

GURPS

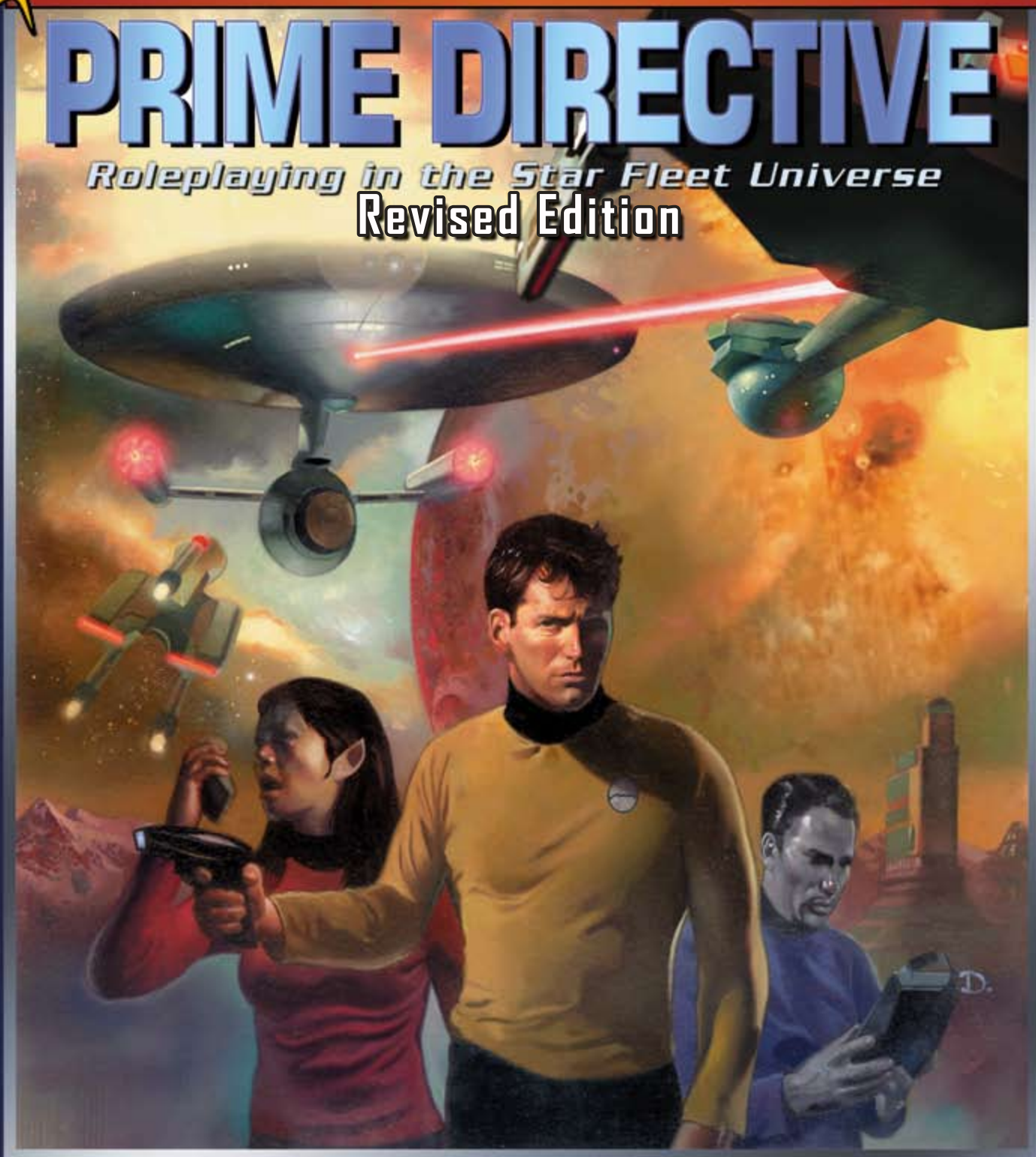
Fourth Edition



PRIME DIRECTIVE

Roleplaying in the Star Fleet Universe

Revised Edition



CORE RULEBOOK
Volume 1 and Volume 2





Roleplaying in the Star Fleet Universe

Revised Edition – For GURPS 4th Edition

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Other **GURPS** Books

The following **GURPS** rulebooks and manuals published by Steve Jackson Games will be found useful by players of **GURPS Prime Directive (GPD)**. They can provide additional skills, rules, actions, and tactics. Some will provide non-player characters and equipment that, while not specifically related to the *Star Fleet Universe*, could be adapted by GMs (perhaps to populate a new planet for exploration). The **GURPS** system is vast and continually expanding, and you can often find an existing **GURPS** book that covers the setting you want to use for your campaign.

GURPS BASIC SET

The basic framework for the entire **GURPS** family of roleplaying games. The **GPD 4e Rev Core Rulebook** includes only some of the **GURPS** rules (those that specifically apply to the characters in this book). If you want to do more things, then the **GURPS Basic Set** is the place to look. Essential for GMs, it is the single most-recommended book for **GPD** players. These rules cover everything in more detail and depth and provide additional insight into the game structure. Many of the other **GURPS** books that would be useful to **GPD** players won't work very well without the **GURPS Basic Set** rules. Also available is a campaign manual and a **GURPS GM's Screen**.

OTHER GURPS MANUALS from SJ Games

GURPS Fantasy and **GURPS Magic** include everything a Game Master could want to send his Star Fleet adventure team into really strange new worlds with really bizarre new civilizations. Remember that if alien technology is sufficiently advanced or different, *it might as well be magic*, so you'd be all set with these interesting manuals.

More **G4e** books that will surely be useful to Game Masters are **GURPS Space**, **GURPS Ultra-Tech**, and **GURPS Spaceships**, as these will allow you to build starships and fight space battles. Also of considerable interest might be the **GURPS Traveller** (in both Classic and 4e), the **GURPS Vorkosigan Saga Sourcebook and Roleplaying Game**, and **GURPS Transhuman Space Classic**. Check the **GURPS** website: <http://www.sjgames.com/gurps/> for continually updated information on new releases.

GURPS THIRD EDITION

The third edition of **GURPS** included over 100 books on a wide variety of subjects, from dinosaurs to steam punk, from robots to dungeons, from the wild west to World War II. Key elements included several science-fiction realms. Many of these manuals can still be found in game stores and online stores, and from Steve Jackson Games. Using conversion data (available on-line) and some effort, Game Masters can harvest these manuals for equipment, backgrounds, settings, planets, starships, and other things to populate and illustrate their campaigns. Order your manuals either through your local game store or through Warehouse 23: <http://www.warehouse23.com/>

More **Prime Directive**

The following **GURPS** manuals have been published by ADB, Inc., specifically as part of the **Prime Directive** series and the **Star Fleet Universe**.

GURPS KLINGONS

Everything you ever wanted to know about the Empire of Steel. Government, how the emperor is selected, the military nobility, military academies, the difference between warriors and civilians, the warrior colonies, military ranks and promotion, military awards and decorations, the Knights Paladins (the emperor's personal inspectors and auditors), Klingon religions, the intelligence services that spend most of their time spying on each other, data on dozens of Klingon ships, and much more.

SKU 8403, \$24.95, Released 2006.

GURPS ROMULANS

Everything you ever wanted to know about those distant cousins of the Vulcans. The royal family, the role of the praetor, the great houses and how they wheel and deal in the back hallways of the palace, the role of the Intendance Department, intelligence services and praetorian teams, colony planets, the previously unknown suppressed races along the galactic rim, the development of the cloaking device, starships, and much more.

SKU 8404, \$24.95, Released 2005.

GURPS FEDERATION

Everything you ever wanted to know about the United Federation of Planets. Government, political parties, the intelligence agencies, Star Fleet Academy, surveys of a dozen member planets, Star Fleet, the Marshal's service, corporations and the dominant role of business, the Prime Directive, the Non-Interference Doctrine, and much more.

SKU 8402, \$24.95, Released 2011.

KLINGON G1 GUNBOAT DECK PLANS

Detailed plans in Traveller-scale (with both hexes and squares) for the G1 gunboat (including its larger command variant), showing engines, crew positions, power systems, weapons, sensors, repair systems, and color "cardstock characters" for all 27 members of the crew.

SKU 8201, \$16.95, Released 2004.

Glossary

GURPS is a roleplaying game (RPG), a game in which a referee (the Game Master) guides several players through an “adventure” in which they play the parts of fictional characters. Like any hobby, gaming has its own unique language. To help you understand the concepts and terms used in this game (and other RPGs), we’ll start with a few definitions:

Adventure or Scenario: The basic unit of play in an RPG. An RPG is never over until the players want to end it, but a single adventure will have a beginning and an end. It may last through several sessions of play or be done in a single evening.

Attribute: Part of a character’s mental, emotional, or physical makeup (e.g., strength, intelligence).

Campaign: A continuing series of adventures by a group, it will usually have a continuing cast of player characters and the same Game Master (or team of GMs). A campaign may move from one game world to another, with a logical reason. The overall goal is for characters to learn from each adventure so that they can handle tougher challenges in future adventures.

Character: Any being (person, animal, whatever) played by the GM or a player in an RPG.

Encounter: One part of an adventure; a meeting between the player characters and one or more NPCs.

Game Master (GM): The referee, who selects or writes the adventure, talks the players through it, and judges the results. He is, simultaneously, the enemy, commanding officer, and umpire.

Game World: A background for play; the setting for an adventure, it can be a GM’s own fantasy creation or a published setting created specifically for gaming.

Non-Player Character (NPC): Any character played by the GM. The GM may control many characters, major and minor. In some campaigns, the party might borrow an NPC who is a technical expert needed for a mission; the GM supervises such use to prevent the party from misusing or sacrificing the NPC. Sometimes a guest player thinking of joining the group might use a borrowed NPC so that he doesn’t have to create a character before starting.

Party: A group of PCs taking part in an adventure.

Player Character (PC): Any character played by one of the players. Typically, each player controls a single character, but some groups prefer to have each player control two or more, or to have two or more characters and pick one for each adventure.

Roleplaying Game (RPG): A game in which the players take on the personalities of imaginary individuals, or characters, in a fictional or historical game world, and try to act as those characters would.

Skill: Something a character knows how to do.

Species (sometimes called “Race”): The species to which you belong. Nonhuman characters (elves, dwarves, Klingons, and Martians, for example) are common in RPGs.

Stats or Statistics: Numbers rating a character’s abilities, used to determine what each one can and cannot do.

Table of Contents

Prologue	2
Rescue on Roon	4
1. Introduction	15
Introduction to the <i>Star Fleet Universe</i>	16
2. Creating a Character	23
Species Profiles	42
Academy Templates	76
3. Advantages & Disadvantages	80
Advantages	80
Perks	108
Modifiers	109
Disadvantages	119
Quirks	142
4. Skills	145
Skill List	151
5. How to Play	183
Success Rolls	183
Combat	202
Injury, Illness, and Fatigue	223
Economics	241
Laws and Customs	245
6. End Game Awards	247
Character Development	247
Awards	250
Promotion	253
7. Technology	254
Technology Levels	254
Shipboard Equipment	258
Personal Equipment	265
Personal Weapons	273
8. The <i>Star Fleet Universe</i>	285
Map of the <i>Star Fleet Universe</i>	291
Warp Factors & Space Movement	296
Using <i>SFB</i> or <i>FC</i> for Space Combat	299
Background Files	302
Free Trader Deck Plans	305
Star Fleet Universe Timeline	313
9. Space Combat	325
Weapon Types	327
Sample Starships	334
Shuttlecraft	346
10. Adventure: Rescue on Roon	349
Sample Characters	357
Index	360
List of Tables	364
Publisher’s Information	365

INDEX

- Academy templates, 76
Acceleration tolerance, *see*
 Resistant, 101
Acceleration weakness, 144
Acceleration, 235
Accents, 34
Acrobatic dodge, 212
Active defense, 211
Advantages, 80; *Always on*, 115;
 Learnable, 249; *Switchable*, 110
Adventure party formats, 23
Adventure seeds, 311
Age, 31
Aging, 240
Aim maneuver, 204
Albinism, *see Weakness*, 144
Alcohol, 234
Alcohol tolerance, 108
Allies, 82; *Ally groups*, 83
All-Out Attack maneuver, 204; *After*
 being grappled, 208
All-Out Defense maneuver, 205
Ally groups, 83
Alpha-Centaurans, 45
Alternative attacks, 94
Always on advantages, 115
Ammunition, 282
Anaerobic, *see Weakness*, 144
Andorians, 48
Andromedan Invaders, 60; *Available*
 technology, 256
Appearance, 31
Aquatic, *see Dependency*, 83 and
 see No Legs, 133
Arcturians, 47
Area class, 153
Area-effect attacks, 221
Armor divisors, 109, 214
Armor, 266; *Donning*, 218; *Flexible*
 armor and blunt trauma, 214;
 Monocryst, 257; *Star Fleet*
 uniform, 259; *Vacc suit*, 261
Astrofauna, 18
Astrogation, *see Navigation (Space)*,
 172
Atmospheres, 236; *Vacuum*, 240
Atmospheric pressure, 232
Attack (action), 205
Attack maneuver, 204
Attack roll, 206
Attacks, 205; *Alternative*, 94; *After*
 being grappled, 207; *Innate*, 93;
 Linked effects, 216
Attributes, *see Basic Attributes*
Automatic weapons, 220
Awards, 250

Basic attributes, 26; *Improving*, 247
Basic Lift, 27; *Table*, 29
Basic Move, 28
Basic Speed, 28
Beam/gun fire, *see Attack*
Bends, the, 238
BL, *see Basic Lift*

Blocking, 212
Blunt trauma, 214
Body armor, 266, 269
Bonus points, 247
Break Free, 208
Breathing, 88, 91, 113; *Holding your*
 breath, 190
Brecons, 47
Bridge crew, 24
Build (body description), 29
Buying off disadvantages, 120, 248

Campaign, 3
Campaign ribbons, 251
Canteen, filtration, 267
Canteen, vapor, 272
Captain's Log magazine, 287
Carnivores, 74
Catching things, 194
Century scale damage, 327
Change Posture maneuver, 203
Character, creation of, 23
Character, definition, 3
Character development, 247
Character, Non-Player, 3
Character points, 23, 247
Characteristics, Secondary, 26
Choke hold, 207; *see also*
 Suffocation
Climbing, 189
Clothing, 241
Cold, 232
Collisions, 232
Coma, 232; *see also*
 Unconsciousness
Combat, 202-223; *Maneuvers*, 202;
 Space, 325; *Table of combat*
 modifiers, 210; *Turn sequence*,
 202
Combat (body) armor, 266
Commendations, 251
Communications, 298
Communicators, 266
Compass, inertial, 267
Comprehension rolls, 195
Concentrate maneuver, 205
Cone attacks, 221
Confederation of the Gorn, *see Gorn*
Contagion, 233; *see also Disease*
Contests, 188
Control Rating, 245; *see also Legality*
 Class
Cost of living, 241
Courtesy Rank, 38
Cover, 213
Crawling, 203
Credits, 1, 364
Crippling injury, 224
Critical failure, 186
Critical Head Blow Table, 187
Critical Hit Table, 186
Critical Miss Table, 187; *Unarmed*
 Critical Miss Table, 187
Critical success, 185

Cromargs, 51
Crouching, 203
Customizing civilian ships, 348
Customizing shuttles, 347
Cygnans, 44

Damage, 26, 214; *Damage rolls*, 214;
 Damage Table, 26; *Follow-up*,
 215; *Linked effects*, 216;
 Scaling, 327; *Space combat*,
 331; *To objects*, 216
Damage, follow-up, 116
Damage, linked effects, 116
Damage Resistance, 215; *Of objects*,
 216
Damage Roll, 114
Dash speed (starship), 296
Death, 226; *Dying actions*, 226;
 Instant death, 226
Decade scale damage, 327
Deck plans of Free Trader, 305
Default rolls, 184
Defaults, 150; *Double*, 150; *Skills*,
 150
Defending, 211
Degree of success or failure, 185
Dehydration, 230
Deians, 46
Demolition, 22
Dexterity, 26
Digging, 189, 194
Disadvantages, 119; *Buying off*, 120,
 248; *Exotic*, 119; *Mental*, 119;
 Mundane, 119; *Physical*, 119;
 Screening, 119; *Self-imposed*,
 120; *Social*, 119; *Supernatural*,
 119
Disease, 233
Disease-resistant, *see Resistant*, 101
Disruptors, personal, 281
Disruptors, ship, 259
Dive for cover, 213
Dmg, *see Damage*
Do Nothing maneuver, 203
Dodging, 212; *And drop*, 213
Double defaults, *Not allowed for*
 skills, 150
DR, *see Damage Resistance*
Dragging things, 191
Dropping prone, 213
Drugs, 121, 125; *Withdrawal*, 121
Dunkars, 50
DX, *see Dexterity*
Dying actions, 226

Early Years Era, 19
Economics, 241
Effects of injury, 215
Elderly characters, 31; *see also Age*,
 Aging
Electrical damage, 235
Electricity, 234
Encounter, 3
Encumbrance, 28

Energy allocation in space combat, 332
Enhancements, 109
Equipment, personal, 265
Equipment, shipboard, 258
Equipment modifiers, 186
Evaluate maneuver, 204
Exotic advantages, 80
Exotic disadvantages, 119
Explosions, 22
Extra effort, 194

Falling, 230; *Damage from falling objects*, 231
Fallout, 239; *see also Radiation*
Fatigue, 27, 230; *Fatigue points*, 27; *Recovering*, 231
Federation & Empire game, 285
Federation Commander game, 285, 288; *In combat*, 299



Federation F-14 Fighter painted by Kent Ing

Federation Marine Academy, 77
Federation Marine Boot Camp, 77
Federation Marshals Service Academy, 78
Federation (United Federation of Planets), 2, 42; *Heavy cruiser*, 338
Feint maneuver, 204
Fire, 93, 235; *Damage*, 215
Firearms, 280; *Aim*, 204; *Automatic*, 220; *Bracing*, 204; *Malfunction*, 219; *Quality*, 282; *Rapid fire*, 209; *Shotguns*, 220; *Suppression fire*, 229
First Aid, 227
Flame, *see Fire*
Flying, 91, 192
Follow-up damage, 215
Food, 131, 241; *Starvation*, 230
FP, *see Fatigue Points*
Fragmentation damage, 222
Free actions, 203
Free Trader, 305, 336
Freelancers, 25
Fright Checks, 200; *Fright Check Table*, 201-202
G-increment, 196
Galactic Intelligence Agency Academy, 78
Game Master, 3, *Notes for*, 356
Game time, 240
Game world, 3
Garrotes, 208

Geographical scope, 153
Glossary, 3
Godlike species, 18
Gorns, 55; *Battlecruiser*, 342
GPD, *see GURPS Prime Directive*
Grabbing and grappling, 206
Gravity, 196; *And acceleration*, 235; *Home gravity*, 28
Guided weapons, 284
GURPS Prime Directive, 15
GURPS, 2, 3, 15, 364

Half damage for ranged weapons, 209, 214
Hallucinating, 231
Hand weapons, *see Melee weapons*
Handedness, 27
Hazards, 231
Healing, *see Recovery*
Health, 26
Hearing, 197
Heart attack, 232
Heat, 236; *see also Fire*
Hiking, 190
Hilidarians, 51
Hit points, 27; *Lost hit points*, 223; *Objects*, 216
Holding your breath, 190
Home gravity, 28
HP, *see Hit points*
HT, *see Health*
Humans, 43
Hybrids (mixed-species beings), medical treatment, 228
Hydrans, 59

Illness, 233
Immunity, 234; *see also Resistant*
Importance in society, *see Rank, Status*
Improving characters, 247
Initiative, space combat, 325
Infection, 236
Influence rolls, 197
Injuries, 223; *Crippling*, 224; *Major wounds*, 215, 224; *Mortal wounds*, 225; *Shock*, 215, 224; *To objects*, 216; *see also Crippling injury, Recovery*
Intelligence, 26
Interspecies medicine, 228
Interstellar Concordium, *see ISC*
Intoxication, *see Alcohol*
ISC (Inter-Stellar Concordium), 64
IQ (Intelligence), 26; *And language*, 34
Jindarians, 20, 71
Job Table, 244
Jobs, 242
Jumping, 191

Klingons, 2, 49; *D7 battlecruiser*, 339
Klingon subject races, 50-52, 302
Knockback, 215
Knockdown, 120
Korlivilar, 68
Kzintis, 54; *Command cruiser*, 341

Language, 33; *see also the description of each empire or species*
Laws and customs, 245
LC, *see Legality Class*
LDR (Lyran Democratic Republic), 62
Legality Class, 246, 275
Lifting, 26, 27, 191; *Extra effort*, 195
Limitations, 109, 115
Linked effects, 216
Long Actions, 217
Lyran Democratic Republic, *see LDR*
Lyrans, 61

Main Era, 20
Major wounds, 215, 224; *Objects*, 217
Malf, *see Malfunction*
Malfunctions, 219
Maneuvers, 202; *Space combat*, 326
Maps of **Star Fleet Universe**, 17, 291, 292, 294, 315, 319
Marine units, 303
Medals, 250
Medical care, 227; *Surgery*, 227
Medicine, interspecies, 228
Melee attack modifiers, 210
Melee weapons, 275
Merchant Marine Academy, 77
Merchant Marine Basic Training, 78
Military grade, 40
Military rank, 38, 39
Military seniority, 39, 253
Mind Meld, *see Vulcan psi powers*
Mind Shield, *see Vulcan psi powers*
Missile weapon attacks, 209
Missiles in space combat, 329
Modifiers for advantages and disadvantages, 109
Money, *see Wealth*
Mortal conditions, 232
Move maneuver, 203
Move and Attack maneuver, 205
Moving things, 191
Mundane advantages, 80; *Disadvantages*, 119
Mynieni, 46
Mysteries of the **Star Fleet Universe**, 21

Natural recovery, 226
Nerve pinch, *see Vulcan psi powers*
Non-player character, 3
Non-starfaring species, 18
Non-Tactical Warp Era, 19
NPC Reactions Table, 198-200
Orion Pirate cartel map, 257, 324
Orion Pirates, 58; *Light cruiser*, 344
Orions, 58

PADD, 270
Paralysis, 231
Paravians, 73
Parry, 212; *Unarmed*, 212
Patrons, 98
PD1, First edition of **PD**, 15
Peladine Republic, 61
Penetrating damage, 214, 215

- Penetration modifiers, 214
 Per, *see Perception*
 Perception, 27
 Perks, 108
 Personal equipment, 265
 Personal weapons, 273
 Phaser autofire, 221
 Phasers, personal, 280
 Phasers, ship, 328
 Phelan, 62
 Physical appearance, 31
 Physical feats, 189; *Extra effort*, 194
 Picking things up, 217
 Pinning (in combat), 207
 Planet types, 155, 290
 Planetary Classes, 290
 Poison, 124, 236, 237
 Precontact Era, 19
 Precursors, 22
 Prellarians, 45
 Prerequisites, skills, 146
 Pressure, *Atmospheric*, 232; *The bends*, 238; *Water*, 237
 Prime Directive, 302
 Prime team, 24, 301
 Privilege, 38
 Professional Certifications, 79
 Promotion, 39, 253
 Pronhoulites, 66
 Psionics, *see Vulcan psi powers*
 Pulling things, 191
- Q'Naabians, 16
 Quick contests, 188
 Quirks, 142
- Race, *see Species*
 Radiation, 238
 Ranel, 61
 Ranged attacks, 209; *Half damage range*, 214; *Modifiers Table*, 210; *Size and Speed/Range Table*, 211; *Shooting blind*, 210
 Ranged weapons, 278; *Half damage*, 214; *Firearms*, 280; *Hand grenades*, 279; *Heavy weapons*, 283; *Muscle-powered*, 278
 Rank, 37; *Military*, 39; *Promotion*, 253
 Rank insignia, 253
 Rapid fire, 209
 Rate of Fire, 209
 Rcl, *see Recoil*
 Reach and Size Modifier, 206
 Reaction rolls, 198; *NPC Reactions Table*, 198-200
 Ready maneuver, 205
 Ready weapons, 206; *Readying*, 217
 Recoil, 275
 Recovery, 226
 Regular contest, 189
 Reloading missile weapons, 209
 Repeated attempts, 188
 Reputation, 36
 Reputation Points, 247
 Resuscitation, 228
 Retreat, 213
 Rigellians, 44
 Rolling dice, 183
- Rolling to hit, 206
 Romulan Code of Honor, 303
 Romulans, 53; *War Eagle*, 340
 Rovillians, 67
 RoF, *see Rate of Fire*
 Rule of 14, 201
 Rule of 20, 186
 Running, 192; *Fatigue*, 230
- Sample starships, 334
 Sapience, *and GURPS*, 34; *and the SFU*; 303
 Secondary characteristics, 26; *Improving*, 247
 Self-control, 119
 Seltorians, 69
 Seniority Points, 247
 Sense rolls, 195
 Sentience, *and GURPS*, 34; *and the SFU*; 303
SFB, *see Star Fleet Battles*
 Shake and Bake School, 79
 Shipboard equipment, 258
 Shock, *Electrical*, 234; *From injury*, 215, 224; *Treating*, 227
 Shove, 209
 Shuttlecraft, 263, 345; *Civilian*, 346; *Missions*, 333
 Sign language, 34
 Size and Speed/Range Table, 211
 Size Modifier, 30; *And reach*, 206
 Skiff, 337
 Skills, 151-182; *Buying*, 147; *Contests*, 188; *Defaults*, 150; *Difficulty level*, 145; *Familiarity*, 147; *Geographical and temporal scope*, 153; *Improving*, 148, 248; *Influence*, 197; *Learned through training (templates)*, 76; *Levels*, 148; *Needed for professional certification*, 79; *Needed to operate shipboard equipment*, 258-265; *Prerequisites*, 146; *Scope*, 153; *Specialties*, 146; *Species modifiers for medicine*, 228; *Studying*, 249; *Teachers*, 249; *Technological*, 145
- Skoleans, 56
 Sleep, 230; *Drowsy*, 231
 Slirdarians, 50
 SM, *see Size Modifier*
 Smell, 197
 Social Background, 33
 Sounds, *see Hearing*
 Space combat, 325-348
 Space sickness, 235
 Spacecraft, *see Starships*
 Species templates, 43-74; *Height and Weight Ranges Table*, 75
 Speed, Basic, 28
 Speed/Range Table, 211
 ST, *see Strength*
 Star Fleet Academy, 76
 Star Fleet Basic Training, 76
Star Fleet Battle Force card game, 275
Star Fleet Battles game, 285, 286; *In combat*, 299
- Star Fleet Marines, *see Federation Marine Academy, Federation Marine Boot Camp*
 Star Fleet uniforms, 269
Star Fleet Universe, 15, 16, 285; *Map*, 291; *Timeline*, 313
 Starfaring species, 18
 Starship miniatures, 285
 Starships, 335-345
 Starvation, 230
 Stats, 3
 Status, 37, 241
 Strangle, 207
 Strength, 26
 Striker (ship), 337
 Structural damage, 216
 Study, 249
 Stunning, 215, 224; *Mental*, 224; *Phaser*, 281
 Subject races, 50-52, 302
 Success rolls, 183; *Critical failure*, 186; *Critical success*, 185; *Difficulty*, 184; *Equipment modifiers*, 186; *Influencing rolls*, 197; *Repeated attempts*, 188
 Suffocation, 239
 Sunburn, 236
 Suppression fire, 220
 Surgery, 227
 Swimming, 192
 Swinging damage, 26
- Taboo traits, 42
 Tactical Warp Era, 19
 Takedown, 207
 Taste, 197
 Team Grissom, 357
 Tech level, *see Technology Levels*
 Technology availability by empire, 256
 Technology Levels, 33, 254; *And equipment*, 35; *And starting wealth*, 35; **Prime Directive**, 254.
 Tellarites, 48
 Temporal scope, 153
 Tholian webs in space combat, 326
 Tholians, 57; *Patrol Corvette*, 343
 Throwing things, 193
 Thrown weapons, 194, 209
 Thrusting damage, 27
 Time, *Between adventures*, 241; *Between sessions*, 241; *During adventures*, 240
 Timeline, 313
 TL, *see Technology Levels*
 To-hit roll, 206
 Tractor beams, 263, 331
 Transporters, 263, 331
 Travel, interplanetary, 296, 298
 Turn Sequence, 202
 Turns, space combat, 325
- UFP, *see Federation*
 Unarmed combat, 206; *Parrying*, 212
 Unarmed Critical Miss Table, 187
 Unconsciousness, 232; *Recovery from*, 226
 Uniforms, Star Fleet, 269

United Federation of Planets, *see Federation*

Vacuum, 240
Veltressai, 65
Visibility, 210
Vision, 195
Vudar, 72
Vulcan psi powers, 108
Vulcans, 43

Wait maneuver, 205
Warp factors, 296
Wealth, 35; *And Status*, 241; *Cost of living*, 241; *Economics*, 241; *Improving character wealth level*, 248; *Jobs*, 244

Weapon damage, 273
Weapon status, ship, 325
Weapons, 276-284; *Accuracy*, 274; *Ammunition*, 282; *Breaking*, 187; *Bulk*, 274; *Cost*, 274; *Firearms*, 280-283; *Grenades*, 279-280; *Heavy*, 283-284; *Incendiaries*, 279-280; *Legality Class*, 275; *Malfunction*, 219; *Melee*, 275-278; *Parry*, 273; *Personal*, 273; *Range*, 274; *Ranged*, 278-279; *Rapid-fire*, 209; *Rate of fire*, 274; *Reach*, 273; *Reach and Size Modifier*, 206; *Recoil*, 275; *Ship*, 327; *Shots*, 274; *Strength*, 274; *Thrown*, 194; *Weight*, 274

Weather, 190

Webs, *see Tholian webs in space combat*

Whips, 218
Will, 27; *Will rolls*, 200
Wounding modifier, 215
Wounds, *see Injuries*
WYN Star Cluster, 63

X-technology, 257
X-Technology Era, 21

Yitlians, 52

Zoolies, 52
Zorski's Interspecies Compatibility Table, 229



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SELECTED TABLES, MAPS, AND CHARTS

Action and Time Required, 218
Alpha Octant Map, 291, 315, 319
Alpha Octant Map, Eastern, 292
Alpha Octant Map, Western, 294

Basic Lift and Encumbrance Table, 29
Build Table, 30

Climbing Table, 189
Cold Modifiers, 232
Critical Head Blow Table, 187
Critical Hit Table, 186
Critical Miss Table, 187

Damage Effects (Ship), 332-333
Damage from Thrown Objects Table, 194
Damage Table, 26
Damage Type, 273
Defense Modifiers, 213
Drone Rack Ammunition, 330

Encumbrance Table, 29
Engine Types, 255

Falling Velocity Table, 233
Firearm Malfunction Table, 219
First Aid Table, 227
Fright Check Table, 201-202

General Attack Modifiers, 210
Grade Titles, 40

Hand Grenade and Incendiary Table, 280
Hearing Distance Table, 197
Heavy Weapon Table (Personal), 284
Heavy Weapons Table (Ship), 328
Height and Weight Ranges, 75

Incendiary Table, 280
Interspecies Compatibility Table, 229
IQ-Based Technological Skills Modifiers, 146

Job Table, 244

Long-Distance Modifiers, 105
Low and Negative Hit Point Chart, 223

Medical Help Table, 227
Melee Weapon Table, 276-277
Muscle-Powered Ranged Weapon Table, 279

Negative Hit Point Chart, 223

Orion Cartels Map, 257, 324

Phaser Settings, Damage, and Availability, 281

Pistol and Submachine Gun Table, 282
Plasma Torpedo Table, 330
Posture Table, 203
Probability of Success and Skill Level, 148
Promotion/Grade Table, 39

Radiation Effects Table, 238
Rapid Fire Table, 209
Reach and Size Modifier, 206
Reaction Table, 198-200
Relative Explosive Force Table, 223
Rifle and Shotgun Table, 283

SFB/FC Skill Levels and Effects on Die Rolls, 300
Shotgun Table, 283

Size and Speed/Range Table, 211
Size Modifier and Reach, 206
Size Modifier Table, 30
Skill Cost Table, 148

Skill Level and Probability of Success, 148
Space Movement and Warp Factors chart, 296

Speed/Range and Size table, 211
Standard Planetary Classes, 290

Star Fleet Universe Alpha Octant Map, 291, 315, 319

Star Fleet Universe Map, 17
Star Fleet Universe Tech Level Chart, 254-255

Starship Engine Types, 255
Status and Cost of Living Table, 242
Submachine Gun Table, 282

Task Difficulty, 184-185
Tech Level Chart, 254-255
Tech Levels for Empires and Species, 255

Throwing Distance Table, 193
Transporter and Tractor Beam Ranges, 255

Ultra-Tech Firearm Table, 283
Unarmed Critical Miss Table, 187-188

Universe Map, 17

Vulnerability Table, 141

Warp Factors and Space Movement Chart, 296
Weight Ranges (Species), 75

Zorski's Interspecies Compatibility Table, 229



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