

AWAY TEAM LOG



TABLE OF CONTENTS

TALES OF THE AWAY TEAMS

A Call to Battle (from *CL#44*) 3
 An Interesting Job (from *CL#45*) 9
 Lawfare (from *CL#31*) 10
 An Understanding (from *CL#36*) 11
 The Librarian (from *CL#39*) 12
 Plausible Deniability (from *CL#39*) 13
 For Duty, All Things (from *CL#46*) 14
 Duty, Honor, Empire (from *CL#35*) 39
 Further Duties (from *CL#36*) 62
 For the Good of the Empire (from *CL#34*) 63

GEOGRAPHY AND HISTORY

Mad Jack's Hole Planetary Survey (from *CL#47*) 85
 The Western Worlds (from *CL#41*) 86
 Texmex, Planet of the Cows (from *CL#43*) 87
 Bisalia Planetary Survey (from *CL#45*) 88
 Myths of the Organians (from *CL#38*) 90
 Planetary Survey: Organia (from *CL#48*) 91
 Planetary Survey: Iridima (from *CL#48*) 91
 Confederation of the Gorn (from *CL#44*) 93
 Skoleos Planetary Survey (from *CL#46*) 96
 Organization of the Orion Fleet (from *CL#45*) 97
 Kzinti Hegemony (from *CL#45*) 98
 Meet the Borak (from *CL#44*) 101
 LDR Diplomacy (from *CL#45*) 102
 LDR History (from *CL#44*) 103
 After the General War (from *CL#35*) 104
 A Bridge Between Galaxies (from *CL#35*) 105

PEOPLE AND ORGANIZATIONS

Frequency (from *CL#38*) 106
 Chain of Evidence (from *CL#45*) 107
 Ketrick's Kat (from *CL#42*) 112
 The Wrong Man (from *CL#45*) 113
 The Warrior Returns (from *CL#46*) 114
 The Warrior's Journey (from *CL#47*) 117
 The K Files (from *CL#48*) 117
 Kolmes Inspection (from *CL#43*) 120
 Black Nebula (from *CL#41*) 121
 The Anti-Piracy Initiative (from *CL#36*) 122
 A Pirate's Life for Me (from *CL#37*) 123
 Armed Transport *Amarillo* (from *CL#43*) 124
 It's Worse than That ... (from *CL#44*) 127
 The Solution ... (from *CL#48*) 117

THOLIAN SOURCEBOOK PREVIEW

Tholian Biology (from *CL#33*) 128
 Tholian Background (from *SFB*) 130
 Tholia: The First Years (from *CL#35*) 131
 The Tholians of Draco (from *CL#39*) 132
 Tholian Military Ranks (from *CL#32*) 133
 Tholian Corvette/Destroyer Deck Plans (from *CL#33*) 134

FINAL DIRECTIVES

Pursuit in the *Star Fleet Universe* (from *CL#34*) 139
 Marine Type-IIA Assault Phaser (from *CL#41*) 141
Prime Directive Conversions that
 You Will Never See (from *CL#43*) 142
 Games of the *Star Fleet Universe* 143

See our *Prime Directive* rulebooks for species stats, weapons, and game rules for each system.

PUBLISHER'S NOTES

For the last 20 years, our company has published a journal called *Captain's Log*. While most of the pages in each issue covered our major games (*Star Fleet Battles*, *Federation & Empire*, *Federation Commander*) space was devoted in each issue to our other product lines, including one or two pages of material for or about our *Prime Directive* line of RPGs.

The page or two of RPG material was never intended to convince RPG players to buy *Captain's Log*, but to simply show our tactical starship combat players that we were doing RPGs and that they had nothing to fear from them (and indeed might find them to be interesting background reading).

Over time, this produced a conundrum in that RPG players (understandably less than willing to buy 18 books costing \$20 or \$25 apiece) had no access to that RPG material.

ABOUT THE STAR FLEET UNIVERSE

While the *Star Fleet Universe* is based on the Original Series of Star Trek, it has added a lot of additional material. It is also more consistent and has a defined history. Any added material fits into the established history, geography, politics, and technology, unlike many Hollywood productions in which a new writer (unaware of previous work) changes established concepts whenever the plot needs a way out of a corner.

As seen on the map on page 2, the Federation is a circular area that almost touches the edge of the galaxy. (Most of the center of the galaxy is impenetrable due to radiation.) The Romulans are to the east and the Klingons are to the west. The tiger-like Kzintis are to the northwest, while the dinosaurian Gorns are to the northeast. The Tholians are on the edge of the galaxy. Beyond the Klingons are the Lyrans, the WYN Star Cluster, the LDR, and the Hydran Kingdom. Beyond the Romulans are the ISC, who remained neutral during most of the history.

For more information, see our free PDF download *Introduction to the Star Fleet Universe*, available on e23 and DriveThru.

THINGS TO KNOW

The *Star Fleet Universe* includes many new concepts and terms not familiar to Star Trek fans. We have listed a few of them here for your convenience.

Day of the Eagle: The day the Romulans invaded the Federation, which on our calendar is 2 August, Y173. The story *For Duty, All Things* takes place a few days after this invasion.

Day One: The day the Klingons invaded the Federation, which on our calendar is the second of August, Y171. The story *A Call to Battle* covers the first few days of August, Y171.

Empire Security Service (ESS): These are the Klingon secret police, intent on rooting out corruption, treason, and cowardice within the Klingon Empire. The problem is, the ESS can sometimes be the most corrupt organization of them all.

Gorns: Seen on TV, these dinosaur-people are allied to the Federation against their hated Romulan enemies. Skoleans (members of the Federation) serve as the pilots of Gorn fighters because, well, Gorns are just too big to fit in fighters.

Great House: One of the 20 or so families that run the Romulan Empire, each headed by a senator. These families control vast wealth and are more like super-corporations owning hun-

PRIME SUPPLEMENTS

Check e23 and DriveThru in September 2013 for these:

Prime Supplement Zero-M (PD20 Modern) 8010M

Prime Supplement Zero-G (GURPS) 8010G

These supplements provide system specific game stats for the Borak, phaser-IIIM, and key characters.

dreds of other corporations (not to mention entire planets). The great houses maneuver their relatives into positions of power or key positions on starship crews.

Klingon Empire: The Klingon Empire has absorbed many planets with their own species and uses people from those species in its military and in every phase of its economy. These “subject races” are not entirely trusted (and some of them turn out to be disloyal) but the Empire uses them all the same. If the Klingon Empire were the Soviet Union, the subject races might be considered the Ukrainians, Uzbeks, Tadjiks, and other racial minorities. These subject races include the Dunkars (orange-skinned humans who hold the highest positions below the Klingons), Sirdarians (bear-apes used primarily as soldiers), Hildarians (lizard-men who serve as soldiers, sailors, and workers), Zoolies (humanoids with astounding night vision who often serve in scout and commando units, but might serve in any position), and Cromargs (dwarves from a planet that destroyed itself in a nuclear war, they are the top technicians in the Empire).

Kzintis: A species of tiger-like humanoids who run their own empire. They fought the Federation in two previous wars, then were forced to ally with the Federation to survive against the more powerful Klingons and their Lyran allies.

Leopard Kings: Thousands of years ago, a race known only as “the Leopard Kings” controlled the area that is now the Lyran and Kzinti empires and was the ancestor (or creator) of both. The Leopard Kings disappeared long ago, but apparently some of the “house cats” living in our world today are in fact disguised Leopard Kings who have near-magical technology. (That explains so much about housecats who think they are gods.)

Lyran: A species of lynx-humanoids allied to the Klingons.

Lyran Democratic Republic: One of the 21 counties of the Lyran Empire broke away to become independent. This was possible only because one of the major Lyran power factions liked the idea of reducing the size of a rival faction.

Paladins: The Klingon Empire is essentially a dictatorship and such empires have a constant fight against corrupt officials misusing their power for their personal benefit. The Klingons fight corruption in many ways, primarily with the ESS. The last line of defense against corruption, treason, and incompetence are the Imperial Paladins. Hand picked by the Emperor himself, these are the trusted agents of the Emperor. The Squires Paladin are investigators, while the higher ranking Knights Paladin can actually take action in the name of the Emperor, removing (and even executing) traitors, cowards, and idiots from their jobs.

Seltorian: An insectoid species from the M81 Galaxy, the former slaves of the Tholians who revolted against them.

Shields: A starship has six shields, each covering a 60° arc. Each shield can be raised and lowered independently to facilitate transporter operations. Weapons can fire out from inside

shields without problems, and friendly shuttles maneuvering to land on a ship are allowed to pass through small gaps in the shields. Shields cannot be expanded to cover the arcs of down shields, but in some cases power can be (slowly) transferred from one to another.

Tholians: The Tholians arrived in our galaxy as refugees from the M81 Galaxy, which they once ruled as brutal dictators. They genetically engineered the insect-like Seltorians to be their enforcers, but a flaw in the gene code allowed thousands of traitorous Seltorians to be born. When the Tholians fled to the Milky Way, the Seltorians followed them.

Trivideo: The three-dimensional television programming that provides most of the entertainment in the future.

Walkuria: One of the Klingon warrior colonies. Due to its conditions, Klingons who grow up there are a bit stronger (and a lot wilder) than other Klingons. They tend to have long (almost shaggy) hair. Think of them as Klingon version of a motorcycle gang, extreme sports aficionadoes, or maybe Texans.

Warrior Colony: Decades ago, the Klingons set up five Class-M planets as “warrior colonies” which operate under military control separate from the civil government. Warriors who reach retirement age go there where they received a house and either land to farm or money to start a business. Warriors are often sent there on leave. Some warriors have spouses and families on the warrior colonies. Many single Klingon woman are given financial benefits if they agree to go to a warrior colony and bear the children of warriors (who are visiting on leave). Warrior colonies have grown to have large populations (well into the hundreds of millions) and are home not just to military schools but to military industry as well. Many warriors spend their surplus money on stocks in these industries, increasing their retirement income.

WYN Cluster: A small but very rich empire (designated “W” on the map) protected by radioactive walls. It is full of refugees and renegades from the Kzinti, Lyran, and Klingon Empires. None of the neighboring empires will allow any other to conquer it.

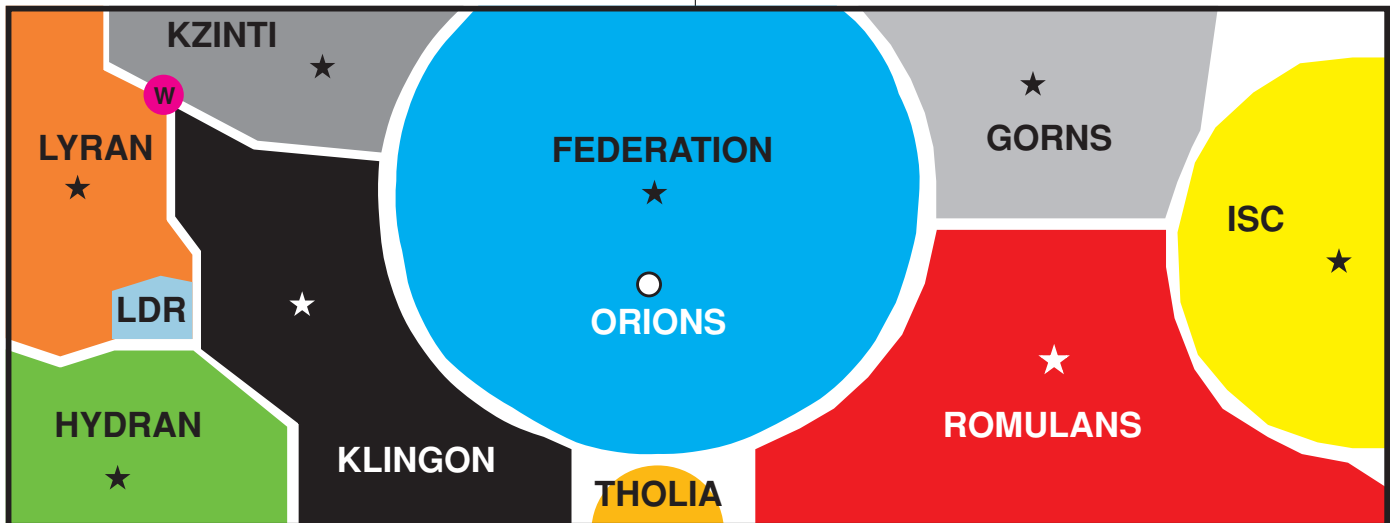
Y-Years: The chronology of the *Star Fleet Universe* is counted from the time that Earth launched a warp-capable starship and met the Vulcans. There is some dispute what year (in our current calendar) that happened.

Zombies: Space is vast, and given thousands of planets these walking undead just had to show up eventually.

ARTISTS

Simone Pike created the cover from artwork done by Mark Evans (upper) and Dennis Calero (lower).

Alvin Belflower	103
Loren Knight	15, 19, 23, 35, 38, 89, 129, 141
Dale McKee	39, 65, 73, 79, 96, 101
Adam Turner	8, 42, 52, 60, 84, 138



GAMES OF THE STAR FLEET UNIVERSE

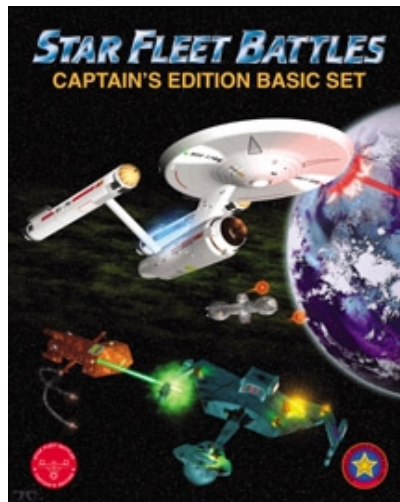
FEDERATION COMMANDER



The *new* fast-paced game of starship combat. Starship cards are full-color and laminated, allowing multiple use with wipe-off markers. Energy is spent “on the fly” as you go through each turn as weapons and other systems are used to attack the enemy and to protect your ship from attack. The counters come as 1” full-color artwork, as well as 1/2” multi-color graphics. The hard-mounted map panels provide two scales: 1.25” and 5/8”, and include panels for planets, asteroids, and other features. Each installment is linked to *Booster Packs* for more ships and to *Squadron Boxes* for matching pewter starship miniatures. Start with *Academy* (\$25) or *Klingon Border* (\$60) for fast and furious action.

http://www.starfleetgames.com/federation/fed_command.shtml

STAR FLEET BATTLES



The classic game of starship combat, and the biggest-selling space-combat game in the history of wargaming. Winner of the 2006 Origins Hall of Fame award. Take command of a starship, managing energy, speed, shields, and weapons as you out-think and out-shoot the enemy in a warp-speed dogfight. Start with *Basic Set* and fly the classic battles between Star Fleet and their Klingon, Romulan, and other enemies, allies, and neutral powers. Then, the universe is yours to explore. Dozens of expansion modules, more than fifty empires, thousands of ships, and hundred of scenarios let you fully explore the farthest reaches of the Alpha Sector and beyond, even venturing to other galaxies.

<http://www.starfleetgames.com/starfleetbattles.shtml>

FEDERATION & EMPIRE



The strategic game of total warfare across the Alpha Sector, as the Klingons and Romulans (and their Coalition allies) try to crush the Federation and its Alliance. Raise taxes, then build your fleet. Ships can be built, repaired, upgraded, and converted, assuming that the enemy does not destroy them first. The basic game includes over a thousand counters and a map nearly four feet long. Six expansions provide more wars, more empires, more ships, and more ways for players to seek galactic supremacy. Start with the *Federation & Empire* core game, which is due for an upgrade as the new 2010 edition with improved rules and even more playing pieces than ever before.

<http://www.starfleetgames.com/federationandempire.shtml>

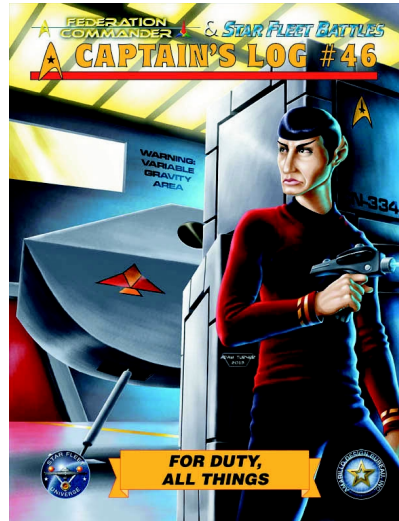
STAR FLEET BATTLE FORCE



Fight the Klingons and Romulans in a fast-playing card game! Players match the weapon cards in their hands to the armament of the ships in their fleets to deliver devastating attacks on the enemy. Fire-power can be doubled by some cards and are blocked completely by others! Stock #5911, \$22.95

<http://www.starfleetgames.com/sbf.shtml>

CAPTAIN'S LOG MAGAZINE



Captain's Log includes fiction, new ships, new scenarios, tactical advice, and updated rules for all of our product lines. We also have news of new releases, convention news, questions and answers, and much more. New issues appear every May and November. *CL#47* is Stock #5747, \$24.95.

<http://www.starfleetgames.com/captainslog.shtml>

PRIME DIRECTIVE



Travel to strange new worlds, meet interesting new civilizations, and bring home a few souvenirs. Players can be military, pirates, academics, journalists, government officials, or anything else they want. Books are available for *GURPS*, *d20*, and *d20 Modern*, with new RPG systems in preparation.

<http://www.starfleetgames.com/pdindex.shtml>

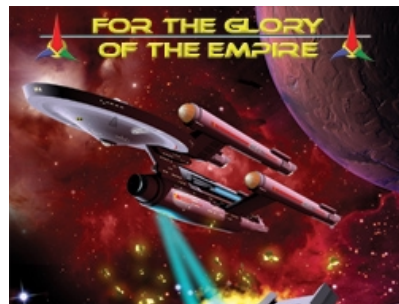
STARLINE MINIATURES



Well over a hundred ships for a dozen empires are available in precision-scale pewter for gaming or display. Check for the classic 2400 series and the new more detailed 2500 series miniatures.

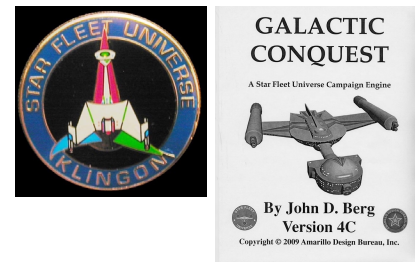
<http://www.starfleetgames.com/miniatures.shtml>

STAR FLEET JOURNAL PAPERBACK BOOKS



Our first book is a collection of tales of the Klingon Empire. Our second paperback, an anthology of tales from the Romulan Empire, is in preparation, and further volumes are anticipated. Look for Stock #2201, retail price \$9.95.

AND SO MUCH MORE!



Cloisonné pins, space campaign rulebooks, on-line gaming (for *SFB*, *FC*, and soon for *F&E* and the *SFBF* card game), spare parts for all of our games, and even spare engines for miniatures.

store.starfleetstore.com/merchant2/

AWAY TEAM LOG



"Captain, this is Jenkins. We're down and safe, good transport despite the interference. There is no sign of the crashed shuttle. The structures are, as you thought, organic in nature. They're something like dirt pasted together with goo, but they aren't mud. More like paper mache. They have a waterproof surface."

"Very well. Start working your way to the north. Keep your team in sight at all times. Report every hour."

TALES OF THE AWAY TEAMS

A CALL TO BATTLE: We meet a team stranded on a warning station far behind the Klingon invasion forces, a spy on a Klingon base, a translator, a Klingon admiral, a planetary chairman, a diplomat who lied, and a woman who will do anything to get into Star Fleet, even clean toilets!

FOR DUTY, ALL THINGS: A team of Romulan praetorians is given a captured Federation frigate for a special mission, unaware there is a Vulcan officer loose on board!

DUTY, HONOR, EMPIRE: A crack Klingon commando team must recapture a stolen cruiser before the traitors can hand it to enemies of the empire.

FOR THE GOOD OF THE EMPIRE: Klingons spies, Orion smugglers, Klingon policemen, and the strangest Klingon crew that ever took a frigate to war (and couldn't hit the target).

GEOGRAPHY AND HISTORY

Planetary surveys of the Western Worlds, Bisalia (with its feline population), Organia, Iridima, Texmex (the planet of the cows). The secret pirate base Mad Jack's Hole. Background on the Gorns, Skoleans, Lyran Democratic Republic, Borak, and Kzintis. After the General War.

PEOPLE AND ORGANIZATIONS

Klingon detectives, signal stealers, saga of a Klingon warrior, Inspector Kolmes, the mercenaries of Black Nebula, the Pirates of Orion, the crew of a ship, and (of course) zombies.

THE THOLIAN HOLDFAST

A preview of a future RPG sourcebook, full of interesting information about the Tholians: deck plans, history, biology, military ranks, their desperate journey to find (and conquer) a new galaxy.

FINAL DIRECTIVES

The phaser-Uzi, hot pursuit in starships, and Prime Directive conversions you won't ever see.



This book includes background information, fiction, planets, characters, and species useful to roleplayers. System specific game stats are in separate Prime Supplements.

www.starfleetgames.com



ISBN 978-1-58564-178-9 \$24.95