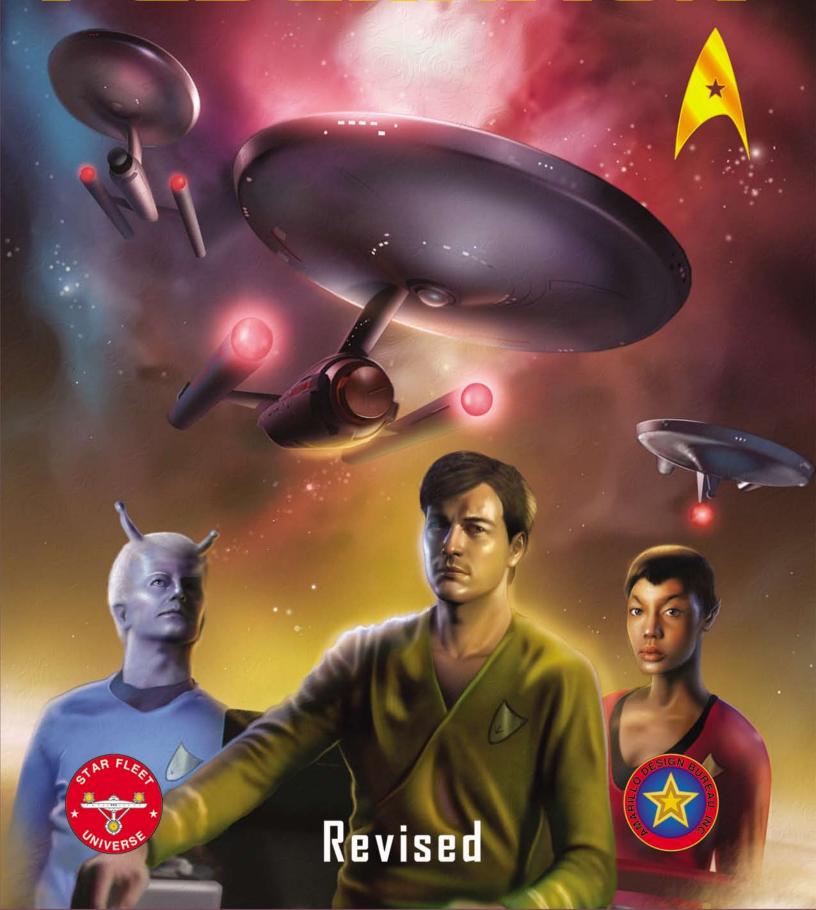
GURPS Fourth Edition





# The Good Guys of the Star Fleet Universe

2nd Printing — updated for GURPS 4th Edition

Written by John Sickels.

Additional material by Steven P. Petrick, Al Beddow,
Gary Plana, Hugh Bishop, James E. Goodrich, and Stephen V. Cole.
Edited by Jean Sexton.
Cover by Dennis Calero.

Illustrations by Alvin Belflower, Dan Carroll, Ted Geibel, Loren Knight, Jim McGonigle, Dale McKee, and Adam Turner. Graphics by Adam Turner and Stephen V. Cole. Frigate deck plans by Nick Blank.

www.starfleetgames.com/prime

**GURPS** System Design by Steve Jackson. **GURPS** Line Editor: Sean "Dr. Kromm" Punch.

SJ Games Playtest Review by Robert Gilson.

Project Staff: Gary Plana, Loren Knight, James E. Goodrich, Bob Gilson.

**GURPS** and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid* and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or are used under license.

GURPS Federation is copyright © 2010-2011-2020 by Amarillo Design Bureau, Inc.; all rights reserved. Printed in USA.
 GURPS Prime Directive is published under license from Steve Jackson Games Incorporated. Some elements of this product are copyrighted by Steve Jackson Games Incorporated and are used with permission under that license.
 Prime Directive Federation is a product of the Star Fleet Universe. Publication Date 10 May 2011; revised 1 May 2020.

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

TABLE OF CONTENTS		Military Forces	104
Another New World	2	Star Fleet	105
History and Culture	12	Star Fleet Academy	106
Federation Political History	13	Star Fleet Marines	110
Government Agencies	21	Prime Teams	111
The Social Contract	25	Federation National Guard	111
Federation Justice	27	Armored Vehicles	112
Federation Government	29	Space Police	113
Colonies and Colonization	31	Private Security Companies	115
The Cosmopolitans	39	Weapons	116
Federation Marshals	39	Federation Starships	117
Geography of the Federation	40	Frigate Deck Plans	125
Time, the Air Force Tapes, and the SFU	42	Visions of Glory	
Federation Express Corporation	43	Donjebruche Trading Post	134
Planetary Survey		To Boldly Go	137
Capital District	45	Mysteries of the Federation	
Other Member Planets	70	Sample Characters	143
Orion Enclave	92	Publisher's Information	
Notable Federation Worlds	97	Designer's Notes	145
Notable Non-Federation Worlds	100	Index	146

#### INDEX

Adventure seeds, 137-139. Afrikanius, star system with Tafelland and Donjebruche, 134. Agencies, Federation, 21-24, 115.

Aging, 69.

Allen's Planet, colony world, 97.

Alpha Centauri, Alpha-Centaurans, 51-54.

Alpha Veras IV, protected world, 100. Amin Audeh Chronology, 42.

Analogue worlds, 140.

Andichron VI, colony world, 97.

Andor, Andorians, 59-64.

Andorian fleece, 139.

Annox, colony system (no planets), 97.

Antares, Antareans, 70-71, 102.

Arcturia, Arcturians, 72-73, 135. Arcturian soul stones, 139.

Armored vehicles, 112.

Big Valley V, colony, one of the Western Worlds, 97.

Bis'en, independent world, 101.

Black Nebula, private security company, 114.

Brecon, 74-75.

Capital District, 45.

Chairmen, list of and capsule biographies, 15-21.

Charter, 13.

Chicago, major industrial world, 97.

Chronologies, 42.

Class-M planet, 54.

Classes of planets, 54.

Codimark, colony world, 97.

Colonies, case studies, 36-38.

Colonies, types of, 31-32.

Colonization, Commission for, 23.

Colonization procedure, 32-36.

Colonization program, 31.

Cosmopolitans, 39.

Culden-Feyr (Alpha Centauri), 51-54.

Culture and history, 12-43.

Cygnus, Cygnans, 76-77, 102.

Deck plans of Burke-class frigate, 125-132.

Defense, Ministry of, 22.

Deiana, the industrial world that is the central hub of the Western Worlds, 97.

Deians, 78-79, 102.

Designer's notes, 145.

Development, Ministry of, 23-24.

Donjebruche Trading Post, 134-136.

Drones, 124.

Earth, 46-49.

Economics, 25.

Economics, Ministry of, 22.

Education, Ministry of, 24.

Elections, 13-15.

Entering the Federation, visas, travel documents, 44.

Facebook, our page on, 142.

Federation Charter, 13.

Federation colonies, 31.

Federation Express Corporation, 43.

Federation marshals, 39.

Federation police, 113.

Federation politics, 13-14.

Ferkite Order, Arcturian cult, 73.

Fiction, Another New World, 2. Fiction, Into the Dark, 133.

Fighters, 124.

Fnania, independent world, 101.

Frallia, Fralli, 80-81, 102.

Franchised colonies, 31.

Galactic Intelligence Agency, 115.

Gamma Artemis III, protected world, 100.

Gazetteer, 40-41.

Geography of the Federation, 40.

Gordan's Planet, industrial world, 97.

Government, 29-30.

Government agencies, 21-24.

Gravity toys, 139.

Health, Ministry of, 24.

Height and Weight tables, 69.

History and culture, 12-43.

Humans, 46.

Humanoid life, 140.

Intelligence agencies, 115

Internal organization of the Federation,

Internal Relations, Ministry of, 22.

Janus VI, 100.

Justice, Ministry of, 22.

Justice system, 27-28.

Klingons, 16, 135, 138.

Kzintis, wars with, 16, 17, 77.

List of planets, 40.

LTTG, colony, 38.

Mantor, Mantorese, 82-83, 102.

Map of the Federation, 41.

Marko V, mining colony, 137.

Mars, 49-51.

Marshals, 39.

Meria, independent world in the Klingon-Federation Neutral Zone, 137.

Meva, industrial world, 97-98.

Mezan, independent world, 101.

Military forces, 104-115.

Morkedia III. colony world. 97.

Mynienix, Mynieni, 84-85.

Mysteries of the Federation, adventure

seeds, 140-142. Naramar III, colony world, 98.

National Guard, 111-112.

New Brazil, colony, 36-37.

New Marseilles, colony world, 98.

Notes for GMs, 11, 142.

Novorosibirsk, industrial world, 98.

Numbered fleets of Star Fleet, 105-106.

Old Kings, precursor race, 87, 141. Orion, Orions, Orion Enclave, 92-95.

Orion Pirates, 138.

Osiris, 95-96.

Outposts, type of colony, 31.

Pacifica, major industrial world, 98.

Paktar, homeworld of Deians, 78-79, 102.

Phasers, 116.

Phases of a colony, 32-35.

Planetary classes, 54.

Planetary guards, 112.

Planetary surveys, 44-103.

Planets of the Federation, various status levels, 29-30.

Police, 113-114, 115.

Political history, 15.

Political parties, 13-14.

Pollux IX, colony world, 98.

Ponderosa IV, agricultural colony, one of the Western Worlds, 98.

Pre-existing colonies, 32.

Prelaria, Prelarians, 86-87.

Preservers, precursor race, 141.

Prime Directive, 28, 100.

Prime Teams, 111.

Private security companies, 114-115.

Publisher's information, 145.

Rigel, Rigellians, 65-67.

Rigellian ferrets, 139.

Rimworld, colony, 37-381

Rita's Planet, colony world in the Federation-Klingon Neutral

Zone, 98.

Romulans, 138.

Sample characters, 143-144.

Sebelia IV, minor industrial world, 99.

Seeders, precursor race, 140-141.

Sheboygan III, minor industrial world,

Sherman's Planet, colony world in the Federation-Klingon Neutral Zone, 99, 137.

Shiloh II, agricultural colony, one of the Western Worlds, 99.

Shresha, home star of the Cygnans, 75. Sigma Draconis, major industrial world, 99.

Sky Fathers, 76.

Social Contract, 25-27.

Sol System, 45.

Southfork IX, agricultural colony, one of the Western Worlds, 99.

Spaceships, 124.

Sponsored colonies, 31.

Star Fleet, 105-111.

Star Fleet Academy, 106-107.

Star Fleet Auxiliary, 109.

Star Fleet Bureaus, 108,

Star Fleet Intelligence, 115.

Star Fleet Marines, 110-111. Star Fleet Reserves, 109-110.

Star Fleet Universe, 42.

Starships, 117-123.

Strongport, 68.

Tafelland, colony planet with Donjebruche Trading Post, 134-

136. Talos IV, proscribed world, 101.

Tellar, Tellarites, 88-91.

Tenoria V, protected world, 100.

Thetis, industrial world, 99.

Valentina III, proscribed world, 100.

Valkenburg Chronology, 42. Vega Colony, industrial world, 99.

Vereb IV, proscribed world, 100.

Vulcan, Vulcans, 55-58.

Vultrax, Vulcan world, 58. Warrant Officers, 109.

Weapons, 116. Western Worlds, 99.

Xena, planet used by Federation

Express Corporation, 43, 45. Yeney'vn, proscribed world, 100-101.

Zeta Reticuli, Old Kings outpost, 99. Zorski interspecies compatibility table,



## THE GALACTIC GOOD GUYS!



# The people you already love and the game system you already know!

- **★** Colonize a new planet!
- ★ Run for election to the council!
- **★** Explore strange new worlds.
- ★ Encounter bizarre new civilizations.

### Complete United Federation of Planets Sourcefile Including:

- ★ HISTORY: From the first warp space flight through the General War
- \* PLANETS: Detailed surveys of over a dozen major worlds
- \* MILITARY: Organization of Star Fleet, the Marines, and other forces
- ★ EVERYTHING: Culture, politics, law, mysteries, colonization, and more.





