutters (Cruisers) 100
- Tugs and Pods 100

INDEXES

- UFP – The Federation Sourcebook Index 101
- Prime Directive Rulebook Index 103

PLAY-AIDS

- Scatter Phaser Template 106
- Revised Prime Directive Character Sheet 107
- GM's Adventure Record/Control Sheet 109
- Player Adventure Record Sheet 110
- Team Adventure Record Sheet 111

- CREDITS PAGE** 112

DESIGN AND DEVELOPMENT STAFF

Authors Timothy D. Olsen & Mark Costello

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
 Additional Material—TFG John Olsen & Lloyd F. Olsen
 Additional Material—ADB Stephen V. Cole & Steve Petrick

UFP - THE FEDERATION SOURCEBOOK ARTISTS

Interior Artists..... Greg Breault, Dan Carroll, & Dan Smith
 Computer Artist..... Stephen V. Cole

IMPORTANT CONTRIBUTORS TO UFP

Task Force Games would like to thank the following people for their invaluable contributions to this project: John Olsen, Lloyd F. Olsen, Malcolm Luff, David M. Everett, David Wilson, and Todd Vanevenhoven.

Special thanks to Stephen V. Cole and Steven P. Petrick who created the Star Fleet Marines & Federation National Guard section and provided the source material for the Ship Recognition Manual (abridged) for this project.

PLAYTEST STAFF

Task Force Games would like to acknowledge and thank the following Prime Playtesters:

The Loose Cannons — John D Berg, Mike Incavo, Randy Demsetz, and Karl Blatter.

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

The Companions — Jon Cleaves, Tanya Hamilton, Rick Toth, John Freida, and Bryan Hamilton (...and a nod to Marac the Mad!)

PUBLISHER'S INFORMATION

UFP - THE FEDERATION SOURCEBOOK was created and published by: **TASK FORCE GAMES**
 POST OFFICE BOX 50145
 AMARILLO, TEXAS 79159-0145

COPYRIGHT & LICENSING

UFP - THE FEDERATION SOURCEBOOK 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, America Online, & Internet

Players can contact Task Force Games via the GENIE computer network at the GEmail address **TFGS** or via Internet at **TFGS@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).

Star Fleet Battles and Prime Directive are also featured in the Play-by-Mail & Strategy Gaming section of the On-Line Games area in the Entertainment Department on America Online! Our America Online address is **TFG1** so don't be a stranger! For information on American Online, call 1-800-827-6364.

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.

THE FEDERATION



• Your Prime Directive adventures are about to become even more exciting...if that's possible! •

UFP-The Federation Sourcebook contains:

**New character types to choose from! New skills and equipment!
Five brand new player character races! Psionic rules for non-Vulcans!
Psionic disciplines for your Vulcan characters to follow!
Everything you always wanted to know about the Federation...and more!**

Written by
Timothy D. Olsen
&
Mark Costello

You will need a copy of
the Prime Directive
Rulebook to use the
material included herein



**TASK
FORCE
GAMES™**



0 91039 05811 7

STOCK #5811 Made in USA
ISBN No: 0-922335-59-1 TFG 14.95