

PRIME DIRECTIVE



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

**TASK
FORCE
GAMES™**



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

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Task Force Games would like to acknowledge and thank the following Prime Playtesters, who put in many long hours during the creation of Prime Directive and who all contributed greatly to the success of this project.

The Nova Flare Rangers — **Gary Plana** (CDR Halverson, Briefing Officer), **Wayne Berzon** (LT Sarjek, Vulcan/Psi), **Bill Foss** (ENS McMurphy, Engineering), **Dave Fox** (LTJG Wilson, Medical), **Robert Goodwin** (LT Melville-Coghill, Command), **Blaine Hennan** (SSGT Carter, Rigellian/Marine), **Ted Jorns** (LCDR Kimble, Command), **Jaime Osbourn** (ENS Lovecraft, Science), and **Gary Wachtler** (MSGT Pottsby, Marine).

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Send the following correspondence to Task Force Games: Anything relating to Prime Directive, requests for a catalog or spare parts price list, orders for spare parts, subscriptions to Prime Time, inquiries into the release schedule of various products, anything relating to any TFG product other than a Star Fleet Universe product.

Players can contact Task Force via the GEnie computer network. The GEmail address is "TFG\$" for Email. The TFG telephone number is 806-372-1266.

PRIME TIME — THE PRIME DIRECTIVE NEWSLETTER

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

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.

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"T'Lau, can you get a precise bearing on the Klingon renegades?"

"Sir, I sense that they are close."

"Well then, D'Naars," Lt. Chandler said to the Rigellian Combat Specialist by his side. "Let's go cause some trouble!"

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THE STAR FLEET UNIVERSE ROLE-PLAYING GAME

Adventure throughout the Star Fleet Universe as a member of an elite Federation Prime Team, poised and ready to deal with any emergency. Prime Directive gives you everything you need to play the true thrill-seekers of the Federation, including:

- Historical background and rules for creating Prime Teams.
- Comprehensive background material for the Klingons, Romulans, Tholians, Gorns, Lyrans, Kzintis, WYNs, Hydrans, and more, with sections on their history and weapons!
- Two ready-to-play Prime scenarios, Web of Darkness and The Kam'srit Riddle, AND the Star Fleet Universe timeline.

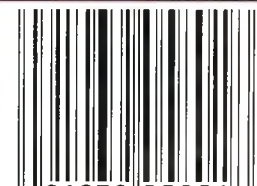
The Universe is yours to explore in Prime Directive!

- Suitable for two or more players, ages 12 and older.



Game Design
by
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and
Mark Costello

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