

# STAR FLEET.

## INTELLIGENCE MANUAL



A supplement\* for use with

**STAR TREK**  
THE ROLE PLAYING GAME

David R. Detrick '85

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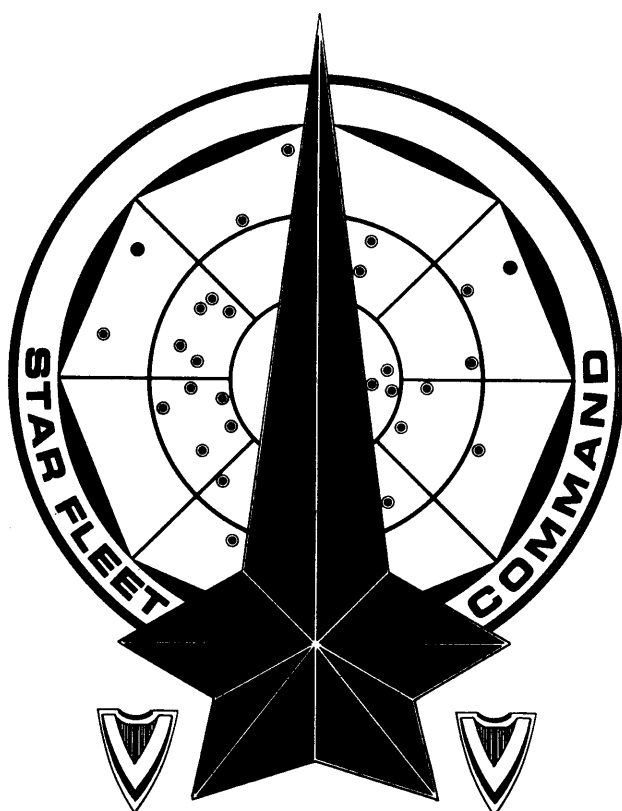
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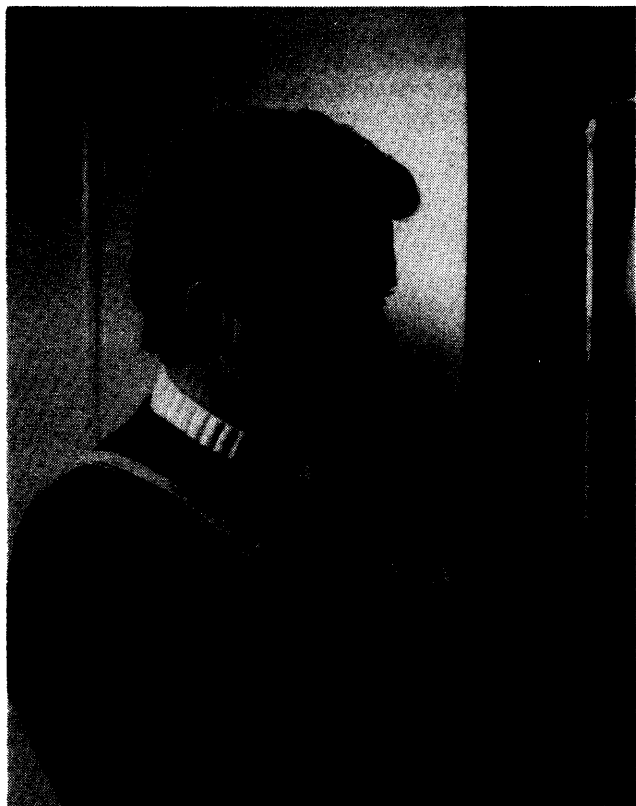


# CREATING THE CAMPAIGN

## DESIGNING ADVENTURES

When creating adventures for Star Fleet Intelligence characters, the gamemaster must keep in mind the unusual nature and duties of the Command, whose assignments include intelligence-gathering, espionage, counter-intelligence, and other secret missions. Though all the general rules for designing scenarios do apply, the gamemaster will want to make sure that the objectives of Intelligence assignments are more complex, and therefore less obvious than in other Star Fleet adventures. That does not mean creating such obscure and ambiguous storylines that the players can barely figure out what they are supposed to do. Nor should his attempts to baffle the players be so extreme that in their frustration they lose interest in playing the game. What the gamemaster will want to emphasize are the elements of mystery and intrigue during encounters and the general course of play.

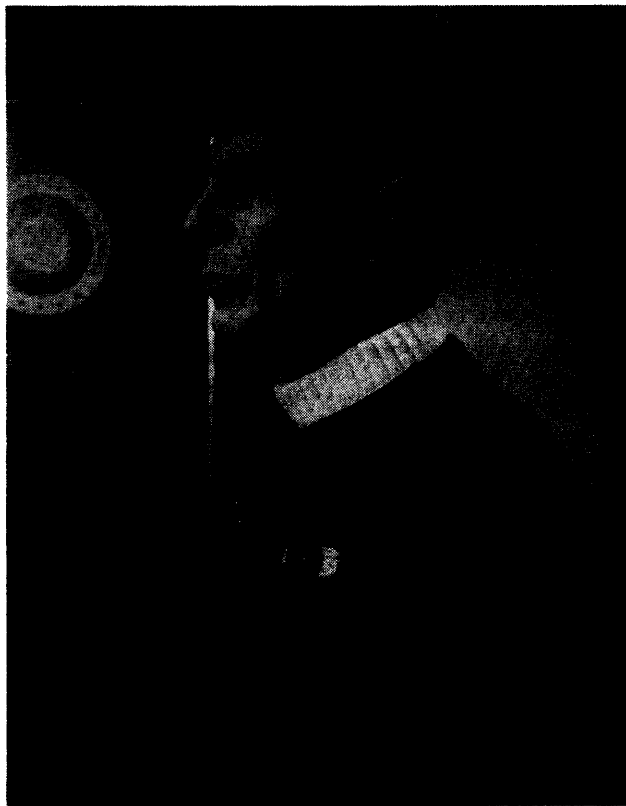
**STAR TREK: The Role Playing Game** is a game where the players work together (more or less). The 'dirty tricks' nature of intelligence-oriented adventures should not be an excuse for within-group mayhem, unless the gamemaster includes expendable NPCs in the group for this purpose. Even so, repeated treachery by gamemaster-controlled NPCs may cause player characters to become hostile toward all NPCs, an equally undesirable and unrealistic situation.



There is one additional aspect to think about. If desired, the gamemaster could design adventures with some extraneous information on a related issue, situation, or potential future problem. As the group completes its assignment objectives, this information could lead them on to future scenarios. In this way, a gamemaster could link seemingly unrelated missions together by incorporating clues that point toward a grand operation to be played at a later time.

Every gamemaster deals with a unique group of players, each possessing their own gaming strengths and weaknesses. Some groups may be interested in thoughtful, analytical problems, while others prefer 'space opera' galactic warfare and related assignments. The gamemaster should present adventures that would be of greatest interest to his players. For bloodthirsty players, liquidation and termination missions might be the most fun. Others might enjoy relatively simple transportation or infiltration missions. There are enough possibilities within Star Fleet Intelligence to satisfy both extremes.

When spies and espionage abound, it is tempting for gamemasters to make every encounter appear to have galaxy-shaking importance. This may not be desirable. The gamemaster should not induce a state of hysterical paranoia among his players when they are obviously ill-equipped to handle the end of the universe. Besides, there should not be a dagger behind every cloak, and not every suspicious-looking NPC is a would-be assassin, even in an intelligence-oriented campaign. Many spy missions are boring, routine investigations. Unfortunately, such things do not often make for enjoyable role playing, and so the opposite extreme is too often used instead.





## ADAPTING PUBLISHED ADVENTURES

Published scenarios and adventures can be a great help to gamemasters. However, many published adventures were not designed with Intelligence Command player characters in mind. Therefore, the gamemaster may have to modify the adventure's plot significantly for an intelligence-oriented group or campaign. By adapting or expanding on the background information, published adventures can serve as an excellent backdrop for a spy adventure, even if that was not the author's intention. Gamemasters should add a less obvious, more interesting (from an Intelligence aspect) objective to the adventure. Some examples are given below.

Any adventure dealing with new or experimental equipment, such as a shipboard weapon system, transporter, or communicator, would definitely interest Star Fleet Intelligence, especially if the equipment were of non-Federation origin. Adding an Intelligence agent to the group or giving one character a dual identity as an Intelligence operative could add another element of intrigue to the story. The Intelligence agent may even have different objectives from those of the rest of the group.

Any adventure involving planets near the Romulan or Klingon border or within the Triangle could be modified for Star Fleet Intelligence Command agents. The gamemaster could inflate even the most minor incidents into Federation-endangering plots. Why did Captain Cyrano Jones land at a Klingon-controlled world right after leaving Federation space? Is there any connection between Jones and several secretly reported Klingon deaths?

Any adventure might give a Star Fleet Command (non-Intelligence) crew reason to contact an Intelligence agent, or vice versa. If it turns out that the agent knew about a certain danger but did not tell the group because of need-to-know, an interesting encounter might ensue. There is a little rivalry between Intelligence and the rest of Star Fleet, and this could be carefully developed into a series of minor, but annoying, encounters.

If the adventure is centered around a group of traders, Star Fleet Intelligence has been known to "encourage merchant ship captains to lend assistance temporarily". The player characters could find themselves involved in an adventure that they did not really want, usually in exchange for something. Certainly, a Star Fleet Intelligence agent could be a formidable friend or dangerous foe to the group's normal methods of operation.

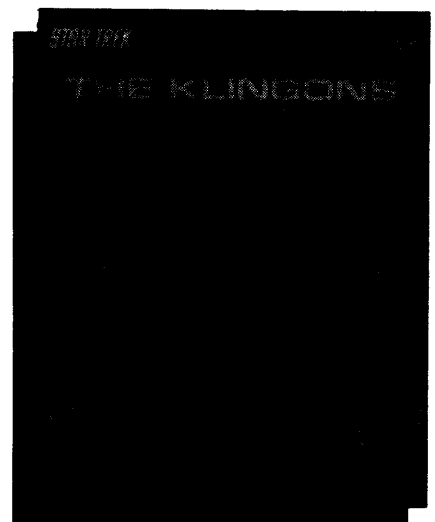
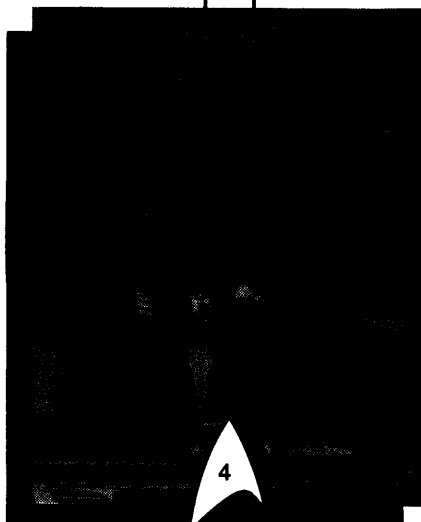
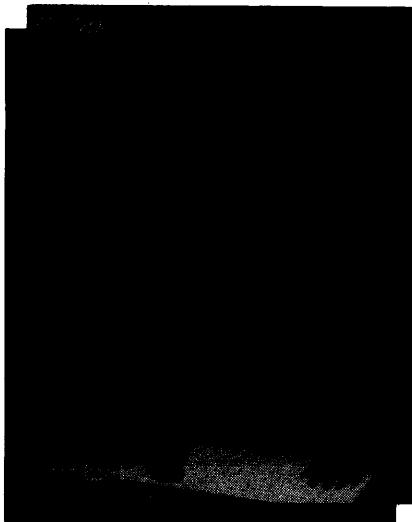
## TIE-IN ENCOUNTERS

Even if the gamemaster is not running an intelligence-oriented adventure or campaign, Intelligence personnel could still play active bit-parts. For example, some of the most interesting scientific research being done in the Federation is under Intelligence jurisdiction. Prisoners, whether political or criminal, occasionally escape and create assorted problems for their pursuers (and maybe bystanders as well). Klingon, Romulan, and Orion activities are always of interest to Star Fleet's agents in grey.

Any minor, routine encounter that would normally involve law enforcement officers could use Intelligence agents instead, provided a logical explanation is given for their presence. Merchants (player characters as well as NPCs) occasionally run afoul of various laws, and so they might attract Intelligence Command surveillance, particularly if they venture frequently into non-Federation space. Though innocent of any crimes, merchant player characters could be mistaken for someone else because they happened to be in the wrong place at the wrong time.

Perhaps Star Fleet Intelligence has placed a certain quadrant of space under temporary quarantine, right after the players' trader characters have picked up a valuable cargo destined for a planet in that sector. The group's financial ruin is assured if they fail to deliver, and hazard after hazard await them should they try to fulfill their contract. Or perhaps the group's Star Fleet vessel receives special instructions to respond immediately to the sector at emergency speed, with no reason given.

The gamemaster can use a moderate amount of spy-thriller tactics to help liven up any ST:RPG campaign that might be getting a bit dull. A dash of excitement and intrigue does tend to keep the juices flowing. However, keep in mind that if the group does not like the gamemaster's tactics, for whatever reason, they will probably let him know in no uncertain terms. At that point, some degree of mutual negotiation may be necessary, or the gamemaster may find the player characters themselves taking no prisoners.





# JUDGING ORGANIZATIONS

## INTELLIGENCE BASES

The Operating Forces of Star Fleet Intelligence Command are divided into ten sectors, and Star Fleet Intelligence maintains at least one installation within each sector. These bases can be either sector headquarters or field stations. When choosing which world should become a base, SFIC considers the planet's population size, starport facilities, and location. All Operating Forces Sectors are organized identically, but not every sector has an Activities Unit. There would be little need for a Tholian Activities Unit in Klingon Sector Intelligence, for example. (The following Intelligence Sector Tables list the Activities Units for each sector.) The headquarters houses all Technical Services Activities Units for that region of space, and each field station contains every corresponding Data Section. Each planet's star is noted in parenthesis.

Field operatives should remember that though these stations are places of safety, they are well-known to many inhabitants of the sector. Anyone frequenting such a station would lose his anonymity immediately. Of course, this is not a problem when operating from field stations at star bases. Intelligence agents assigned to star bases are not considered to be serving with the Star Fleet Headquarters Command just because they are at the star base.

### SECTOR 1, NW INTELLIGENCE

#### Activities Units:

Internal Activities Unit

**Headquarters:** Star Base 7      2.74N    4.26W

#### Bases:

Alpha Centauri (Al Rijil)	1.27N	2.92W
Andor (Epsilon Indi)	1.82N	2.22W
Bardex III (Bardex)	2.02N	3.21W
Cerberus (Eta Lupi)	6.66N	4.31W
Dadax (Dextera 273)	5.47N	0.25W
Darius III (Delta Darius)	0.34N	7.78W
Edo (Epsilon Minora)	0.51N	4.11W
Hurlin (Zeta Paor)	5.68N	6.33W
Izar (Epsilon Bootis)	4.37N	4.44W
Kadacohr (Kadass)	1.44N	3.41W
Koromond (Koromandas)	0.54N	1.24W
MAO III (MAO)	4.91N	2.34W
Maximilian (Zeta Geminorum)	3.28N	0.11W
Tellar (61 Cygni)	1.49N	1.91W
Terra (Sol)	1.23N	2.79W
Star Base 1	1.23N	2.79W
Star Base 4	1.23N	0.98W
Star Base 5	2.74N	1.23W
Star Base 6	3.23N	2.54W
Star Base 8	1.23N	4.98W
Star Base 16	5.70N	2.00W
Star Base 24	3.00N	6.00W

### SECTOR 2, NE INTELLIGENCE

#### Activities Units:

Gorn Activities Unit

Internal Activities Unit

Tholian Activities Unit

**Headquarters:** Star Base 3      0.51N    3.50E

#### Bases:

Cygnat XIV (Cygnus)	4.05N	0.41E
Marcus (6-23)	3.07N	3.28E
Planet Q (Bursar's Beacon)	1.89N	6.13E
Ramilles II (Ramilles)	5.37N	2.35E

### SECTOR 3, SE INTELLIGENCE

#### Activities Units:

Gorn Activities Unit

Internal Activities Unit

Klingon Activities Unit

Orion Activities Unit

Romulan Activities Unit

**Headquarters:** Star Base 15      3.77S    3.31E

#### Bases:

Aldebaran (Alpha Tauri)	2.01S	2.01E
Alphosa (Fabrini Green)	6.98S	2.57E
Argelius (Rho Magnin)	5.18S	1.97E
Regulus (Alpha Leonis)	3.99S	2.81E

### SECTOR 4, SW INTELLIGENCE

#### Activities Units:

Internal Activities Unit

Klingon Activities Unit

**Headquarters:** Star Base 14      3.74S    0.02W

#### Bases:

Adhara (Epsilon Canaris)	3.53S	2.26W
Betelgeuse (Alpha Orionis)	1.93S	1.96W
Catulla (Theta Pictoris)	1.15S	0.56W
Cochrane I (Zeta Riguli)	2.73S	5.28W
Jallamora (Trasenn 685)	0.36S	7.46W
Novoe Petrograd (Jaldiz)	1.34S	3.55W
Vulcan (40 Eridani)	0.09N	2.31W
Star Base 13	0.42S	1.46W

### ROMULAN SECTOR INTELLIGENCE

#### Activities Units:

Gorn Activities Unit

Internal Activities Unit

Romulan Activities Unit

**Headquarters:** Star Base 20      5.45S    6.46E

#### Bases:

Fenserck Major (Fencirce)	3.35S	8.15E
Ulindell (Weymith)	4.83S	7.34E
Star Base 17	2.61S	7.89E

### ORION SECTOR INTELLIGENCE

#### Activities Units:

Internal Activities Unit

Klingon Activities Unit

Orion Activities Unit

**Headquarters:** Star Base 12      8.34S    3.00E

#### Bases:

K'Ihrgynx (Ggramrudmin)	7.85S	0.71E
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## KLINGON SECTOR INTELLIGENCE

### Activities Units:

Internal Activities Unit  
Klingon Activities Unit  
Orion Activities Unit

**Headquarters:** Star Base 23      6.49S    2.50W

### Bases:

Chaidik	3.90S	5.87W
Thranstor	4.97S	2.23W
Star Base 22	5.56S	4.53W
Star Base 27	8.03S	0.42W

## TRIANGLE SECTOR INTELLIGENCE

### Activities Units:

Internal Activities Unit  
Klingon Activities Unit  
Orion Activities Unit  
Romulan Activities Unit

**Headquarters:** Star Base 10      8.55S    5.60E

### Bases:

Baker's World (Baker's Star)	9.50S	6.2E
Outpost 1	9.0S	4.5E
Outpost 2	8.0S	6.7E
Remfry (Zoeller)	10.4S	6.4E

## GORN SECTOR INTELLIGENCE

### Activities Units:

Gorn Activities Unit  
Internal Activities Unit  
Romulan Activities Unit

**Headquarters:** Star Base 18      0.22S    7.76E

**Bases:** None

## THOLIAN SECTOR INTELLIGENCE

### Activities Units:

Internal Activities Unit  
Tholian Activities Unit

**Headquarters:** Star Base 19      5.00N    3.00E

### Bases:

Familiarity (Beta Maxim 437)	6.31N	3.22E
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## FRONT ORGANIZATIONS

Below is a partial list of front organizations created by Star Fleet Intelligence Command for its field agents. All companies are staffed by personnel from various Front Organization Sections and/or civilian workers. In addition to giving cover identities to deep-cover operatives, many of these companies also provide needed services in their areas. Several even offer public stock, although shareholders are never aware of the company's primary function.

### Name: ACME STARSHIP MAINTENANCE, LTD.

**UFPSC Symbol:** AcStMt

*Home Office Location:* San Francisco, Terra

*Intelligence Station HQ:* Terra

*President/CEO:* Randolph Kling, Commodore

*CEO Intelligence Position:* Station Chief, Terra

*Chartering Organization:* UFP Securities and  
Exchange Commission

*Founding Date:* 2/2203.13

### Principal Divisions

*Division Name:* Intrasystems, Inc.

*Division Head:* Samuel Boniphant,  
Lieutenant Commander

*Intelligence Position:* Station Chief, Maximilian

*Chief Product:* Electronic Circuits

*Division Name:* Requip Operators

*Division Head:* Wujazk, Commander

*Intelligence Position:* Station Chief, Kadacohr

*Chief Product:* Starship Repair Servicing

**Stock Profile:** None

*Price/Date:* None

*Dividend:* None

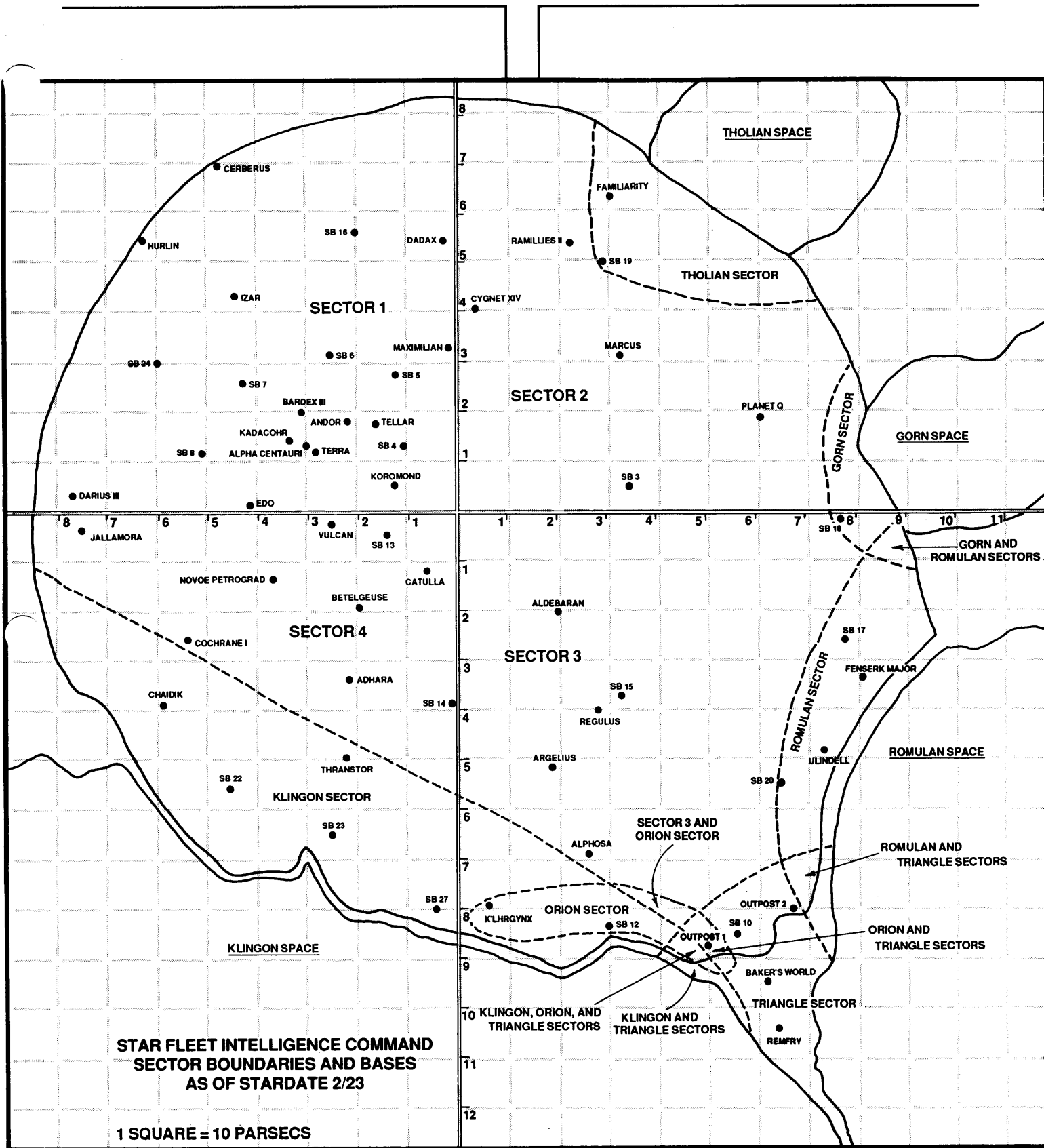
**Balance Sheet, Year Ended:** 2/2301

Not available

### Operations Summary:

One of Star Fleet Intelligence's newest front organizations, this company will be a major source of future cover identities within Sector 1 Intelligence. Most covers will deal with skills needed to make starship repairs.







**Name: AJAX INTERSTEL TOURS, LTD.****UFPSC Symbol:** AxISTu*Home Office Location:* New York, Terra*Intelligence Station HQ:* Star Base 17*President/CEO:* Stilad, Commodore*CEO Intelligence Position:* Station Chief, SB 17*Chartering Organization:* UFP Securities and  
Exchange Commission*Founding Date:* 2/1004.13**Principal Divisions***Division Name:* Gamma Guides*Division Head:* Wenk Ifftiss, Captain*Intelligence Position:* Front Organization Station  
Section Head, Star Base 17*Chief Product:* Interstellar Cruises*Division Name:* Fenserk Travel Agencies*Division Head:* Kujally, Commodore*Intelligence Position:* Station Chief, Fenserk Major*Chief Product:* Vacation Arrangements*Division Name:* FronTours*Division Head:* Erin Saksen, Commander*Intelligence Position:* Front Organization Section  
Head, Fenserk Major*Chief Product:* Planetary Tours**Stock Profile:** None*Price/Date:* None*Dividend:* None**Balance Sheet, Year Ended:** 2/2301

Not available

**Operations Summary:**

This front organization functions throughout Romulan Sector Intelligence. Cover identities are often designed for individuals with good vehicle and survival skills.

**Name: ALPHOSAN PRODUCTIONS CO.****UFPSC Symbol:** AlpPdc*Home Office Location:* Ximthaar, Alphosa*Intelligence Station HQ:* Alphosa*President/CEO:* Shisar Thon, Commander*CEO Intelligence Position:* Station Chief, Alphosa*Chartering Organization:* UFP Securities and  
Exchange Commission*Founding Date:* 2/1903.24**Principal Divisions***Division Name:* Holoways Labs*Division Head:* U Llangiwell, Captain*Intelligence Position:* Chief of Staff for Sector 3  
Chief of Field Operations*Chief Product:* Home Decorations*Division Name:* Minour Entertainment*Division Head:* John L. Tidwell, Commander*Intelligence Position:* Station Front Organization  
Head, Alphosa*Chief Product:* Greeting Cards**Stock Profile:** None*Price/Date:* None*Dividend:* None**Balance Sheet, Year Ended:** 2/2301

Not available

**Operations Summary:**

This front organization operates throughout Sector 3 Intelligence. Cover identities are often designed for agents with artistic talent.

**Name: ARCADIA TRANSTATORS ET CIE****UFPSC Symbol:** ArcTrn*Home Office Location:* Ectair*Intelligence Station HQ:* Star Base 20*President/CEO:* Liz Bywall, Admiral*CEO Intelligence Position:* Romulan Sector Chief of  
Field Operations*Chartering Organization:* UFP Securities and  
Exchange Commission*Founding Date:* 2/1608.12**Principal Divisions:** None**Stock Profile:** None*Price/Date:* None*Dividend:* None**Balance Sheet, Year Ended:** 2/2301

Not available

**Operations Summary:**

This front organization operates throughout Romulan Sector Intelligence. Cover identities are often designed for agents with electronics and related skills.

**Name: CONESTOGA TERRAFORMING, A.G.****UFPSC Symbol:** CnsTrr*Home Office Location:* Kansas City, Terra*Intelligence Station HQ:* Remfry*President/CEO:* Serenity Cedrus, Commander*CEO Intelligence Position:* Station Chief, Remfry*Chartering Organization:* UFP Securities and  
Exchange Commission*Founding Date:* 2/0203.09**Principal Divisions***Division Name:* Resources Development*Division Head:* Terry Cahn, Lieutenant Commander*Intelligence Position:* Station Front Organization  
Head, Baker's World*Chief Product:* Terraforming Services*Division Name:* Transportation Experts*Division Head:* Semak, Lieutenant Commander*Intelligence Position:* Station Chief, Baker's World*Chief Product:* Cargo Transport**Stock Profile:** None*Price/Date:* None*Dividend:* None**Balance Sheet, Year Ended:** 2/2301

Not available

**Operations Summary:**

This front organization serves special projects within Triangle Sector intelligence. Cover identities are often designed for agents with starship operation skills.

**Name: COUTURIER NOUVEAU PARISIEN****UFPSC Symbol:** CuNuvP*Home Office Location:* New Paris*Intelligence Station HQ:* Jallamora*President/CEO:* Richard Sveinson, Commander*CEO Intelligence Position:* Station Chief, Jallamora*Chartering Organization:* UFP Securities and  
Exchange Commission*Founding Date:* 2/1503.23**Principal Divisions***Division Name:* Avanti Fashions*Division Head:* Taylor Killarney, Lieutenant*Intelligence Position:* Station Special Equipment  
Head, Jallamora*Chief Product:* Clothing*Division Name:* Styles Unlimited*Division Head:* Shelley Ranilla,

Lieutenant Commander

*Intelligence Position:* Station Chief,

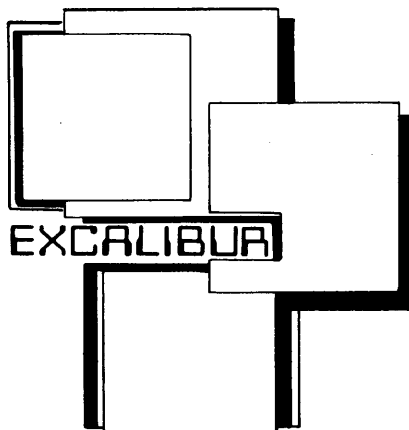
Novoe Petrograd

*Chief Product:* Clothing**Stock Profile:** None*Price/Date:* None*Dividend:* None**Balance Sheet, Year Ended:** 2/2301

Not available

**Operations Summary:**

This front organization operates throughout Sector 4 Intelligence. Cover identities are often designed for agents with artistic or administrative skills.

**Name: EXCALIBUR HOLOCUBES, INC.****UFPSC Symbol:** Unchartered*Home Office Location:* New Valdis, Familiarity*Intelligence Station HQ:* Familiarity*President/CEO:* Arlen Glover, Commodore*CEO Intelligence Position:* Tholian Sector Chief of  
Field Operations*Chartering Organization:* None*Founding Date:* 2/0808.29**Principal Divisions:** None**Stock Profile:** None*Price/Date:* None*Dividend:* None**Balance Sheet, Year Ended:** 2/2301

Not available

**Operations Summary:**

Once part of Sector 2 Intelligence, this front organization now operates throughout Tholian Sector Intelligence. Cover identities are often designed for agents with electronic or merchant-oriented skills.

**Name: INTRA-GALACTIC FREEDOM LEAGUE****UFPSC Symbol:** Unchartered*Home Office Location:* Tilton, Chaidik*Intelligence Station HQ:* Chaidik*President/CEO:* Grobbin Ghundertmargh, Captain*CEO Intelligence Position:* Chief of Staff for Klingon  
Sector Chief of Field Operations*Chartering Organization:* None*Founding Date:* 2/1512.23**Principal Divisions:** None**Stock Profile:** None*Price/Date:* None*Dividend:* None**Balance Sheet, Year Ended:** 2/2301

Not available

**Operations Summary:**

This front organization is a Klingon Sector Intelligence quasi-political group, whose apparent purpose is to promote peace at any cost. Cover identities are often designed for people with leadership or bribery skills.

**Name: INTERSTELLAR IMPORT/EXPORT, PLC.****UFPSC Symbol:** IslmXp*Home Office Location:* Flaxis, Alpha Centauri VII*Intelligence Station HQ:* Star Base 7*President/CEO:* Sandra M. J. Entwistle, Admiral*CEO Intelligence Position:* Sector 1 Chief of Field  
Operations*Chartering Organization:* UFP Securities and  
Exchange Commission*Founding Date:* 2/0501.03**Principal Divisions***Division Name:* Terran Operations*Division Head:* D. J. Frick, Lieutenant Commander*Intelligence Position:* Station Front Organization  
Head, Star Base 1*Chief Product:* Merchandise Import/Export*Division Name:* Andorian Operations*Division Head:* Bobby E. Matyka,

Lieutenant Commander

*Intelligence Position:* Station Chief, Bardex III*Chief Product:* Merchandise Import/Export*Division Name:* Alpha Centauran Operations*Division Head:* Adrian W. Welsh, Commander*Intelligence Position:* Station Chief, Star Base 4*Chief Product:* Merchandise Import/Export*Division Name:* Tellarite Operations*Division Head:* Jacob Wesley-Dopilka,

Lieutenant Commander

*Intelligence Position:* Station Chief, Star Base 8*Chief Product:* Merchandise Import/Export**Stock Profile:** None*Price/Date:* None*Dividend:* None**Balance Sheet, Year Ended:** 2/2301

Not available

**Operations Summary:**

This corporation is the primary front organization for Sector 1 Intelligence. It can provide cover identities for persons with any skills.



**Name: INTERSTELLAR TECHNOLOGIES INSTITUTE****UFPSC Symbol:** ISTI*Home Office Location:* Washbury, Ballard's Mint*Intelligence Station HQ:* Star Base 10*President/CEO:* Martin E. Wildermuth,  
Lieutenant Commander*CEO Intelligence Position:* Chief of Staff for Triangle  
Sector Chief of Field Stations*Chartering Organization:* Triangle Independents  
Trading Council*Founding Date:* 2/1407.19**Principal Divisions***Division Name:* Rabelco*Division Head:* Schill, Lieutenant*Intelligence Position:* Station Special Equipment  
Head, Outpost 1*Chief Product:* Robotics Research*Division Name:* Projects Division*Division Head:* Raymon K. Koenig, Commander*Intelligence Position:* Station Special Equipment  
Head, Outpost 2*Chief Product:* Kitchen Gadgets**Stock Profile:** None*Price/Date:* None*Dividend:* None**Balance Sheet, Year Ended:** 2/2301

Not available

**Operations Summary:**

This is the primary front organization for Triangle Sector Intelligence. It can provide cover identities for agents with any skills.

**Name: MINIMAX OPTICON CORPORATION****UFPSC Symbol:** MmxOpt*Home Office Location:* Rigel VIII*Intelligence Station HQ:* Star Base 12*President/CEO:* M. G. Baca, Captain*CEO Intelligence Position:* Orion Sector Chief of  
Field Operations*Chartering Organization:* Orion Colonial Securities  
Board*Founding Date:* 2/2206.07**Principal Divisions***Division Name:* Minimax Manufacturing*Division Head:* John B. MacLaughlin, Commander*Intelligence Position:* Station Chief, K'Ihrgynx*Chief Product:* Optical Aids**Stock Profile:** None*Price/Date:* None*Dividend:* None**Balance Sheet, Year Ended:** 2/2301

Not available

**Operations Summary:**

This is one of the newest and most secretive Star Fleet Intelligence Command front organizations, and it is actually chartered by the Orion government. Indeed, Minimax marks a significant breakthrough in front organization secrecy. It can provide cover identities for agents with merchant-oriented skills. Deep-cover agents using this front must have a minimum SECLAR of 5.

**Name: O'MORION BROTHERS, FREETRADERS****UFPSC Symbol:** Not traded*Home Office Location:* Marcus*Intelligence Station HQ:* Star Base 3*President/CEO:* Arturo Santo LaChance,  
Lieutenant Commander*CEO Intelligence Position:* Station Chief, Ramilles II*Chartering Organization:* None*Founding Date:* 2/2306.14**Principal Divisions***Division Name:* Trapezoid Trading*Division Head:* Brian Karpyne, Lieutenant*Intelligence Position:* Station Front Organization  
Head, Rammillies II*Chief Product:* Merchandise Import/Export*Division Name:* Knickknack Shipping*Division Head:* Robert A. Clarke, Lieutenant*Intelligence Position:* Station Front Organization  
Head, Star Base 3*Chief Product:* Merchandise Import/Export**Stock Profile:** None*Price/Date:* None*Dividend:* None**Balance Sheet, Year Ended:** 2/2301

Not available

**Operations Summary:**

This front organization is the primary front organization for Sector 2 Intelligence. Cover identities are available for persons with any skills.

**Name: SOUTHERN SKIES STARLINES, INC.****UFPSC Symbol:** SuSkSt*Home Office Location:* Thrantor*Intelligence Station HQ:* Star Base 23*President/CEO:* Chuck L. Winslow, Commodore*CEO Intelligence Position:* Klingon Sector Chief of  
Field Stations*Chartering Organization:* UFP Securities and  
Exchange Commission*Founding Date:* 2/1405.24**Principal Divisions***Division Name:* Westlines Division*Division Head:* C. S. Mooningham, Captain*Intelligence Position:* Station Front Organization Head,  
Star Base 22*Chief Product:* Passenger Transportation*Division Name:* Eastlines Division*Division Head:* Steven G. Chumbley, Commander*Intelligence Position:* Station Front Organization Head,  
Star Base 27*Chief Product:* Passenger Transportation**Stock Profile:** None*Price/Date:* None*Dividend:* None**Balance Sheet, Year Ended:** 2/2301

Not available

**Operations Summary:**

This front organization operates throughout Klingon Sector Intelligence. It can provide cover identities for agents with merchant- or starship-operating skills.

**Name: VIKING INDUSTRIES, INC.****UFPSC Symbol:** Vklnd*Home Office Location:* Deneb*Intelligence Station HQ:* Star Base 18*President/CEO:* Guy J. W. Albery-Aleissa,  
Commander*CEO Intelligence Position:* Gorn Sector Chief of Field  
Operations*Chartering Organization:* UFP Securities and  
Exchange Commission*Founding Date:* 2/0110.23**Principal Divisions:**

None

**Stock Profile:** 2B10*Price/Date:* 28.00 Cr on 2/2306.01*Dividend:* 0.95 Cr**Balance Sheet, Year Ended:** 2/2301

<i>Cash</i>	<i>Assets</i>	<i>Liabilities</i>	<i>Ratio</i>
5 MCr	48 MCr	30 MCr	1.39

**Operations Summary:**

Used throughout Gorn Sector Intelligence, this front organization is somewhat unusual because it offers common stock. Stockholders believe that Viking manufactures prerecorded computer data carts. The company can provide cover identities for agents with merchant-oriented or artistic skills.

**Name: WIDESTAR CARGO TRANSPORTERS, S.A.****UFPSC Symbol:** WdStCT*Home Office Location:* Tellar*Intelligence Station HQ:* Star Base 12*President/CEO:* William Etz, Captain*CEO Intelligence Position:* Orion Sector Chief of Overt  
Operations*Chartering Organization:* UFP Securities and  
Exchange Commission*Founding Date:* 2/0407.24**Principal Divisions***Division Name:* Rigelliners*Division Head:* M. A. McEndree, Commander*Intelligence Position:* Station Front Organization  
Head, Star Base 12*Chief Product:* Cargo Transportation*Division Name:* Interstar Delivery*Division Head:* Ronald M. Owen, Lieutenant*Intelligence Position:* Station Front Organization  
Head, K'Ihrgynx*Chief Product:* Cargo Transportation**Stock Profile:** None*Price/Date:* None*Dividend:* None**Balance Sheet, Year Ended:** 2/2301

Not available

**Operations Summary:**

This front organization operates throughout Orion Sector Intelligence. It can provide cover identities for agents with merchant, administrative, or starship operation skills.

**MAJOR ONGOING MISSIONS**

At any given moment, Star Fleet Intelligence Command is conducting a number of major intelligence missions. Following is a partial list of current cases, force tasks, projects, and operations, with pertinent data for each.

**Mission Code Name: OPERATION AMBERGRIS****SECLAR:** 4**Case/Contact Officer:** Lieutenant Commander Semak**Mission Classification:** Investigation**Intelligence Sector/Base:** Triangle Sector  
Intelligence/Baker's World**Case Briefing Summary:**

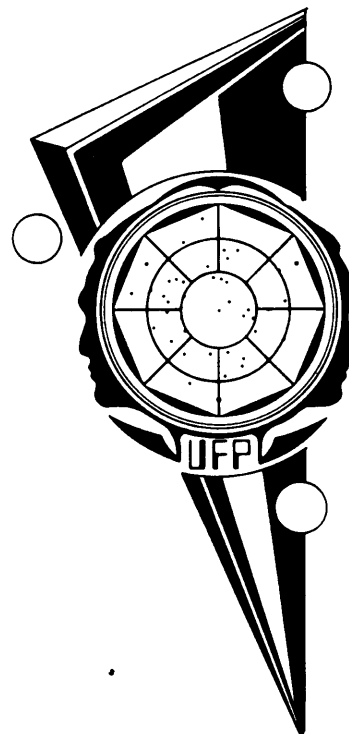
The planet Morning Garden, a trade associate of the Triangle's Affiliation of Outer Free Worlds, has been the scene of several recent murders, including that of a Klingon Imperial. Because of the populace's generally pacifistic nature, such events are unusual. Although the planet's ruling body, the Gathering of Advisors, has no formal relations with the Federation, they have called in Star Fleet (unofficially) to investigate the deaths. This is a surprising concession, and the task group should be as helpful as possible, while maintaining a low profile.

**Other Data:**

The gamemaster will find world log and limited information on Morning Garden in FASA's **The Triangle** supplement. The gamemaster should also prepare additional details, NPCs, and the circumstances and motivations surrounding the deaths.

**Current Status:**

Available for task group assignment.





**Mission Code Name: OPERATION ANGEL WATCH****SECLAR: 5****Case/Contact Officer:** Commodore Chuck L. Winslow**Mission Classification:** Infiltration/Termination**Intelligence Sector/Base:** Klingon and Orion Sectors  
Intelligence**Case Briefing Summary:**

Among the many *kuve*, or slave, races of the Klingon Empire, there are many intelligent, freedom-seeking beings willing to combat their Klingon masters if provided with equipment and resources. These beings can also sow confusion and mayhem on colony worlds where several rivaling Klingon lines share control. The planet Kuthal, just within the Klingon border near the Triangle, offers precisely these conditions. Though an insignificant backwater in many respects, it could serve as an ideal site to affect Klingon politics.

The assignment is to smuggle an assortment of Klingon hand weapons (mostly acquired from Orion traders) onto Kuthal. Agents will arm and train members of the Kuthalian race as a prelude to kidnapping and killing the planet's Klingon Military Governor and most of his staff. The blame will be placed on the second-in-command to create dissent between competing families.

**Other Data:**

The gamemaster must generate and populate the world of Kuthal, as well as create appropriate details describing the Klingon political situation there. He should also prepare in advance tactical maps showing the Klingon military bases, major NPCs, and other background information, being sure to keep all facts consistent with **The Klingons** supplement.

**Current Status:**

Available for task group assignment.

**Mission Code Name: OPERATION BERMUDA****SECLAR: 4****Case/Contact Officer:** Admiral chiGuy Teurook**Mission Classification:** Investigation**Intelligence Sector/Base:** Orion Sector Intelligence/  
StarBase 27**Case Briefing Summary:**

The Federation has lost an unusually high number of starships in the Selka system, which has had an adverse effect on trade. Not only has the loss of ships discouraged growth and development of the region, but the situation has become politically embarrassing for the Federation as well. Investigate and, if possible, correct the situation.

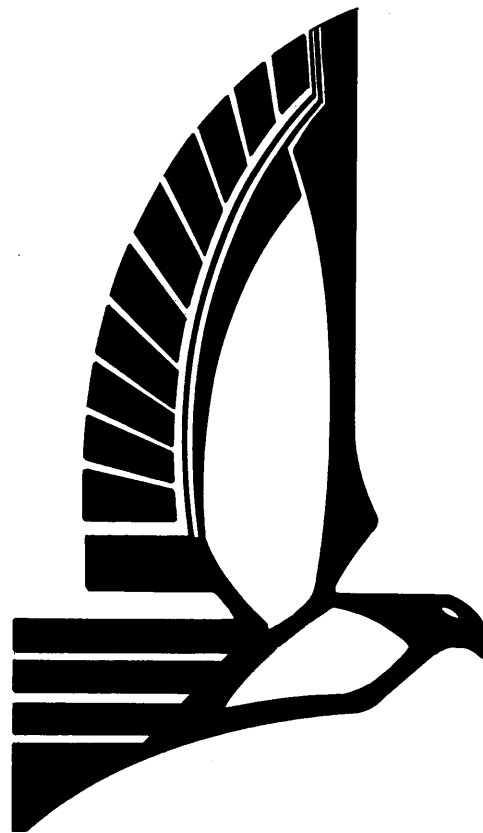
**Other Data:**

Though never referred to by name, this mission provides the main storyline for the FASA adventure **The Mines of Selka**. Though the gamemaster might find it helpful to refer to that book, he may also choose to create entirely new details for the assignment.

This mission is unusual for two reasons. First, the group's briefing takes place at Star Base 27, even though that base is within the jurisdiction of Klingon Sector Intelligence. Also, the Contact Officer is a Star Fleet Base Commandant and not a member of the Intelligence Command.

**Current Status:**

Available for task group assignment.

**Mission Code Name: CASE BRASS IDOL****SECLAR: 7****Case/Contact Officer:** Lieutenant Commander  
Adamm Stone**Mission Classification:** Recovery**Intelligence Sector/Base:** Romulan Sector/Daran V**Case Briefing Summary:**

A Romulan battlecruiser captured during the Romulan War is in storage as a museum ship at Memory Alpha. No one there knows the vessel's true history, believing it to be an unsuccessful Federation prototype. Unfortunately, someone must have discovered its true identity, because the vessel has been stolen. It must be recovered before the thieves can refit it with new weapons and propulsion systems used for military purposes.

**Other Data:**

This assignment constitutes the main storyline for the FASA adventure **Old Soldiers Never Die**, though the players will not realize this until the adventure is well underway. The only major difference is that the adventure does not use Intelligence personnel as player characters. The adventure book would help a gamemaster run this assignment, but he could also make up his own details.

**Current Status:** Available for task group assignment.

**Mission Code Name: OPERATION BREWSTER****SECLAR: 5****Case/Contact Officer:** Commodore Randolph Kling**Mission Classification:** Transportation**Intelligence Sector/Base:** Sector 1 Intelligence/Terra**Case Briefing Summary:**

The premier of a world rich in rubidium is on a combined diplomatic/sightseeing tour of the inner Federation. Rubidium is used in certain high-tech scientific and medical applications, but the limited quantities available have restricted its use in research. The premier's world, though within Federation space, is not a member of the Federation. He is currently considering petitioning for membership, which would strongly please the UFP Diplomatic Affairs Bureau. Unfortunately, he has several political enemies who would *not* like to see his world join. The assignment is to protect the premier's and his party's lives.

**Other Data:**

The gamemaster is free to generate and establish the location of the premier's planet. He should also prepare NPCs, a tour itinerary, and other background in advance. The nature and composition of the assassination attempts (if any) are left to the gamemaster's discretion and imagination.

**Current Status:**

Available for task group assignment.

**Mission Code Name: OPERATION BUCHMANN****SECLAR: 6****Case/Contact Officer:** Unspecified**Mission Classification:** Surveillance**Intelligence Sector/Base:** Klingon Sector Intelligence**Case Briefing Summary:**

The purpose of this mission is to survey the outer frontiers of Federation space for dangerous levels of Berthold radiation, which can disintegrate Humanoid tissue within 72 hours. This comprehensive survey will also determine whether affected areas have any strategic military value to either the UFP or the Klingon Empire.

**Other Data:**

The amount of funds, personnel, and equipment allocated to this operation is much larger than what would be normal for such an assignment. Although there has been no internal investigation as yet, the Office of the Auditor General may soon be investigating this operation's activities for possible fiscal irresponsibility.

**Current Status:**

Underway; all necessary personnel have already been assigned.

**Mission Code Name: PROJECT DEEPTRENCH****SECLAR: 4****Case/Contact Officer:** Lieutenant Commander

Valentina P. Ilianov

**Mission Classification:** Surveillance**Intelligence Sector/Base:** Orion and Klingon Sectors

Intelligence/Star Bases 12 and 27

**Case Briefing Summary:**

Project Deeptrench is assigned to monitor the activities of various Orion clans. Numerous independent deep-cover task groups serving with the Orion Sector are already assigned to the project.

**Other Data:**

Though not referred to by name, this assignment is mentioned in the FASA adventure **The Mines of Selka**. Instead of having the Intelligence player characters investigate the Selka system, they could continue this project instead. The adventure book would be somewhat helpful, but not necessary to run this assignment.

**Current Status:** Available for task group assignment.

**Mission Code Name: PROJECT ECHO BRAVO****SECLAR: 5****Case/Contact Officer:** Captain U Llangiwell**Mission Classification:** Not applicable (Research)**Intelligence Sector/Base:** Sector 3 Intelligence,

in conjunction with the Office of Planning and Research

**Case Briefing Summary:**

Engineers are working to create a new technological breakthrough in subspace communications. Their goal is to develop subspace equipment capable of boosting transmission speed from Warp 15 to approximately Warp 30.

**Other Data:**

This is an ongoing research project of major importance. To date, there has been little success.

**Current Status:**

Research in progress.

**Mission Code Name: PROJECT FARSIGHT****SECLAR: 6****Case/Contact Officer:** Admiral X. W. Summers**Mission Classification:** Surveillance**Intelligence Sector/Base:** Romulan Sector Intelligence/

Star Base 20

**Case Briefing Summary:**

A classified intelligence-gathering installation operates within the Romulan Neutral Zone. Located on a planetoid, the base is manned by Intelligence agents monitoring Romulan warship activity deep within Romulan space.

**Other Data:**

This assignment is derived from background information contained in the FASA adventure **Where Has All The Glory Gone?** In that booklet, the player characters (non-Intelligence starship crewmembers) believe that they are coming to the aid of the planetoid base, discovering only later that they are rescuing Romulans. To adapt this adventure, the players' group could actually come to a SFIC installation's aid, and/or an Intelligence group could replace the characters provided in the book. Though helpful, the adventure booklet is not necessary to run this assignment.

**Current Status:**

Available for task group assignment.



**Mission Code Name: PROJECT HONORBOUND****SECLAR: 7****Case/Contact Officer:** Commander Shan Tharon**Mission Classification:** Recovery**Intelligence Sector/Base:** Triangle and Romulan Sector Intelligence**Case Briefing Summary:**

Agents should make efforts to locate and befriend Romulan *k'manatri*, outcasts from Romulan Empire society. Star Fleet Intelligence realizes that *K'manatri* may have intelligence value that should be exploited.

**Other Data:**

This assignment provides the main storyline for the FASA adventure **The Outcasts**. The only major difference is that the adventure does not specify Intelligence personnel as player characters. The book would help a gamemaster run this assignment, but he could also make up his own details. Having **The Romulans** supplement would also be very helpful.

**Current Status:**

Available for task group assignment.

**Mission Code Name: PROJECT KELLY RUNNER****SECLAR: 5****Case/Contact Officer:** Lieutenant Commander Sporik**Mission Classification:** Surveillance/Recovery**Intelligence Sector/Base:** Orion Sector Intelligence/  
Star Base 12**Case Briefing Summary:**

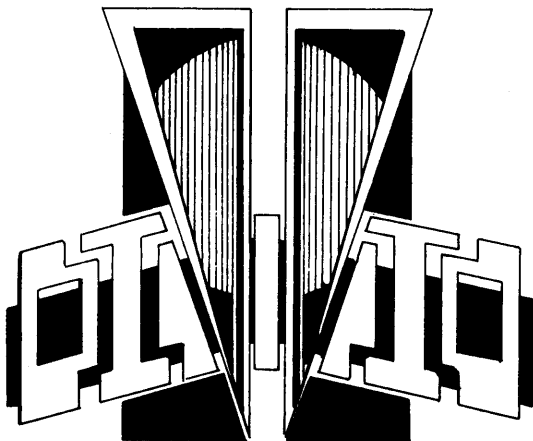
This mission is assigned to coordinate efforts to locate and seize Orion starships and crews that traffic in Green slavery within Federation space.

**Other Data:**

Numerous independent deep-cover task groups serving with Orion Sector are conducting surveillance or raiding missions for this project.

**Current Status:**

Available for task group assignment.

**Mission Code Name: OPERATION PEREGRIN****SECLAR: 3****Case/Contact Officer:** Lieutenant Commander  
Arturo S. LaChance**Mission Classification:** Investigation**Intelligence Sector/Base:** Sector 2 Intelligence**Case Briefing Summary:**

According to an unidentified merchant, the dilithium-cracking station on the uninhabited Type K planet of LKC-8099 has exploded, decimating half a continent. The possibility exists that the cause was not natural. Because of the importance of that outpost, Star Fleet Intelligence has taken over the investigation.

**Other Data:**

The gamemaster is free to generate and establish the location of LKC-8099, as well as any tactical maps and the actual cause of the explosion.

**Current Status:**

Available for task group assignment.

**Mission Code Name: PROJECT TAPESTRY****SECLAR: 6****Case/Contact Officer:** Captain Slavik**Mission Classification:** Surveillance/Infiltration**Intelligence Sector/Base:** Romulan and Triangle Sectors Intelligence**Case Briefing Summary:**

The overall assignment of this mission is to discover more information on the Romulan Star Empire's internal political structure. Agents are also to uncover possible means of infiltrating and subverting elements of the Empire. Assignments include interrogating freetraders and any others who have had direct contact with the Star Empire, and closely monitoring subspace communication for additional clues.

**Other Data:**

The gamemaster should create additional details that conform to **The Romulans** supplement.

**Current Status:**

Available for task group assignment.



## COMMAND POSITIONS

There are many different positions within Star Fleet Intelligence Command. For convenience, the most important are listed below to help the gamemaster figure out who is who.

### CHIEF OF STAR FLEET INTELLIGENCE COMMAND

This is the highest-ranking individual in Star Fleet Intelligence Command. There is only one Chief, and he always has a Chief of Staff.

### DEPUTY CHIEF

There are three Deputy Chiefs: one for the Administration Division, one for the Plans and Policies Division, and one for the Operations Division. They are the second-highest-ranking officers in Star Fleet Intelligence, and are responsible for their respective Divisions. Each officer always has a Chief of Staff.

### ASSISTANT DEPUTY

There are four Assistant Deputies: one for the Administration Division, one for the Plans and Policies Division, one for the Operating Forces Subdivision of the Operations Division, and one for the Technical Services Subdivision of the Operations Division. They are the seconds-in-command to their Deputy Chiefs. These officers are usually assigned a Chief of Staff. All Operating Forces Sector Chiefs are ultimately responsible to the Assistant Deputy of Operating Forces.

### DIVISION CHIEF

There are eleven Division Chiefs, and each one is in charge of an office in the Administration or Plans and Policies Division. All these officers have a Chief of Staff.

### CHIEF OF STAFF

These officers work directly with high-echelon commanding officers to administer the vast crew of subordinates under that officer. In a sense, they serve as super-yemen to their commanders. Their authority varies with how much authority their immediate superior has. The Chief of Staff for the Chief of Star Fleet Intelligence has much more responsibility and clout than does the Chief of Staff for a Division Chief.

### SECTOR CHIEF OF FIELD STATIONS

Each of the ten Operating Forces Sectors has a sector chief. This officer supervises the maintenance of all Intelligence bases within his sector and ensures that enough resources are available. These officers are normally based at the Sector Headquarters, and usually have a Chief of Staff.

### SECTOR CHIEF OF FIELD OPERATIONS

All ten Operating Forces Sectors have a Sector Chief of Field Operations, the officer responsible for all field missions and everything else not handled by the Field Station Sector Chief. He is similar to a starship commander, in that both decide who does what and how it will be done. In theory, the Field Station and Field Operations Sector Chiefs have equal authority and responsibility; in practice, the Field Operations Sector Chief makes the final decisions. These officers normally are based at the Sector Headquarters and usually have a Chief of Staff.

### SECTOR CHIEF OF OVERT OPERATIONS

Each of the ten Operating Forces Sectors also has a Sector Chief of Overt Operations. Normally based at the Sector Headquarters, this officer is in charge of all public information, counterintelligence, and unclassified information acquisition duties for his entire sector. This officer's direct superior is the Section Chief of Field Operations.

### SECTOR CHIEF OF COVERT OPERATIONS

Each of the ten Operating Forces Sectors also has one of these. This officer supervises all special equipment distribution, front organizations, informant liaisons, and deep-cover operations for his entire Operating Forces Sector. This officer's direct superior is the Sector Chief of Field Operations. These officers are normally based at their Sector Headquarters.

### SECTOR SECTION HEADS

Each Operating Forces Sector has seven Sector Section Heads, one for each Field Operations Section: Public Information and Affairs, Counterintelligence, Unclassified Information Acquisition, Special Equipment, Informant Liaison, Front Organization, and Deep-Cover Operations. For example, the Sector Counter-Intelligence Head is responsible for all counterintelligence activities in his sector. Sector Section Heads for the first three sections are responsible to the Sector Chief of Overt Operations, and Sector Section Heads for the last four sections are responsible to the Sector Chief of Covert Operations. These officers are normally based at the Sector Headquarters.

### STATION CHIEF

Each Intelligence base has a Station Chief, who is responsible for all activities taking place from his installation. This officer's direct superior is the Sector Chief of Field Stations. These officers are based at their respective stations.

### STATION SECTION HEAD

Each Intelligence base has seven Station Section Heads, though in small bases, the Station Section Head might be the only member of his section. These officers have the same responsibilities as Sector Section Heads, except the authority of a Station Section Head extends only to his own installation. All Station Section Heads are directly responsible to their Station Chief. These officers are stationed at their respective bases.

# SENIOR PERSONNEL

## SELECTED PERSONNEL ROSTER

The list below gives the names, positions, and regular duty stations of numerous Star Fleet Intelligence personnel. If he wishes, the gamemaster may alter these NPCs' duty stations. Officers with an asterisk preceding their name have dossiers in this publication. Refer to **The Mines of Selka** and **The Triangle Campaign** for dossiers on Star Fleet Intelligence agents.



### INTELLIGENCE PERSONNEL

Position	Officer	Location
*Chief of Star Fleet Intelligence	Admiral Dexter O. Armbruster	Star Base 7
ADMINISTRATION DIVISION		
*Deputy Chief of Administration	Admiral Oki Gwamningdo	Terra
*Division Chief, Public Affairs	Commander Jon Eaglefeather	Terra
*Division Chief, Auditor General	Commodore Cory T. Jinsik	Edo
*Division Chief, Legislative Affairs	Commodore Margaret I. Kuykendall	Terra
*Division Chief, Logistics	Commodore Glynis O'Donoghue	Luna
*Division Chief, Financial Management	Captain Salon	Sol IV
*Field Investigator (Auditor General)	Lieutenant Robyn E. Blackwell	Star Base 1
*Field Investigator (Auditor General)	Lieutenant Commander David A. St. James	Star Base 7
PLANS AND POLICIES DIVISION		
*Deputy Chief of Plans and Policies	Admiral Carson K. Bass	Terra
*Division Chief, Internal Liaison	Captain Tier Arooth	Luna
*Division Chief, Resource Management	Captain Paul H. Crandall	Alpha Centauri
*Division Chief, Policy Development	Commodore Bodo L. Gruen	Colony Five
*Division Chief, Intelligence Reserve	Commander Navar Nichols	Sol III
*Division Chief, Planning and Research	Admiral Armstrong D. J. Talbot-Maxwell	Luna
*Division Chief, Intelligence Evaluation	Admiral Harvey C. Wellington	Terra
*Field Equipment Technician (Planning and Research)	Captain Gustavus L. Barbero	Star Base 17
*Field Equipment Technician (Planning and Research)	Captain Rebecca N. Desjardin	Star Base 13
*Field Equipment Technician (Planning and Research)	Lieutenant Commander Zephram Ixiter	Star Base 24
*Field Equipment Technician (Planning and Research)	Captain Sellachevo Kaparthi	Star Base 8
*Junior Policy Analyst (Policy Development)	Lieutenant, jg Sonar	Terra
*Policy Analyst (Policy Development)	Lieutenant Sporrul	Vulcan
OPERATIONS DIVISION		
*Deputy Chief of Operations	Admiral T'Strella	Vulcan
*Chief of Staff, Deputy Chief of Operations	Commander Jonathan O. Galt	Vulcan
*Assistant Deputy, Technical Services	Commodore Alexander H. Jones	Star Base 1
*Assistant Deputy of Operating Forces	Admiral Reiji Putanna	Star Base 8
Sector 1 Intelligence		
Sector Chief of Field Operations	Admiral Sandra M. J. Entwhistle	Star Base 7
Station Chief	Lieutenant Commander Samuel Boniphant	Maximilian
Station Chief	Lieutenant Commander Jacob Wesley-Dopilka	Star Base 8
Station Chief	Commodore Randolph Kling	Terra
Station Chief	Lieutenant Commander Bobby E. Matyka	Bardex III
Station Chief	Commander Adrian W. Welsh	Star Base 4
Station Chief	Commander Wujazk	Kadacohr
Station Front Organization Head	Lieutenant Commander D. J. Frick	Star Base 1
Sector 2 Intelligence		
Sector Chief of Field Operations	Admiral J. L. Kilgore	Star Base 3
Station Chief	Lieutenant Commander Arturo Santo LaChance	Ramilles II
Station Front Organization Head	Lieutenant Brian Karpynec	Ramilles II
Station Front Organization Head	Lieutenant Robert A. Clarke	Star Base 3
Sector 3 Intelligence		
Chief of Staff, Sector Chief of Field Operations	Captain U Llangiwell	Star Base 15
Station Chief	Commander Shisar Thon	Alphosa
Station Front Organization Head	Commander John L. Tidwell	Alphosa

# INTELLIGENCE PERSONNEL (Continued)

Position	Officer	Location
<i>Sector 4 Intelligence</i>		
Station Chief	Lieutenant Commander Shelley Ranilla	Novoe Petrograd
Station Chief	Commander Richard Sveinson	Jallamora
Special Equipment Station Head	Lieutenant Taylor Killarney	Jallamora
<i>Romulan Sector Intelligence</i>		
Sector Chief of Field Operations	Admiral Liz Bywall	Star Base 20
Sector Chief of Field Stations	Admiral X. W. Summers	Star Base 20
Station Chief	Commodore Kujally	Fenserk Major
*Station Chief	Captain Slavitt	Star Base 20
Station Chief	Commodore Stilad	Star Base 17
*Case/Contact Officer	Lieutenant Commander Therita Sharin	Fenserk Major
Station Front Organization Head	Commander Erin Sacksen	Fenserk Major
Station Front Organization Head	Captain Wenk Iftiss	Star Base 17
*Station Special Equipment Head	Commander Geoffrey W. Genqona	Star Base 20
*Deep-Cover Operations Station Head	Lieutenant Commander Edward K. Banner	Star Base 20
*Case/Contact Officer	Lieutenant Thom U. Pell	Star Base 20
Case/Contact Officer	Lieutenant Commander Lava Hughulagh	Uindell
Special Inquiries Officer	Commander Shan Tharon	Star Base 20
<i>Orion Sector Intelligence</i>		
Sector Chief of Field Stations	Captain Jim R. Lamb, Sr.	Star Base 12
Sector Chief of Field Operations	Captain M. G. Baca	Star Base 12
Sector Chief of Overt Operations	Captain William Etz	Star Base 12
*Station Chief	Commander Yvette Carceaux	Star Base 12
*Case/Contact Officer	Lieutenant Commander Valentina Patri Ilianov	Star Base 12
Station Chief	Commander John B. MacLaughlin	K'Ihrgynx
*Station Deep-Cover Operations Head	Lieutenant Commander Sporik	Star Base 12
Station Front Organization Head	Commander M. A. McEndree	Star Base 12
Organization Station Head	Lieutenant Ronald M. Owen	K'Ihrgynx
*Station Special Equipment Head	Lieutenant Commander Nina A. Ball	Star Base 12
*Case/Contact Officer	Lieutenant Commander Vincent su Wong	K'Ihrgynx
*Case/Contact Officer	Lieutenant Commander Shar Thanel	K'Ihrgynx
<i>Klingon Sector Intelligence</i>		
Sector Chief of Field Stations	Commodore Chuck L. Winslow	Star Base 23
Chief of Staff, Sector Chief, Field Stations	Commodore Antonia M. Niccomachi	Star Base 23
Chief of Staff, Sector Chief of Field Operations	Captain Grobbin Ghundertmargh	Star Base 23
*Station Chief	Captain Tr'Isana	Star Base 23
*Station Special Equipment Head	Lieutenant Commander Rosa Maria Tijeras	Star Base 23
*Station Deep-Cover Operations Head	Commander Ann L. Bottoms	Star Base 23
Station Front Organization Head	Captain C. S. Mooningham	Star Base 22
Station Front Organization Head	Commander Steven G. Chumbley	Star Base 27
*Case/Contact Officer	Lieutenant Blair C. MacMorris	Star Base 23
*Case/Contact Officer	Commander Aretha iXJohns	Star Base 22
*Case/Contact Officer	Lieutenant Commander Richard M. Meryddin	Star Base 27
<i>Triangle Sector Intelligence</i>		
Sector Chief of Field Stations	Commander Franklin P. McGarry IV	Star Base 10
Chief of Staff, Sector Chief of Field Stations	Martin E. Wildermuth	Star Base 10
Sector Chief of Field Operations	Bartholomew Horgan Price	Star Base 10
Sector Chief of Covert Operations	Gwendolyn Marcus	Star Base 10
Sector Special Equipment Head	Lieutenant Commander 'Black' Angus McTaggart	Star Base 10
Station Chief	Commander Serenity Cedrus	Remfry
Station Chief	Lieutenant Commander Aaron Lackland	Outpost 2
Station Chief	Lieutenant Commander Semak	Baker's World
Station Chief	Lieutenant Commander Tenneth	Outpost 1
*Station Chief	Commander Jane vander Todd	Star Base 10
Station Special Equipment Head	Commander Raymon K. Koenig	Outpost 2
Station Special Equipment Head	Lieutenant Len Watanabe	Baker's World
*Station Special Equipment Head	Commander Vladimir Chyorny	Star Base 10
Station Special Equipment Head	Lieutenant Schill	Outpost 1
Station Front Organization Head	Lieutenant Commander Terry Cahn	Baker's World
Station Front Organization Head	Lieutenant Commander Eric G. Lavigne	Outpost 1
*Station Deep-Cover Operations Head	Lieutenant Commander C'Raal	Star Base 10
*Case/Contact Officer	Lieutenant Commander Zebediah K. Tremaine	Outpost 2
*Case/Contact Officer	Lieutenant Commander Mrenza Gendermane	Star Base 10
*Case/Contact Officer	Lieutenant Francis Eklindra	Outpost 1
Case/Contact Officer	Lieutenant Commander Yonni Yonson	Star Base 10
<i>Gorn Sector Intelligence</i>		
Sector Chief of Field Operations	Commander Guy J. W. Albery-Aleissa	Star Base 18
<i>Tholian Sector Intelligence</i>		
Sector Chief of Field Operations	Commodore Arlen Glover	Star Base 19



## CHIEF OF STAR FLEET INTELLIGENCE COMMAND

**Name:** ARMBRUSTER, Dexter O.

**Rank/Title:** Admiral

**Current Assignment:** Star Fleet Intelligence Command ,  
Office of the Chief

**Position:** Chief of Star Fleet Intelligence Command

**Cover Assignment:** None

**Race:** Human

**Age:** 59

**Sex:** Male

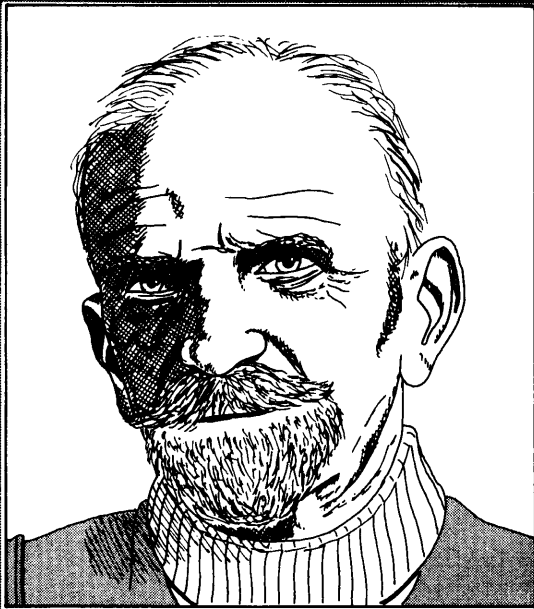
**SECLAR:** 8

### Attributes:

STR - 55      CHA - 59  
END - 62      LUC - 45  
INT - 82      PSI - 44  
DEX - 56

### Combat Statistics:

To-Hit Numbers—      Bare-Hand Damage: 1D10 + 5  
Modern: 39      AP: 9  
HTH: 41



Significant Skills	Rating
Administration	79
Bribery	16
Carousing	20
Clandestine Operations	44
Computer Operation	38
Computer Technology	53
Damage Control Procedures	10
Environmental Suit Operation	15
Forgery	18
Gaming, 3-D Chess	32
Instruction	53
Intelligence Procedures	62
Interrogation	28
Languages	
Orion	39
Romulan	57
Leadership	77
Life Science, Genetics	10
Marksmanship, Modern	62
Medical Science	
General Medicine, Human	18
Negotiation/Diplomacy	55
Personal Combat, Unarmed	26
Personal Weapons Technology	8
Physical Science, Computer Science	10
Planetary Science, Meteorology	12
Security Procedures	46
Small Equipment Systems Operation	39
Social Sciences	
Economics	25
Law, Federation	71
Political Science	32
Racial Culture/History, Federation	47
Racial Culture/History, Romulan	13
Space Science, Astronomy	18
Starship Sensors	10
Stealth	30
Streetwise	61
Surveillance	20
Trade and Commerce	20
Transporter Operation Procedures	12
Value Estimation	15
Vehicle Operation	
Atmospheric	68
Water	22
Zero-G Operations	20

### Service History:

Administration Branch  
Cadet Cruise, Administration Division  
Technical Services Subdivision, Triangle Sector Intelligence,  
4 years  
Administration Division, 4 years  
Star Fleet Academy, Intelligence Procedures Instructor,  
1 year  
Administration Division, 4 years  
Support Services Department, Triangle Sector Intelligence,  
4 years  
Administration Division, 1 year  
Support Services Department, Romulan Sector Intelligence,  
3 years  
Administration Division, 3 years  
Support Services Department, Romulan Sector Intelligence,  
4 years  
Administration Division, 5 years

## ADMINISTRATION DIVISION CHIEFS

**Name:** GWAMNINGDO, Oki

**Rank/Title:** Admiral

**Current Assignment:** Star Fleet Intelligence Command  
Administration Division

**Position:** Deputy Chief of Administration

**Cover Assignment:** None

**Race:** Human

**Age:** 42

**Sex:** Male

**SECLAR:** 8

### Attributes:

STR — 56	CHA — 54
END — 64	LUC — 66
INT — 71	PSI — 39
DEX — 53	

### Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10 + 6
Modern: 37	AP: 9
HTH: 46	

### Significant Skills

### Rating

Administration	73
Assassination	36
Bribery	18
Carousing	49
Clandestine Operations	45
Computer Operation	74
Cryptology	22
Damage Control Procedures	10
Disguise	51
Environmental Suit Operation	12
Forgery	21
Gaming, Go	18
Instruction	53
Intelligence Procedures	25
Interrogation	15
Language, Vulcan	68
Leadership	49
Life Science, Botany	10
Marksmanship, Modern	20
Medical Science	
General Medicine, Human	28
Mining	18
Negotiation/Diplomacy	41
Personal Combat, Unarmed	38
Personal Weapons Technology	5
Physical Science, Metallurgy	16
Planetary Science, Geology	13
Security Procedures	50
Small Vessel Piloting	31
Social Sciences	
Economics	29
Law, Federation	56
Racial Culture/History, Federation	48
Starship Sensors	13
Stealth	28
Streetwise	35
Surveillance	44
Trade and Commerce	28
Transporter Operation Procedures	10
Trivia, African Mythology	22
Value Estimation	26
Zero-G Operations	22

### Service History:

Administration Branch  
Cadet Cruise, Support Services Department,  
Sector 1 Intelligence  
Plans and Policies Division, 1 year  
Support Services Department, Triangle Sector Intelligence,  
2 years  
Star Fleet Academy, Computer Operation Instructor, 2 years  
Star Base 23 Headquarters Command, 1 year  
Star Fleet Academy, Administration Instructor, 2 years  
Administration Division, 8 years



**Name:** EAGLEFEATHER, Jon

**Rank/Title:** Commander

**Current Assignment:** Star Fleet Intelligence Command  
Administration Division

**Position:** Division Chief, Office of Public Affairs and Information

**Cover Assignment:** None

**Race:** Human

**Age:** 52

**Sex:** Male

**SECLAR:** 5

**Attributes:**

STR - 74	CHA - 60
END - 59	LUC - 39
INT - 62	PSI - 53
DEX - 68	

**Combat Statistics:**

To-Hit Numbers—

Modern: 46

HTH: 50

Bare-Hand Damage: 1D10 + 5

AP: 10

**Significant Skills**

**Rating**

Administration	69
Bribery	26
Carousing	28
Computer Operation	39
Damage Control Procedures	10
Demolitions	47
Environmental Suit Operations	22
Forgery	20
Gaming, Boardgames	23
Instruction	27
Intelligence Procedures	33
Interrogation	15
Languages	
Caitian	36
Navajo	52
Leadership	67
Life Science, Zoology	18
Marksmanship, Modern	23
Medical Science	
General Medicine, Human	21
Negotiation/Diplomacy	60
Personal Combat, Unarmed	31
Personal Weapons Technology	11
Physical Science, Drafting	21
Planetary Science, Hydrology	10
Security Procedures	38
Small Equipment Systems Operation	10
Social Sciences	
Economics	18
Law, Federation	48
Racial Culture/History, Federation	27
Space Science, Astronomy	16
Starship Sensors	19
Surveillance	29
Trade and Commerce	32
Transporter Operation Procedures	10
Trivia, History of Journalism	45
Value Estimation	15
Zero-G Operations	18

**Service History:**

Administration Branch

First Cadet Cruise, Technical Services Subdivision,  
Sector 2 Intelligence

Second Cadet Cruise, Administration Division

Third Cadet Cruise, Administration Division

Administration Division, 1 year

Star Fleet Academy, Negotiation/Diplomacy Instructor,  
6 years

Support Services Department, Romulan Sector Intelligence,  
1 year

Administration Division, 4 years

Support Services Department, Romulan Sector Intelligence,  
4 years

Plans and Policies Division, 4 years

Administration Division, 5 years



**Name:** O'DONOGHUE, Glynis  
**Rank/Title:** Commodore  
**Current Assignment:** Star Fleet Intelligence Command  
Administration Division  
**Position:** Division Chief, Office of Logistics  
**Cover Assignment:** None

**Race:** Alpha Centauran  
**Age:** 55  
**Sex:** Female  
**SECLAR:** 7

**Attributes:**

STR — 54      CHA — 56  
END — 53      LUC — 24  
INT — 70      PSI — 48  
DEX — 59

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10 + 5  
**Modern:** 49      AP: 9  
**HTH:** 42

**Significant Skills**

	<b>Rating</b>
Administration	83
Computer Operation	49
Damage Control Procedures	28
Environmental Suit Operation	15
Forgery	40
Gaming, 3-D Chess	25
Instruction	19
Intelligence Procedures	60
Interrogation	15
Language, Deltan	60
Leadership	40
Life Science, Bionics	15
Marksmanship, Modern	39
Medical Science	
General Medicine, Alpha Centauran	13
Negotiation/Diplomacy	19
Personal Combat, Unarmed	25
Personal Weapons Technology	31
Physical Science, Drafting	25
Planetary Science, Hydrology	47
Small Equipment Systems Operation	17
Social Sciences	
Economics	30
Law, Federation	25
Racial Culture/History, Federation	35
Space Sciences	
Astrogation	36
Astronomy	27
Starship Sensors	18
Streetwise	15
Surveillance	20
Trade and Commerce	82
Transporter Operation Procedures	38
Trivia, Federation Trade Routes	27
Value Estimation	18
Zero-G Operations	21

**Service History:**

Administration Branch  
First Cadet Cruise, Military Operations Command  
Second Cadet Cruise, Plans and Policies Division  
Plans and Policies Division, 1 year  
Administration Division, 1 year  
Support Services Department, Triangle Sector Intelligence,  
1 year  
Administration Division, 3 years  
Star Fleet Academy, Administration Instructor, 2 years  
Administration Division, 12 years  
Plans and Policies Division, 4 years  
Administration Division, 5 years

**Name:** KUYKENDALL, Margaret I.  
**Rank/Title:** Commodore  
**Current Assignment:** Star Fleet Intelligence Command ,  
Administration Division  
**Position:** Division Chief, Office of Legislative Affairs  
**Cover Assignment:** None

**Race:** Deltan  
**Age:** 39  
**Sex:** Female  
**SECLAR:** 7

**Attributes:**

STR — 60      CHA — 61  
END — 60      LUC — 68  
INT — 63      PSI — 69  
DEX — 59

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10 + 5  
**Modern:** 40      AP: 9  
**HTH:** 42

**Significant Skills**

	<b>Rating</b>
Administration	51
Artistic Expression, Sculpture	24
Bribery	56
Carousing	17
Clandestine Operations	14
Computer Operation	39
Damage Control Procedures	25
Environmental Suit Operation	17
Forgery	26
Instruction	26
Intelligence Procedures	28
Interrogation	15
Languages	
Alpha Centauran Dialect B	46
Denebian	18
Kaferian	18
Leadership	24
Marksmanship, Modern	20
Medical Science	
General Medicine, Deltan	32
Negotiation/Diplomacy	41
Personal Combat, Unarmed	25
Personal Weapons Technology	5
Physical Science, Gravitics	10
Planetary Science, Meteorology	13
Small Equipment Systems Operation	10
Social Sciences	
Law, Federation	25
Law, Orion	17
Racial Culture/History, Federation	25
Racial Culture/History, Orion	52
Space Science, Astronomy	18
Starship Sensors	23
Streetwise	34
Surveillance	29
Trade and Commerce	20
Transporter Operation Procedures	12
Trivia, Postage Stamp Collecting	18
Value Estimation	15
Zero-G Operations	10

**Service History:**

Administration Branch  
Cadet Cruise, Military Operations Command  
Administration Division, 1 year  
Star Base 3 Headquarters Command, 2 years  
Support Services Department, Triangle Sector Intelligence,  
2 years  
Technical Services Subdivision, Orion Sector Intelligence,  
3 years  
Administration Division, 5 years



**Name:** SALON

**Rank/Title:** Captain

**Current Assignment:** Star Fleet Intelligence Command  
Administration Division

**Position:** Division Chief, Office of Financial Management

**Cover Assignment:** None

**Race:** Vulcan

**Age:** 47

**Sex:** Male

**SECLAR:** 6

**Attributes:**

STR - 94      CHA - 69  
END - 69      LUC - 1  
INT - 60      PSI - 70  
DEX - 54

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 2D10 + 2  
Modern: 37      AP: 9  
HTH: 38

**Significant Skills**

	Rating
Administration	84
Artistic Expression, Vulcan Lyre	20
Bribery	12
Communication Systems Operation	21
Computer Operation	62
Damage Control Procedures	10
Environmental Suit Operation	15
Forgery	15
Instruction	18
Interrogation	28
Languages	
Orion	29
Romulan	57
Leadership	33
Life Science, Ecology	12
Marksmanship, Modern	20
Medical Science	
General Medicine, Vulcan	41
Negotiation/Diplomacy	15
Personal Combat, Unarmed	22
Personal Weapons Technology	5
Physical Science, Chemistry	10
Planetary Science, Geology	10
Security Procedures	20
Small Equipment Systems Operation	12
Shuttlecraft Pilot	17
Small Equipment Systems Operation	18
Small Equipment Systems Technology	12
Social Sciences	
Economics	60
Law, Federation	48
Racial Culture/History, Federation	27
Space Science, Astronomy	10
Starship Sensors	10
Streetwise	11
Surveillance	20
Trade and Commerce	22
Transporter Operation Procedures	10
Value Estimation	20
Zero-G Operations	22

**Service History:**

Administration Branch

First Cadet Cruise, Administration Division

Second Cadet Cruise, Administration Division

Administration Division, 10 years

Star Base 27 Headquarters Command, 1 year

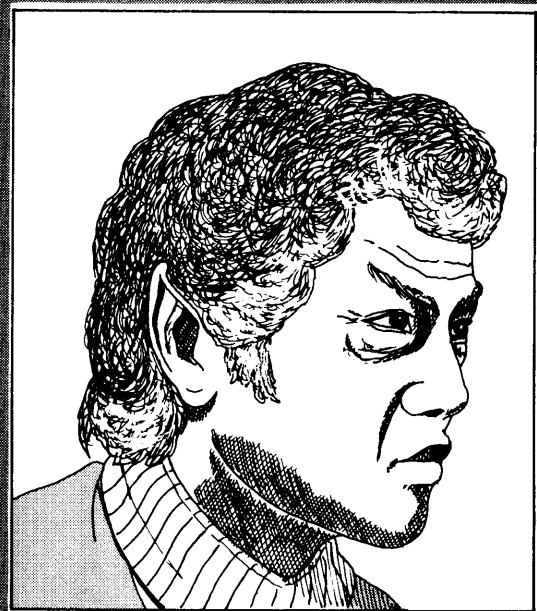
Star Fleet Academy, Administration and Romulan

Language Instructor, 3 years

Support Services Department, Triangle Sector

Intelligence, 1 year

Administration Division, 6 years



**Name:** JINSIK, Cory T.

**Rank/Title:** Commodore

**Current Assignment:** Star Fleet Intelligence Command  
Administration Division

**Position:** Division Chief, Office of the Auditor General

**Cover Assignment:** None

**Race:** Human

**Age:** 47

**Sex:** Male

**SECLAR:** 7

**Attributes:**

STR - 59      CHA - 67  
END - 69      LUC - 56  
INT - 64      PSI - 16  
DEX - 60

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10 + 5  
*Modern:* 40      AP: 10  
*HTH:* 40

**Significant Skills**

	Rating
Administration	64
Artistic Expression, Fiber Optics	17
Bribery	19
Carousing	14
Clandestine Operations	14
Computer Operation	40
Damage Control Procedures	10
Disguise	31
Environmental Suit Operation	12
Forgery	15
Instruction	17
Intelligence Procedures	20
Interrogation	71
Languages	
Klingonaase	55
Romulan	23
Leadership	23
Life Science, Exobiology	10
Marksmanship, Modern	20
Medical Science	
General Medicine, Human	26
Personal Combat, Unarmed	20
Personal Weapons Technology	5
Physical Science, Physics	13
Planetary Science, Geology	10
Small Equipment Systems Operation	61
Social Sciences	
Economics	39
Law, Federation	30
Racial Culture/History, Federation	30
Racial Culture/History, Klingon	13
Space Science, Astronomy	16
Starship Sensors	23
Stealth	11
Surveillance	35
Trade and Commerce	20
Transporter Operation Procedures	13
Value Estimation	16
Zero-G Operations	21

**Service History:**

Administration Branch  
Cadet Cruise, Plans and Policies Division  
Administration Division, 2 years  
Support Services Department, Klingon Sector Intelligence,  
1 year  
Materiel Command, 9 years  
Plans and Policies Division, 4 years  
Administration Division, 5 years

## PLANS AND POLICIES DIVISION CHIEFS

**Name:** BASS, Carson K.

**Rank/Title:** Admiral

**Current Assignment:** Star Fleet Intelligence Command  
Plans and Policies Division

**Position:** Deputy Chief of Plans and Policies

**Cover Assignment:** None

**Race:** Alpha Centauran

**Age:** 51

**Sex:** Male

**SECLAR:** 8

**Attributes:**

STR - 76      CHA - 67  
END - 64      LUC - 66  
INT - 86      PSI - 68  
DEX - 60

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 2D10+2  
*Modern:* 51      AP: 10  
*HTH:* 40

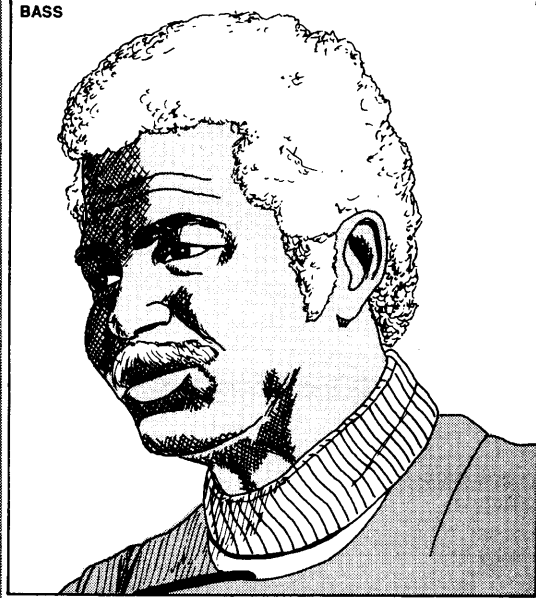
**Significant Skills**

	Rating
Administration	64
Carousing	14
Cryptology	43
Computer Operation	61
Computer Technology	37
Damage Control Procedures	13
Environmental Suit Operation	36
Instruction	13
Intelligence Procedures	99
Languages	
Orion	12
Tellarite	37
Leadership	42
Life Science, Ecology	12
Marksmanship, Modern	42
Medical Science	
General Medicine, Alpha Centauran	16
Negotiation/Diplomacy	40
Personal Combat, Unarmed	20
Personal Weapons Technology	16
Physical Science, Gravitics	21
Planetary Science, Geology	11
Security Procedures	61
Small Equipment Systems Operation	15
Small Vessel Piloting	15
Social Sciences	
Law, Federation	46
Racial Culture/History, Federation	20
Space Sciences, Astronomy	15
Starship Sensors	13
Streetwise	20
Transporter Operation Procedures	17
Trivia, Ancient Computer Systems	12
Zero-G Operation	15

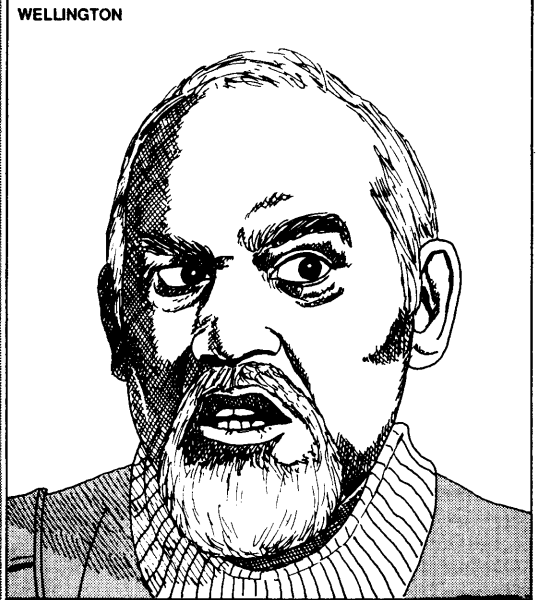
**Service History:**

Analysis Branch  
Cadet Cruise, Plans and Policies Division  
Administration Division, 2 years  
Plans and Policies Division, 2 years  
Administration Division, 2 years  
Star Fleet Academy, Intelligence Procedures Instructor,  
3 years  
Plans and Policies Division, 4 years  
Security Command, 3 years  
Plans and Policies Division, 9 years

BASS



WELLINGTON



**Name:** WELLINGTON, Harvey

**Rank/Title:** Admiral

**Current Assignment:** Star Fleet Intelligence Command  
Plans and Policies Division

**Position:** Division Chief, Office of Intelligence Evaluation

**Cover Assignment:** None

**Race:** Human

**Age:** 56

**Sex:** Male

**SECLAR:** 7

**Attributes:**

STR — 59	CHA — 58
END — 61	LUC — 41
INT — 56	PSI — 01
DEX — 49	

**Combat Statistics:**

To-Hit Numbers—

Modern: 35

HTH: 38

Bare-Hand Damage: 1D10 + 5

AP: 8

**Significant Skills**

**Rating**

Administration	60
Computer Operation	78
Computer Technology	20
Damage Control Procedures	14
Environmental Suit Operation	23
Gaming, Mathematical Puzzles	17
Instruction	19
Intelligence Procedures	43
Language, Edoan	46
Leadership	25
Life Science, Genetics	10
Marksmanship, Modern	20
Medical Science,	
General Medicine, Human	13
Negotiation/Diplomacy	21
Personal Combat, Unarmed	27
Personal Weapons Technology	18
Physical Science, Mathematics	15
Planetary Science, Meteorology	12
Small Equipment Systems Operation	15
Small Vessel Piloting	15
Social Sciences	
Law, Federation	38
Political Science	44
Racial Culture/History, Federation	62
Racial Culture/History, Klingon	47
Space Science, Astronomy	15
Starship Sensors	23
Streetwise	33
Transporter Operation Procedures	16
Zero-G Operations	44

**Service History:**

Analysis Branch

Cadet Cruise, Administration Division

Plans and Policies Division, 3 years

Support Services Department, Klingon Sector Intelligence,  
3 years

Support Services Department, Triangle Sector Intelligence,  
2 years

Plans and Policies Division, 2 years

Support Services Department, Triangle Sector Intelligence,  
5 years

Plans And Policies Division, 9 years

Administration Division, 1 year

Plans and Policies Division, 5 years

**Name:** TALBOT-MAXWELL, Armstrong D. J.

**Rank/Title:** Admiral

**Current Assignment:** Star Fleet Intelligence Command  
Plans and Policies Division

**Position:** Division Chief, Office of Planning and Research

**Cover Assignment:** None

**Race:** Human

**Age:** 50

**Sex:** Male

**SECLAR:** 7

**Attributes:**

STR - 52	CHA - 55
END - 56	LUC - 45
INT - 65	PSI - 50
DEX - 57	

**Combat Statistics:**

To-Hit Numbers—

Modern: 46

HTH: 44

Bare-Hand Damage: 1D10+6

AP: 9

**Significant Skills**

**Rating**

Administration	65
Bribery	11
Carousing	13
Communication Systems Technology	12
Computer Operation	48
Damage Control Procedures	10
Deflector Shield Technology	13
Electronics Technology	44
Environmental Suit Operation	15
Instruction	19
Intelligence Procedures	29
Language, Caitian	20
Leadership	15
Life Science, Bionics	10
Life Support Systems Technology	60
Marksmanship, Modern	34
Mechanical Engineering	47
Medical Science	
General Medicine	15
Negotiation/Diplomacy	13
Personal Combat, Unarmed	30
Personal Weapons Technology	27
Physical Sciences	
Chemistry	20
Drafting	44
Metallurgy	15
Planetary Science, Hydrology	10
Small Equipment Systems Operation	15
Small Vessel Engineering	15
Social Sciences	
Law, Federation	26
Racial Culture/History, Federation	15
Space Sciences	
Astronautics	26
Astronomy	19
Starship Sensors	11
Starship Weaponry Technology	13
Streetwise	20
Transporter Operation Procedures	22
Trivia, 19th-Century English Poetry	12
Warp Drive Technology	23
Zero-G Operations	17

**Service History:**

Technical Services Branch

Cadet Cruise, Administration Division

Plans and Policies Division, 5 years

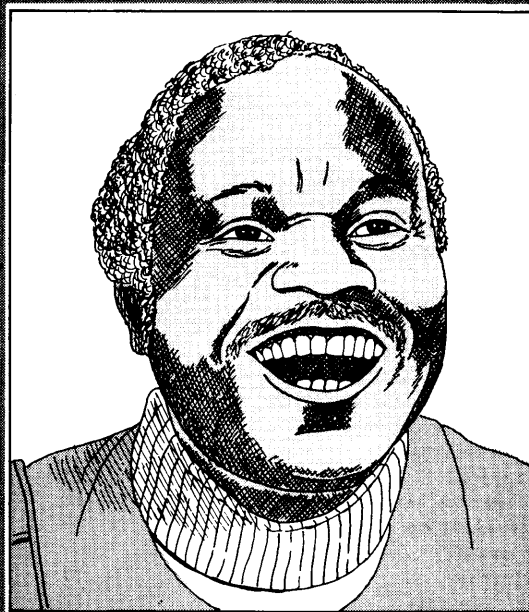
Support Services Department, Triangle Sector Intelligence,  
2 years

Plans and Policies Division, 4 years

Technical Services Subdivision, Klingon Sector Intelligence,  
4 years

Administration Division, 3 years

Plans and Policies Division, 5 years





**Name:** GRUEN, Bodo L.  
**Rank/Title:** Commodore  
**Current Assignment:** Star Fleet Intelligence Command  
Plans and Policies Division  
**Position:** Division Chief, Office of Policy Development  
**Cover Assignment:** None

**Race:** Tellarite  
**Age:** 43  
**Sex:** Male  
**SECLAR:** 7

**Attributes:**

STR - 60      CHA - 73  
END - 51      LUC - 54  
INT - 90      PSI - 67  
DEX - 58

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10 + 5  
*Modern:* 42      AP: 9  
*HTH:* 39

Significant Skills	Rating
Administration	59
Computer Operation	62
Computer Technology	46
Damage Control Procedures	18
Environmental Suit Operation	12
Gaming, Fizzbin	24
Instruction	19
Intelligence Procedures	56
Languages	
Andorian	25
Caitian	13
Leadership	19
Life Science, Exobiology	16
Marksmanship, Modern	25
Medical Science	
General Medicine, Tellarite	29
Negotiation/Diplomacy	36
Personal Combat, Unarmed	20
Personal Weapons Technology	13
Physical Science, Computer Science	24
Planetary Science, Geology	31
Security Procedures	69
Shuttlecraft Pilot	15
Small Equipment Systems Operation	13
Small Vessel Piloting	15
Social Sciences	
Economics	14
Law, Federation	30
Racial Culture/History, Federation	41
Space Science, Astronomy	15
Starship Sensors	11
Streetwise	21
Transporter Operation Procedures	29
Zero-G Operations	12

**Service History:**

Analysis Branch  
First Cadet Cruise, Administration Division  
Second Cadet Cruise, Operations Division  
Plans and Policies Division, 5 years  
Administration Division, 1 year  
Security Command, 1 year  
Administration Division, 5 years  
Plans and Policies Division, 5 years

**Name:** CRANDALL, Paul H.  
**Rank/Title:** Captain  
**Current Assignment:** Star Fleet Intelligence Command  
Plans and Policies Division  
**Position:** Division Chief, Office of Resource Management  
**Cover Assignment:** None

**Race:** Human  
**Age:** 46  
**Sex:** Male  
**SECLAR:** 7

**Attributes:**

STR - 73      CHA - 59  
END - 64      LUC - 62  
INT - 78      PSI - 44  
DEX - 50

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10 + 5  
*Modern:* 44      AP: 9  
*HTH:* 36

Significant Skills	Rating
Administration	95
Computer Operation	63
Computer Technology	32
Damage Control Procedures	26
Environmental Suit Operation	12
Instruction	19
Intelligence Procedures	16
Language, Esperanto	20
Leadership	31
Life Science, Ecology	17
Marksmanship, Crossbow	13
Marksmanship, Modern	38
Medical Science	
General Medicine, Human	13
Negotiation/Diplomacy	41
Personal Combat, Unarmed	22
Personal Weapons Technology	15
Physical Science, Computer Science	24
Planetary Science, Meteorology	18
Small Equipment Systems Operation	15
Small Vessel Piloting	15
Social Sciences	
Economics	41
Law, Federation	17
Racial Culture/History, Federation	15
Space Sciences	
Astrogation	20
Astronomy	10
Starship Sensors	16
Streetwise	39
Trade and Commerce	62
Transporter Operation Procedures	10
Trivia, 17th-Century European History	19
Value Estimation	36
Zero-G Operation	11

**Service History:**

Analysis Branch  
Cadet Cruise, Administration Division  
Plans and Policies Division, 3 years  
Star Fleet Academy, Computer Operation Instructor, 2 years  
Administration Division, 4 years  
Star Fleet Academy, Trade and Commerce Instructor, 2 years  
Support Services Department, Klingon Sector Intelligence,  
2 years  
Security Command, 1 year  
Support Services Department, Triangle Sector Intelligence,  
1 year  
Plans and Policies Division, 5 years

CRANDALL



NICHOLS

**Name:** NICHOLS, Navar**Rank/Title:** Commander**Current Assignment:** Star Fleet Intelligence Command  
Plans and Policies Division**Position:** Division Chief, Office of Star Fleet Intelligence Reserve**Cover Assignment:** None**Race:** Alpha Centauran**Age:** 41**Sex:** Male**SECLAR:** 6**Attributes:**

STR - 54	CHA - 59
END - 63	LUC - 41
INT - 66	PSI - 01
DEX - 57	

**Combat Statistics:**

To-Hit Numbers—

Modern: 44

HTH: 46

Bare-Hand Damage: 1D10+6

AP: 9

**Significant Skills****Rating**

Administration	76
Bribery	17
Clandestine Operations	55
Computer Operation	74
Damage Control Procedures	26
Environmental Suit Operation	12
Forgery	15
Instruction	33
Interrogation	15
Languages	
Andorian	17
Caitian	16
Tellarite	17
Vulcan	25
Leadership	35
Life Science, Genetics	13
Marksmanship, Modern	30
Medical Science	
General Medicine, Alpha Centauran	41
Personal Combat, Unarmed	34
Personal Weapons Technology	12
Physical Science, Mathematics	42
Planetary Science, Hydrology	11
Small Equipment Systems Operation	15
Social Sciences	
Law, Federation	42
Racial Culture/History, Federation	15
Space Science, Astronomy	15
Starship Sensors	10
Streetwise	45
Surveillance	20
Trade and Commerce	30
Transporter Operation Procedures	22
Value Estimation	15
Zero-G Operations	11

**Service History:**

Administration Branch

Cadet Cruise, Plans and Policies Division

Administration Division, 1 year

Plans and Policies Division, 2 years

Star Fleet Academy, Clandestine Operations Instructor,  
3 years \*

Plans and Policies Division, 3 years

Star Fleet Academy, Administration Instructor, 1 year

Plans and Policies Division, 5 years

**Name:** AROOTH, Tier

**Rank/Title:** Captain

**Current Assignment:** Star Fleet Intelligence Command  
Plans and Policies Division

**Position:** Division Chief, Office of Internal Liaison

**Cover Assignment:** None

**Race:** Andorian

**Age:** 42

**Sex:** Male

**SECLAR:** 7

**Attributes:**

STR - 55    CHA - 56  
END - 66    LUC - 65  
INT - 60    PSI - 01  
DEX - 61

**Combat Statistics:**

To-Hit Numbers—    Bare-Hand Damage: 1D10+6  
Modern: 53    AP: 10  
HTH: 48

**Significant Skills**

**Rating**

Administration	30
Carousing	21
Computer Operation	35
Damage Control Procedures	10
Electronics Technology	12
Environmental Suit Operation	10
Gaming, Parcheesi	28
Instruction	26
Intelligence Procedures	69
Language, Klingonaase	29
Leadership	74
Life Science, Genetics	15
Marksmanship, Modern	45
Medical Science	
General Medicine, Andorian	21
Personal Combat, Unarmed	35
Personal Weapons Technology	10
Physical Science, Metallurgy	18
Planetary Science, Hydrology	10
Security Procedures	54
Small Equipment Systems Operation	10
Small Unit Tactics	11
Social Sciences	
Law, Orion	30
Law, Federation	36
Racial Culture/History, Federation	15
Space Science, Astronomy	10
Sports, Boxing	19
Starship Sensors	10
Transporter Operation Procedures	10
Trivia, Tarot Cards	20
Zero-G Operations	42

**Service History:**

Field Operations Branch  
First Cadet Cruise, Plans and Policies Division  
Second Cadet Cruise, Administration Division  
Plans and Policies Division, 4 years  
Military Operations Command, 5 years  
Field Operations Department, Klingon Sector Intelligence,  
1 year  
Field Operations Department, Orion Sector Intelligence, 1 year  
Plans and Policies Division, 5 years

**OPERATIONS DIVISION CHIEFS**

**Name:** T'STRELLA

**Rank/Title:** Admiral

**Current Assignment:** Star Fleet Intelligence Command,  
Operations Division

**Position:** Deputy Chief of Operations

**Cover Assignment:** None

**Race:** Vulcan

**Age:** 47

**Sex:** Female

**SECLAR:** 8

**Attributes:**

STR - 85    CHA - 60  
END - 74    LUC - 26  
INT - 80    PSI - 38  
DEX - 49

**Combat Statistics:**

To-Hit Numbers—    Bare-Hand Damage: 2D10+3  
Modern: 49    AP: 8  
HTH: 40

**Significant Skills**

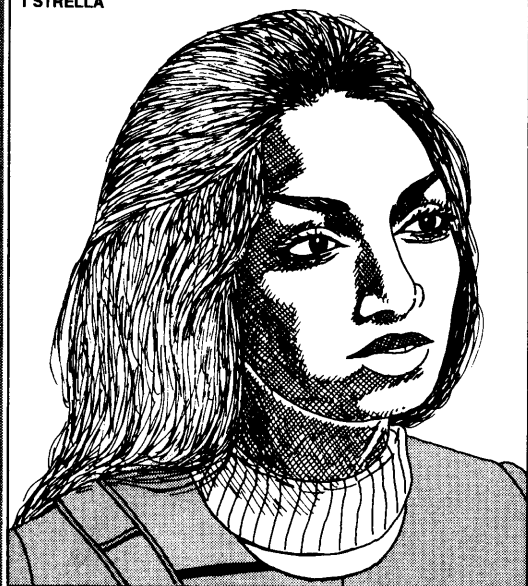
**Rating**

Administration	65
Carousing	32
Cryptology	21
Computer Operation	94
Computer Technology	20
Instruction	38
Intelligence Procedures	63
Language, Gorn	15
Leadership	60
Life Science, Botany	12
Marksmanship, Modern	48
Medical Science	
General Medicine, Vulcan	39
Negotiation/Diplomacy	60
Personal Combat, Unarmed	31
Personal Weapons Technology	11
Physical Science, Gravitics	10
Planetary Science, Geology	16
Security Procedures	26
Shuttlecraft Pilot	15
Small Equipment Systems Operation	17
Small Vessel Piloting	15
Social Sciences	
Economics	11
Law, Federation	62
Racial Culture/History, Federation	23
Space Science, Astronomy	11
Starship Sensors	13
Streetwise	33
Transporter Operation Procedures	27
Zero-G Operations	16

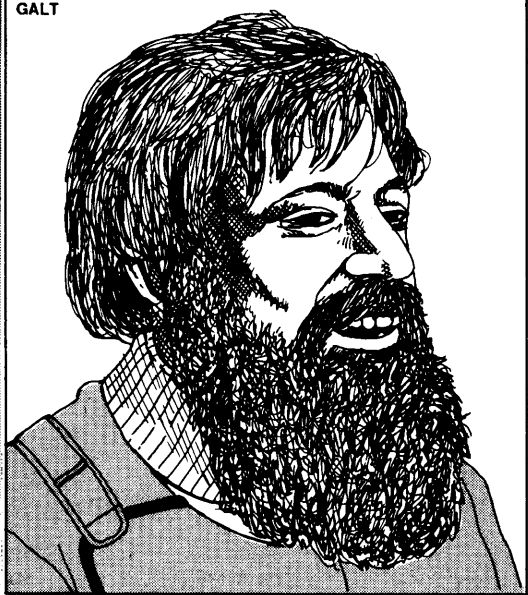
**Service History:**

Analysis Branch  
Cadet Cruise, Support Services Department, Sector 2  
Intelligence  
Administration Division, 1 year  
Plans and Policies Division, 2 years  
Star Fleet Academy, Leadership and Federation Law Instructor,  
4 years  
Administration Division, 5 years  
Communications Command, 2 years  
Plans and Policies Division, 1 year  
Security Command, 2 years  
Plans and Policies Division, 4 years  
Support Services Department, Sector 1 Intelligence

TSTRELLA



GALT

**Name:** GALT, Jonathan O.**Rank/Title:** Commander**Current Assignment:** Star Fleet Intelligence Command  
Operations Division**Position:** Chief of Staff, Office of the Deputy Chief of Operations**Cover Assignment:** None**Race:** Human**Age:** 34**Sex:** Male**SECLAR:** 6**Attributes:**

STR - 56	CHA - 61
END - 64	LUC - 91
INT - 58	PSI - 01
DEX - 49	

**Combat Statistics:**

To-Hit Numbers—

Modern: 37

HTH: 37

Bare-Hand Damage: 1D10 + 5

AP: 9

**Significant Skills****Rating**

Administration	45
Carousing	21
Computer Operation	43
Damage Control Procedures	18
Disguise	11
Environmental Suit Operation	19
Gaming, Word Games	24
Instruction	20
Languages	
Denebian	54
Gorn	19
Klingonaase	56
Romulan	20
Vulcan	39
Leadership	32
Life Science, Bionics	14
Marksmanship, Flintlock Rifle	11
Marksmanship, Modern	25
Medical Science	
General Medicine, Human	19
Negotiation/Diplomacy	14
Personal Combat, Unarmed	25
Personal Weapons Technology	25
Physical Science, Chemistry	22
Planetary Science, Meteorology	17
Planetary Survival, Desert	11
Security Procedures	35
Shuttlecraft Pilot	20
Small Equipment Systems Operation	19
Small Unit Tactics	14
Social Sciences	
Law, Federation	15
Racial Culture/History, Federation	21
Space Science, Astronomy	10
Starship Sensors	13
Surveillance	17
Transporter Operation Procedures	21
Zero-G Operations	10

**Service History:**

Field Operations Branch

Cadet Cruise, Field Operations Department, Sector 1

Intelligence, High Honors

Field Operations Department, Gorn Sector Intelligence, 2 years

Field Operations Department, Tholian Sector Intelligence,  
3 yearsField Operations Department, Triangle Sector Intelligence,  
3 years



**Name:** PUTANNA, Reiji  
**Rank/Title:** Admiral  
**Current Assignment:** Star Fleet Intelligence Command  
 Operations Division  
**Position:** Assistant Deputy of Operating Forces  
**Cover Assignment:** None

**Race:** Human  
**Age:** 57  
**Sex:** Male  
**SECLAR:** 7

**Attributes:**

STR — 68    CHA — 59  
 END — 69    LUC — 69  
 INT — 75    PSI — 01  
 DEX — 53

**Combat Statistics:**

To-Hit Numbers—    Bare-Hand Damage: 1D10 + 5  
 Modern: 37    AP: 9  
 HTH: 40

**Significant Skills**

	Rating
Administration	81
Clandestine Operations	45
Computer Operation	42
Damage Control Procedures	10
Environmental Suit Operation	16
Forgery	20
Instruction	21
Intelligence Procedures	64
Interrogation	24
Languages	
Andorian	23
Bengali	44
Romulan	45
Tellarite	36
Leadership	42
Life Science, Exobiology	14
Marksmanship, Modern	20
Medical Science	
General Medicine, Human	13
Negotiation/Diplomacy	45
Personal Combat, Unarmed	26
Personal Weapons Technology	12
Physical Science, Drafting	11
Planetary Science, Geology	10
Small Equipment Systems Operation	20
Social Sciences	
Law, Federation	40
Law, Romulan	22
Racial Culture/History, Federation	46
Space Sciences	
Astronautics	18
Astronomy	10
Starship Sensors	20
Stealth	15
Streetwise	18
Surveillance	23
Trade and Commerce	20
Transporter Operation Procedures	12
Value Estimation	15
Zero-G Operations	13

**Service History:**

Administration Branch  
 Cadet Cruise, Support Services Department, Sector 3  
 Intelligence  
 Administration Division, 11 years  
 Star Base 16 Headquarters Command, 5 years  
 Materiel Command, 10 years  
 Support Services Department, Sector 1 Intelligence



**Name:** JONES, Alexander Hamilton

**Rank/Title:** Commodore

**Current Assignment:** Star Fleet Intelligence Command  
Operations Division

**Position:** Assistant Deputy of Technical Services

**Cover Assignment:** None

**Race:** Human

**Age:** 56

**Sex:** Male

**SECLAR:** 7

**Attributes:**

STR - 60	CHA - 66
END - 56	LUC - 41
INT - 69	PSI - 01
DEX - 61	

**Combat Statistics:**

To-Hit Numbers—

Modern: 45

HTH: 44

Bare-Hand Damage: 1D10 + 5

AP: 10

**Significant Skills**

**Rating**

Administration	40
Computer Operation	35
Damage Control Procedures	12
Electronics Technology	41
Environmental Suit Operation	25
Instruction	19
Intelligence Procedures	63
Languages	
Klingonaase	17
Romulan	16
Leadership	15
Life Science, Exobiology	13
Life Support Systems Technology	60
Marksmanship, Modern	29
Mechanical Engineering	25
Medical Science	
General Medicine, Human	13
Negotiation/Diplomacy	12
Personal Combat, Unarmed	27
Personal Weapons Technology	11
Physical Sciences	
Chemistry	25
Drafting	20
Mathematics	16
Physics	65
Planetary Science, Geology	16
Shuttlecraft Pilot	14
Small Equipment Systems Operation	35
Small Equipment Systems Technology	25
Social Sciences	
Law, Federation	19
Racial Culture/History, Federation	24
Space Sciences	
Astronomy	15
Astrophysics	38
Starship Sensors	19
Streetwise	32
Transporter Operation Procedures	15
Warp Drive Technology	28
Zero-G Operations	12

**Service History:**

Technical Services Branch

Cadet Cruise, Administration Division, High Honors

Support Services Department, Romulan Sector Intelligence,  
3 years

Support Services Department, Klingon Sector Intelligence,  
3 years

Support Services Department, Triangle Sector Intelligence,  
1 year

Technical Services Subdivision, Romulan Sector Intelligence,  
3 years

Support Services Department, Romulan Sector Intelligence,  
4 years

Technical Services Subdivision, Triangle Sector Intelligence,  
4 years

Administration Division, 5 years

Star Fleet Academy, Life Support Systems Technology  
Instructor, 1 year

Support Services Department, Sector 1 Intelligence, 5 years



## OTHER SENIOR PERSONNEL

The player characters may encounter these NPCs while performing their specific duties. The officers could provide a task force with special instructions, equipment, or even short-duration assistance. The gamemaster should control their participation in an adventure, as they are not intended to serve as regular members of a player character task force.

**Name:** BLACKWALL, Robyn E.

**Rank/Title:** Lieutenant

**Current Assignment:** Star Fleet Intelligence Command,  
Administration Division, Office of the Auditor General

**Position:** Field Investigator

**Cover Assignment:** None

**Race:** Human

**Age:** 29

**Sex:** Female

**SECLAR:** 5

### Attributes:

STR - 51	CHA - 61
END - 63	LUC - 91
INT - 61	PSI - 44
DEX - 56	

### Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10+6
Modern: 42	AP: 9
HTH: 43	

### Significant Skills

	Rating
Administration	31
Computer Operation	40
Damage Control Procedures	12
Environmental Suit Operation	23
Forgery	15
Gaming, Poker	16
Instruction	20
Interrogation	15
Languages	
Edoan	11
Romulan	55
Leadership	20
Life Science, Bionics	19
Marksmanship, Modern	27
Medical Science	
General Medicine, Human	19
Personal Combat, Unarmed	30
Personal Weapons Technology	5
Physical Science, Gravitics	10
Planetary Science, Meteorology	15
Social Sciences	
Law, Federation	66
Racial Culture/History, Federation	15
Space Science, Astronomy	21
Starship Sensors	13
Stealth	32
Surveillance	20
Trade and Commerce	20
Transporter Operation Procedures	12
Trivia	
21st-Century Terran Military History	26
Yoga	17
Value Estimation	15
Zero-G Operations	13

### Service History:

Administration Branch  
Cadet Cruise, Support Services Department, Sector 2  
Intelligence, High Honors  
Plans and Policies Division, 3 years  
Administration Division, 1 year



**Name:** ST. JAMES, David A.  
**Rank/Title:** Lieutenant Commander  
**Current Assignment:** Star Fleet Intelligence Command,  
Administration Division, Office of the Auditor General  
**Position:** Field Investigator  
**Cover Assignment:** None

**Race:** Human  
**Age:** 31  
**Sex:** Male  
**SECLAR:** 6

**Attributes:**

STR - 64      CHA - 61  
END - 55      LUC - 62  
INT - 70      PSI - 01  
DEX - 54

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10+6  
Modern: 39      AP: 9  
HTH: 44

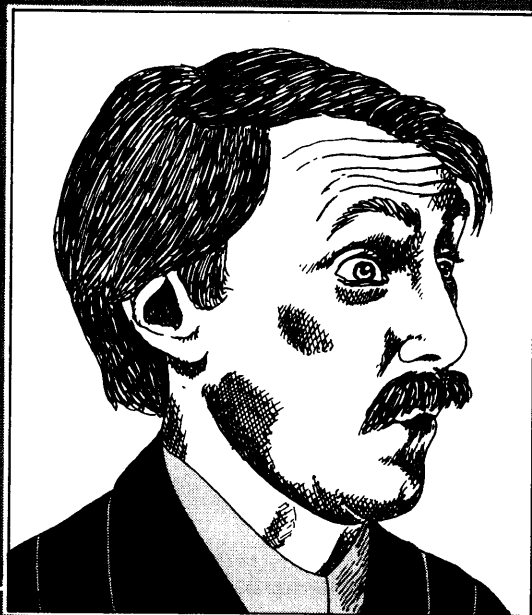
**Significant Skills**

**Rating**

Administration	61
Bribery	31
Carousing	18
Clandestine Operations	23
Communication Systems Operation	13
Computer Operation	73
Damage Control Procedures	10
Environmental Suit Operation	21
Forgery	17
Instruction	18
Interrogation	62
Languages	
Orion	35
Romulan	36
Leadership	28
Life Science, Zoology	19
Marksanship, Modern	24
Medical Science	
General Medicine, Human	10
Personal Combat, Unarmed	34
Personal Weapons Technology	7
Physical Science, Mathematics	19
Planetary Science, Hydrology	10
Social Sciences	
Law, Federation	47
Racial Culture/History, Federation	15
Space Science, Astronomy	10
Starship Sensors	11
Stealth	42
Streetwise	15
Surveillance	66
Trade and Commerce	20
Transporter Operation Procedures	10
Zero-G Operations	13

**Service History:**

Administration Branch  
Cadet Cruise, Administration Division  
Administration Division, 1 year  
Support Services Department, Romulan Sector Intelligence,  
1 year  
Technical Services Department, Triangle Sector Intelligence,  
2 years  
Administration Division, 1 year



**Name:** IXITER, Zephram

**Rank/Title:** Lieutenant Commander

**Current Assignment:** Star Fleet Intelligence Command, Plans and Policies Division, Office of Planning and Research

**Position:** Field Equipment Technician

**Cover Assignment:**

**Name:** Andrew Bellz

**Title:** Salesperson

**Position:** Free-lance luxury goods merchandising

**Race:** Alpha Centauran

**Age:** 48

**Sex:** Male

**SECLAR:** 6

**Attributes:**

STR - 62	CHA - 65
END - 69	LUC - 33
INT - 65	PSI - 23
DEX - 75	

**Combat Statistics:**

To-Hit Numbers—	Bare-Hand Damage: 1D10+8
Modern: 48	AP: 11
HTH: 63	

**Significant Skills**

	Rating
Administration	44
Communication Systems Operation	11
Computer Operation	30
Computer Technology	15
Damage Control Procedures	15
Electronics Technology	25
Environmental Suit Operation	15
Instruction	26
Intelligence Procedures	36
Language, Tellarite	20
Leadership	20
Life Science, Bionics	13
Life Support Systems Technology	35
Marksmanship, Modern	20
Mechanical Engineering	60
Medical Science	
General Medicine, Alpha Centauran	19
Negotiation/Diplomacy	15
Personal Combat, Unarmed	51
Personal Weapons Technology	20
Physical Sciences	
Drafting	60
Gravitics	15
Metallurgy	18
Planetary Science, Meteorology	12
Shuttlecraft Pilot	24
Small Equipment Systems Operation	17
Small Equipment Systems Technology	55
Social Sciences	
Law, Federation	18
Racial Culture/History, Federation	15
Space Science, Astronomy	15
Starship Helm Operation	21
Starship Sensors	19
Starship Weaponry Operation	17
Stealth	30
Streetwise	26
Transporter Operation Procedures	15
Trivia, Klingon Cruiser Design	11
Warp Drive Technology	25
Zero-G Operations	31

**Service History:**

Technical Services Branch

Cadet Cruise, Administration Division

Administration Division, 5 years

Star Fleet Academy, Drafting Instructor, 4 years

Technical Services Subdivision, Romulan Sector Intelligence, 5 years

Administration Division, 1 year

Star Fleet Academy, Mechanical Engineering Instructor, 5 years

Support Services Department, Klingon Sector Intelligence, 1 year





**Name:** BARBERO, Gustavus L.

**Rank/Title:** Captain

**Current Assignment:** Star Fleet Intelligence Command, Plans and Policies Division, Office of Planning and Research

**Position:** Field Equipment Technician

**Cover Assignment:**

**Name:** Larry Gaedi

**Title:** Chief Foreman, Acme Starship Maintenance, Ltd.

**Position:** Electronics Technician

**Race:** Human

**Age:** 37

**Sex:** Male

**SECLAR:** 7

**Attributes:**

STR — 66      CHA — 61  
END — 57      LUC — 58  
INT — 62      PSI — 01  
DEX — 61

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10 + 5  
Modern: 45      AP: 10  
HTH: 42

**Significant Skills**

	Rating
Administration	35
Communication Systems Technology	14
Computer Operation	40
Computer Technology	16
Damage Control Procedures	12
Deflector Shield Technology	19
Electronics Technology	89
Environmental Suit Operation	15
Instruction	10
Intelligence Procedures	15
Language, Gorn	20
Leadership	20
Life Science, Genetics	10
Life Support Systems Technology	44
Marksmanship, Modern	29
Mechanical Engineering	45
Medical Science	
General Medicine, Human	11
Negotiation/Diplomacy	15
Personal Combat, Unarmed	23
Personal Weapons Technology	17
Physical Sciences	
Chemistry	16
Gravitics	16
Mathematics	20
Physics	20
Planetary Science, Geology	16
Shuttlecraft Pilot	14
Small Equipment Systems Operation	24
Small Equipment Systems Technology	40
Social Sciences	
Law, Federation	15
Racial Culture/History, Federation	15
Space Science	
Astronautics	15
Astronomy	16
Starship Sensors	13
Stealth	22
Streetwise	33
Transporter Operation Procedures	33
Transporter Systems Technology	40
Warp Drive Technology	15
Zero-G Operations	21

**Service History:**

Technical Services Branch

Cadet Cruise, Administration Division, Honors

Technical Services Subdivision, Orion Sector Intelligence,  
2 years

Technical Services Subdivision, Gorn Sector Intelligence,  
1 year

Support Services Department, Triangle Sector Intelligence,  
2 years

Technical Services Subdivision, Gorn Sector Intelligence,  
4 years

Administration Division, 1 year



**Name:** KAPARTHI, Sellachevo "Sully"

**Rank/Title:** Captain

**Current Assignment:** Star Fleet Intelligence Command Plans and Policies Division, Office of Planning and Research

**Position:** Field Equipment Technician

**Cover Assignment:** None

**Race:** Human

**Age:** 48

**Sex:** Male

**SECLAR:** 6

**Attributes:**

STR - 58      CHA - 62  
END - 72      LUC - 43  
INT - 59      PSI - 01  
DEX - 60

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10 + 5  
Modern: 53      AP: 10  
HTH: 40

**Significant Skills**

	Rating
Administration	60
Communication Systems Technology	14
Computer Operation	30
Computer Technology	49
Damage Control Procedures	10
Deflector Shield Technology	17
Electronics Technology	41
Environmental Suit Operation	15
Intelligence Procedures	51
Language, Hungarian	20
Leadership	27
Life Science, Ecology	17
Life Support Systems Technology	41
Marksmanship, Modern	45
Mechanical Engineering	44
Medical Science	
General Medicine, Human	17
Personal Combat, Unarmed	20
Personal Weapons Technology	13
Physical Sciences	
Chemistry	15
Gravitics	15
Metallurgy	15
Planetary Science, Meteorology	12
Small Equipment Systems Operation	23
Social Sciences	
Law, Federation	15
Law, Klingon	14
Racial Culture/History, Federation	15
Space Science, Astronomy	23
Starship Helm Operation	11
Starship Sensors	17
Starship Weaponry Technology	11
Streetwise	29
Transporter Operation Procedures	15
Transporter Systems Technology	12
Warp Drive Technology	15
Zero-G Operations	23

**Service History:**

Technical Services Branch  
Cadet Cruise, Administration Division, High Honors  
Support Services Department, Triangle Sector Intelligence,  
2 years  
Support Services Department, Klingon Sector Intelligence,  
2 years  
Plans and Policies Division, 9 years  
Engineering Command, 3 years  
Merchant Marine Command, 4 years  
Engineering Command, 1 year

**Name:** DESJARDIN, Rebecca N.

**Rank/Title:** Captain

**Current Assignment:** Star Fleet Intelligence Command, Plans and Policies Division, Office of Planning and Research

**Position:** Field Equipment Technician

**Cover Assignment:** None

**Race:** Human

**Age:** 43

**Sex:** Female

**SECLAR:** 6

**Attributes:**

STR - 70      CHA - 68  
END - 75      LUC - 80  
INT - 53      PSI - 18  
DEX - 61

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10 + 5  
Modern: 47      AP: 10  
HTH: 42

**Significant Skills**

	Rating
Administration	17
Carousing	15
Communication Systems Technology	17
Computer Operation	65
Damage Control Procedures	18
Deflector Shield Technology	16
Electronics Technology	41
Environmental Suit Operation	17
Instruction	30
Intelligence Procedures	29
Language, Italian	20
Leadership	23
Life Science, Genetics	14
Life Support Systems Technology	40
Marksmanship, Modern	32
Marksmanship, Sword	15
Mechanical Engineering	46
Medical Science	
General Medicine, Human	20
Negotiation/Diplomacy	15
Personal Combat, Unarmed	23
Personal Weapons Technology	20
Physical Sciences	
Chemistry	42
Computer Science	23
Drafting	41
Mathematics	11
Physics	38
Planetary Science, Meteorology	22
Shuttlecraft Pilot	15
Small Equipment Systems Operation	15
Social Sciences	
Law, Federation	20
Racial Culture/History, Federation	15
Space Science, Astronomy	15
Starship Sensors	12
Streetwise	20
Transporter Operation Procedures	25
Warp Drive Technology	25
Zero-G Operations	32

**Service History:**

Technical Services Branch  
Cadet Cruise, Support Services, Sector 2 Intelligence,  
High Honors  
Tech. Serv. Subdivision, Orion Sector Intelligence, 1 year  
Support Serv. Department, Klingon Sector Intelligence, 2 years  
Star Fleet Academy, Mechanical Eng. Instructor, 5 years  
Administration Division, 4 years  
Support Serv. Department, Klingon Sector Intelligence, 4 years

**Name:** SONAR

**Rank/Title:** Lieutenant, jg

**Current Assignment:** Star Fleet Intelligence Command, Plans and Policies Division, Office of Policy Development

**Position:** Junior Policy Analyst

**Cover Assignment:** None

**Race:** Vulcan

**Age:** 27

**Sex:** Male

**SECLAR:** 4

**Attributes:**

STR - 69      CHA - 50  
END - 60      LUC - 13  
INT - 74      PSI - 89  
DEX - 53

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10+6  
    *Modern:* 41      AP: 9  
    *HTH:* 46

**Significant Skills**

	Rating
Administration	37
Computer Operation	46
Computer Technology	20
Damage Control Procedures	18
Environmental Suit Operation	26
Gaming, Interstellar Diplomacy	33
Instruction	21
Languages	
Caitian	25
Cygrian	15
Leadership	15
Marksmanship, Modern	28
Medical Science	
General Medicine, Vulcan	14
Negotiation/Diplomacy	22
Personal Combat, Unarmed	39
Personal Weapons Technology	16
Physical Science, Chemistry	10
Planetary Science, Geology	12
Small Equipment Systems Operation	15
Small Vessel Piloting	15
Social Sciences	
Archaeology,	15
Law, Federation	20
Racial Culture/History, Federation	24
Space Science, Astronomy	15
Starship Sensors	14
Streetwise	30
Transporter Operation Procedures	42
Zero-G Operations	28

**Service History:**

Analysis Branch  
Cadet Cruise, Plans and Policies Division, Honors  
Plans and Policies Division, 2 years

**Name:** SPORRUL

**Rank/Title:** Lieutenant

**Current Assignment:** Star Fleet Intelligence Command, Plans and Policies Division, Office of Policy Development

**Position:** Policy Analyst

**Cover Assignment:** None

**Race:** Vulcan

**Age:** 31

**Sex:** Male

**SECLAR:** 5

**Attributes:**

STR - 78      CHA - 61  
END - 83      LUC - 37  
INT - 74      PSI - 04  
DEX - 64

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 2D10+2  
    *Modern:* 42      AP: 10  
    *HTH:* 42

**Significant Skills**

	Rating
Administration	22
Computer Operation	51
Computer Technology	36
Damage Control Procedures	26
Environmental Suit Operation	21
Gaming, 2-D Chess	19
Instruction	12
Intelligence Procedures	14
Language, Romulan	20
Leadership	41
Marksmanship, Modern	20
Medical Science	
General Medicine, Vulcan	21
Negotiation/Diplomacy	19
Personal Combat, Unarmed	20
Personal Weapons Technology	16
Physical Science, Computer Science	23
Planetary Science, Geology	20
Security Procedures	14
Shuttlecraft Pilot	15
Small Equipment Systems Operation	15
Small Vessel Piloting	15
Social Sciences	
Law, Federation	57
Racial Culture/History, Federation	20
Space Sciences	
Astronomy	16
Astrophysics	15
Starship Sensors	32
Streetwise	20
Transporter Operation Procedures	25
Zero-G Operations	14

**Service History:**

Analysis Branch  
Cadet Cruise, Plans and Policies Division, Honors  
Plans and Policies Division, 6 years

## ROMULAN SECTOR PERSONNEL

These characters are intended for use as NPCs. The gamemaster may use them as Case Officers, Contact Officers, Briefing Officers, or other advisors. Although many officers serve in Romulan Sector Intelligence, these NPCs are typical of those found within their sector.

**Name:** SLAVIT

**Rank/Title:** Captain

**Current Assignment:** Star Fleet Intelligence Command, Romulan Sector Intelligence, Support Services Department

**Position:** Station Chief, Star Base 20

**Cover Assignment:** None

**Race:** Vulcan

**Age:** 48

**Sex:** Male

**SECLAR:** 6

### Attributes:

STR - 77      CHA - 53  
END - 65      LUC - 21  
INT - 81      PSI - 72  
DEX - 67

### Combat Statistics:

To-Hit Numbers—      Bare-Hand Damage: 2D10+3  
Modern: 48      AP: 10  
HTH: 52



### Significant Skills

	Rating
Administration	69
Bribery	13
Carousing	24
Clandestine Operations	26
Computer Operation	45
Damage Control Procedures	10
Environmental Suit Operation	16
Forgery	25
Instruction	21
Intelligence Procedures	21
Interrogation	27
Languages	
Klingonaase	36
Romulan	33
Leadership	27
Life Science, Exobiology	12
Marksmanship, Modern	28
Marksmanship, Vulcan Crossbow	17
Medical Science	
General Medicine, Vulcan	15
Negotiation/Diplomacy	33
Personal Combat, Lirpa	15
Personal Combat, Unarmed	37
Personal Weapons Technology	7
Physical Science, Computer Science	19
Planetary Science, Meteorology	17
Security Procedures	20
Social Sciences	
Law, Federation	25
Law, Romulan	13
Racial Culture/History, Federation	44
Space Science, Astronomy	15
Sports, Long-Distance Running	20
Starship Sensors	13
Stealth	18
Streetwise	47
Surveillance	20
Trade and Commerce	63
Transporter Operation Procedures	15
Value Estimation	40
Zero-G Operations	31

### Service History:

Administration Branch  
Cadet Cruise, Plans and Policies Division  
Support Services Department, Romulan Sector Intelligence,  
5 years  
Administration Division, 2 years  
Star Fleet Academy, Trade and Commerce Instructor, 2 years  
Plans and Policies Division, 2 years  
Support Services Department, Klingon Sector Intelligence,  
5 years  
Support Services Department, Triangle Sector Intelligence,  
1 year  
Administration Division, 5 years

**Name:** GENQONA, Geoffrey W.

**Rank/Title:** Commander

**Current Assignment:** Star Fleet Intelligence Command, Romulan  
Sector Intelligence, Special Equipment Section

**Position:** Station Section Head, Star Base 20

**Cover Assignment:** None

**Race:** Alpha Centauran

**Age:** 39

**Sex:** Male

**SECLAR:** 6

**Attributes:**

STR - 55      CHA - 56  
END - 63      LUC - 36  
INT - 59      PSI - 01  
DEX - 69

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10 + 5  
Modern: 45      AP: 10  
HTH: 46

**Significant Skills**

	Rating
Administration	59
Computer Operation	40
Computer Technology	21
Damage Control Procedures	24
Deflector Shield Technology	30
Electronics Technology	32
Environmental Suit Operation	22
Languages	
Edoan	16
Gorn	11
Orion	16
Leadership	21
Life Science, Bionics	12
Life Support Systems Technology	25
Marksmanship, HP Rifle	18
Marksmanship, Modern	20
Mechanical Engineering	60
Medical Science	
General Medicine, Alpha Centauran	18
Negotiation/Diplomacy	25
Personal Combat, Unarmed	23
Personal Weapons Technology	45
Physical Sciences	
Drafting	20
Mathematics	15
Metallurgy	19
Planetary Science, Meteorology	10
Small Equipment Systems Operation	20
Social Sciences	
Law, Federation	17
Racial Culture/History, Federation	15
Space Science, Astronomy	25
Starship Sensors	21
Streetwise	31
Transporter Operation Procedures	17
Warp Drive Technology	15
Zero-G Operations	10

**Service History:**

Technical Services Branch  
First Cadet Cruise, Military Operations Command  
Second Cadet Cruise, Military Operations Command  
Support Services Department, Klingon Sector Intelligence,  
2 years  
Technical Services Subdivision, Gorn Sector Intelligence,  
1 year  
Technical Services Subdivision, Romulan Sector Intelligence,  
3 years  
Administration Division, 1 year  
Plans and Policies Division, 3 years  
Technical Services Subdivision, Orion Sector Intelligence,  
2 years

**Name:** BANNER, Edward K.

**Rank/Title:** Lieutenant Commander

**Current Assignment:** Star Fleet Intelligence Command, Romulan  
Sector Intelligence, Deep-Cover Operations Section

**Position:** Station Section Head, Star Base 20

**Cover Assignment:**

**Name:** Sam Hill

**Position:** Private Investigator

**Race:** Human

**Age:** 30

**Sex:** Male

**SECLAR:** 6

**Attributes:**

STR - 56      CHA - 57  
END - 67      LUC - 63  
INT - 93      PSI - 01  
DEX - 69

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10 + 5  
Modern: 47      AP: 10  
HTH: 45

**Significant Skills**

	Rating
Administration	62
Carousing	44
Computer Operation	41
Computer Technology	15
Damage Control Procedures	10
Environmental Suit Operation	18
Gaming, Poker	20
Instruction	40
Intelligence Procedures	45
Languages	
Deltan	22
Kaferian	56
Romulan	40
Leadership	43
Life Science, Exobiology	20
Marksmanship, Modern	25
Medical Science	
General Medicine, Human	23
Personal Combat, Unarmed	20
Personal Weapons Technology	5
Physical Science, Mathematics	11
Planetary Science, Geology	10
Security Procedures	15
Small Equipment Systems Operation	14
Small Unit Tactics	15
Small Vessel Piloting	13
Social Sciences	
Law, Federation	24
Racial Culture/History, Federation	18
Racial Culture/History, Romulan	19
Space Science	
Astronautics	16
Astronomy	10
Starship Sensors	16
Streetwise	13
Transporter Operation Procedures	15
Vehicle Operation, Atmospheric	11
Zero-G Operations	21

**Service History:**

Field Operations Branch  
Cadet Cruise, Field Operations Department,  
Sector 4 Intelligence, Honors  
Field Operations Department, Klingon Sector Intelligence,  
2 years  
Administration Division, 1 year  
Military Operations Command, 1 year



**Name:** PELL, Thom U.

**Rank/Title:** Lieutenant

**Current Assignment:** Star Fleet Intelligence Command, Romulan  
Sector Intelligence, Deep-Cover Operations Section

**Position:** Case/Contact Officer

**Cover Assignment:** None

**Race:** Human

**Age:** 39

**Sex:** Male

**SECLAR:** 5

**Attributes:**

STR - 53      CHA - 64  
END - 54      LUC - 48  
INT - 79      PSI - 26  
DEX - 60

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10 + 5  
*Modern:* 46      AP: 10  
*HTH:* 40

**Significant Skills**

	Rating
Administration	32
Artistic Expression, Poetry	18
Carousing	36
Computer Operation	35
Damage Control Procedures	14
Electronics Technology	73
Environmental Suit Operation	15
Instruction	14
Intelligence Procedures	54
Language, Alpha Centauran Dialect C	33
Life Science, Exobiology	12
Life Support Systems Technology	25
Marksmanship, Modern	31
Mechanical Engineering	28
Medical Science	
General Medicine, Human	16
Personal Combat, Unarmed	20
Personal Weapons Technology	6
Physical Sciences	
Computer Science	15
Drafting	34
Gravitics	15
Metallurgy	22
Planetary Science, Geology	13
Shuttlecraft Pilot	11
Small Equipment Systems Operation	29
Social Sciences	
Law, Federation	15
Racial Culture/History, Federation	15
Space Sciences	
Astrogation	24
Astronomy	10
Astrophysics	24
Starship Sensors	16
Streetwise	32
Transporter Operation Procedures	50
Warp Drive Technology	15
Zero-G Operations	36

**Service History:**

Technical Services Branch  
Cadet Cruise, Administration Division  
Administration Division, 1 year  
Support Serv. Dept., Romulan Sector Intelligence, 4 years  
Tech. Serv. Subdivision, Klingon Sector Intelligence, 2 years  
Tech. Serv. Subdivision, Orion Sector Intelligence, 2 years  
Tech. Serv. Subdivision, Klingon Sector Intelligence, 3 years

**Name:** HUGHULAGH, Lava

**Rank/Title:** Lieutenant Commander

**Current Assignment:** Star Fleet Intelligence Command, Romulan  
Sector Intelligence, Deep-Cover Operations Section

**Position:** Case/Contact Officer

**Cover Assignment:** None

**Race:** Tellarite

**Age:** 37

**Sex:** Female

**SECLAR:** 6

**Attributes:**

STR - 73      CHA - 53  
END - 72      LUC - 55  
INT - 73      PSI - 49  
DEX - 73

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10+6  
*Modern:* 49      AP: 11  
*HTH:* 57

**Significant Skills**

	Rating
Administration	45
Artistic Expression, Clay Sculpture	13
Carousing	28
Computer Operation	38
Computer Technology	12
Damage Control Procedures	10
Environmental Suit Operation	27
Gaming, Dice Games	11
Instruction	75
Intelligence Procedures	37
Language, Romulan	30
Leadership	27
Marksmanship, Modern	25
Medical Science	
General Medicine, Tellarite	29
Negotiation/Diplomacy	15
Personal Combat, Axe	16
Personal Combat, Unarmed	41
Personal Weapons Technology	21
Physical Science, Computer Science	19
Planetary Science, Geology	20
Security Procedures	35
Shuttlecraft Pilot	15
Small Equipment Systems Operation	11
Small Vessel Piloting	19
Social Sciences	
Law, Federation	15
Racial Culture/History, Federation	15
Space Science, Astronomy	10
Starship Sensors	16
Stealth	23
Streetwise	18
Surveillance	26
Trade and Commerce	17
Transporter Operation Procedures	23
Zero-G Operations	19

**Service History:**

Field Operations Branch  
Cadet Cruise, Field Operations Department, Sector  
    1 Intelligence  
Technical Services Subdivision, Triangle Sector Intelligence,  
    4 years  
Star Fleet Academy, Instruction Instructor, 3 years  
Field Operations Department, Klingon Sector Intelligence,  
    1 year  
Star Fleet Academy, Unarmed Personal Combat Instructor,  
    3 years

HUGHULAGH



SHARIN

**Name:** SHARIN, Therita**Rank/Title:** Lieutenant Commander**Current Assignment:** Star Fleet Intelligence Command, Romulan Sector Intelligence, Deep-Cover Operations Section**Position:** Case/Contact Officer**Cover Assignment:****Name:** Salita Trevel**Title:** Field Representative, Ajax InterStel Tours, Ltd.**Position:** Chauffeur/Guide**Race:** Andorian**Age:** 44**Sex:** Female**SECLAR:** 6**Attributes:**

STR - 73      CHA - 60  
 END - 68      LUC - 53  
 INT - 57      PSI - 01  
 DEX - 68

**Combat Statistics:****To-Hit Numbers—****Modern:** 53**HTH:** 44**Bare-Hand Damage:** 1D10 + 5**AP:** 10**Significant Skills****Rating**

Clandestine Operations	44
Computer Operation	38
Damage Control Procedures	10
Environmental Suit Operation	18
Instruction	27
Intelligence Procedures	43
Languages	
Romulan	18
Vulcan	16
Leadership	28
Marksmanship, Modern	37
Medical Science	
General Medicine, Andorian	17
Personal Combat, Sword	13
Personal Combat, Unarmed	20
Personal Weapons Technology	27
Physical Science, Gravitics	18
Planetary Science, Meteorology	38
Security Procedures	41
Shuttlecraft Pilot	20
Small Equipment Systems Operation	14
Social Sciences	
Law, Federation	18
Racial Culture/History, Federation	15
Space Science	
Astronautics	19
Astronomy	10
Sports, Zero-G Handball	17
Starship Sensors	10
Stealth	35
Streetwise	44
Surveillance	16
Trivia, Ancient Ground Vehicles	17
Vehicle Operation	
Atmospheric	20
Ground	35
Zero-G Operations	49

**Service History:**

Field Operations Branch

Cadet Cruise, Plans and Policies Division

Field Operations Dept., Triangle Sector Intelligence, 4 years

Tech. Serv. Subdivision, Romulan Sector Intelligence, 2 years

Field Operations Dept., Triangle Sector Intelligence, 2 years

Field Operations Dept., Romulan Sector Intelligence, 4 years

Field Operations Dept., Klingon Sector Intelligence, 2 years

Plans and Policies Division, 4 years

## ORION SECTOR PERSONNEL

These characters are intended for use as NPCs. They may be employed as Case Officers, Contact Officers, Briefing Officers, or other advisors. Though many other officers serve in Orion Sector Intelligence, these NPCs are typical of the officers found within their sector.

**Name:** CARCEAUX, Yvette

**Rank/Title:** Commander

**Current Assignment:** Star Fleet Intelligence Command, Orion Sector Intelligence, Support Services Department

**Position:** Station Chief, Star Base 12

**Cover Assignment:** None

**Race:** Alpha Centauran

**Age:** 50

**Sex:** Female

**SECLAR:** 6

### Attributes:

STR — 54	CHA — 75
END — 65	LUC — 29
INT — 78	PSI — 42
DEX — 66	

### Combat Statistics:

To-Hit Numbers—  
Modern: 47  
HTH: 43

Bare-Hand Damage: 1D10 + 5  
AP: 10



### Significant Skills

	Rating
Administration	60
Carousing	42
Computer Operation	40
Damage Control Procedures	39
Disguise	18
Environmental Suit Operation	34
Gaming, Parcheesi	24
Instruction	21
Intelligence Procedures	76
Languages	
Gorn	24
Romulan	39
Leadership	26
Life Science, Botany	13
Marksmanship, Modern	28
Marksmanship, Rifle	20
Medical Science	
General Medicine, Alpha Centauran	18
Negotiation/Diplomacy	51
Personal Combat, Unarmed	20
Personal Weapons Technology	12
Physical Science, Metallurgy	10
Planetary Science, Hydrology	15
Planetary Survival, Desert	18
Security Procedures	60
Small Equipment Systems Operation	21
Social Sciences	
Law, Federation	17
Racial Culture/History, Federation	15
Space Science, Astronomy	10
Starship Sensors	21
Streetwise	14
Transporter Operation Procedures	32
Value Estimation	12
Vehicle Operation, Atmospheric	27
Zero-G Operations	19

### Service History:

Field Operations Branch  
Cadet Cruise, Plans and Policies Division  
Plans and Policies Division, 1 year  
Field Operations Department, Romulan Sector Intelligence, 2 years  
Military Operations Command, 1 year  
Field Operations Department, Klingon Sector Intelligence, 5 years  
Field Operations Department, Orion Sector Intelligence, 3 years  
Plans and Policies Division, 4 years  
Field Operations Department, Klingon Sector Intelligence, 4 years  
Field Operations Department, Romulan Sector Intelligence, 4 years

**Name:** BALL, Nina A.

**Rank/Title:** Lieutenant Commander

**Current Assignment:** Star Fleet Intelligence Command, Orion Sector  
Intelligence, Special Equipment Section

**Position:** Station Section Head, Star Base 12

**Cover Assignment:** None

**Race:** Human

**Age:** 44

**Sex:** Female

**SECLAR:** 6

**Attributes:**

STR - 53      CHA - 63  
END - 60      LUC - 66  
INT - 63      PSI - 27  
DEX - 58

**Combat Statistics:**

To-Hit Numbers—

Modern: 48

HTH: 42

Bare-Hand Damage: 1D10 + 5

AP: 9

**Significant Skills**

**Rating**

Administration 40  
Computer Operation 32  
Computer Technology 17  
Damage Control Procedures 10  
Electronics Technology 44  
Environmental Suit Operation 20  
Instruction 19  
Intelligence Procedures 40  
Language, Gideonese 26  
Leadership 16  
Life Science, Exobiology 14  
Life Support Systems Technology 39  
Marksmanship, Modern 37  
Mechanical Engineering 28  
Medical Science  
    General Medicine, Human 23  
Negotiation/Diplomacy 19  
Personal Combat, Unarmed 26  
Personal Weapons Technology 11  
Physical Sciences  
    Computer Science 15  
    Drafting 26  
    Mathematics 15  
    Metallurgy 22  
Planetary Science, Meteorology 39  
Shuttlecraft Systems Technology 12  
Small Equipment Systems Operation 25  
Social Sciences  
    Law, Federation 15  
    Racial Culture/History, Federation 15  
Space Science, Astronomy 21  
Starship Helm Operation 12  
Starship Sensors 21  
Streetwise 36  
Transporter Operation Procedures 50  
Trivia, Fossil Collecting 17  
Warp Drive Technology 50  
Zero-G Operations 11

**Service History:**

Technical Services Branch  
First Cadet Cruise, Administration Division  
Second Cadet Cruise, Administration Division  
Administration Division, 4 years  
Plans and Policies Division, 4 years  
Support Services Department, Klingon Sector Intelligence,  
    3 years  
Plans and Policies Division, 3 years  
Administration Division, 3 years

**Name:** SPORIK

**Rank/Title:** Lieutenant Commander

**Current Assignment:** Star Fleet Intelligence Command, Orion Sector  
Intelligence, Deep-Cover Operations Section

**Position:** Station Section Head, Star Base 12

**Cover Assignment:** None

**Race:** Vulcan

**Age:** 52

**Sex:** Male

**SECLAR:** 6

**Attributes:**

STR - 77      CHA - 66  
END - 71      LUC - 44  
INT - 83      PSI - 50  
DEX - 60

**Combat Statistics:**

To-Hit Numbers—

Modern: 53

HTH: 53

Bare-Hand Damage: 2D10+3

AP: 10

**Significant Skills**

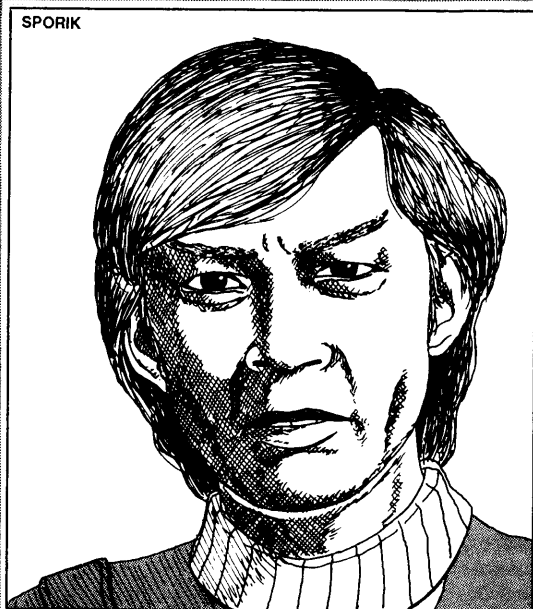
**Rating**

Administration 41  
Carousing 18  
Clandestine Operations 46  
Communication Systems Operation 20  
Computer Operation 50  
Damage Control Procedures 18  
Disguise 48  
Environmental Suit Operation 22  
Instruction 47  
Intelligence Procedures 40  
Language, Orion 25  
Leadership 46  
Marksmanship, Modern 45  
Medical Science  
    General Medicine, Vulcan 15  
Negotiation/Diplomacy 22  
Personal Combat, Unarmed 45  
Personal Weapons Technology 13  
Physical Sciences  
    Computer Science 19  
    Drafting 25  
Planetary Science, Meteorology 15  
Security Procedures 59  
Small Equipment Systems Operation 15  
Social Sciences  
    Law, Federation 25  
    Racial Culture/History, Federation 21  
Space Science, Astronomy 10  
Streetwise 31  
Trivia, Terran Stage Illusionists 20  
Vehicle Operations  
    Atmospheric 16  
    Ground 16  
Zero-G Operations 18

**Service History:**

Field Operations Branch  
First Cadet Cruise, Field Operations Department,  
    Sector 3 Intelligence  
Second Cadet Cruise, Plans and Policies Division  
Third Cadet Cruise, Technical Services Subdivision,  
    Sector 4 Intelligence  
Plans and Policies Division, 2 years  
Field Operations Dept., Orion Sector Intelligence, 4 years  
Star Fleet Academy, Disguise Instructor, 4 years  
Field Operations Dept., Triangle Sector Intelligence, 1 year  
Tech. Serv. Subdivision, Orion Sector Intelligence, 2 years  
Field Operations Dept., Orion Sector Intelligence, 4 years  
Military Operations Command, 4 years  
Administration Division, 4 years

SPORIK



ILIANOV



**Name:** ILIANOV, Valentina Patri

**Rank/Title:** Lieutenant Commander

**Current Assignment:** Star Fleet Intelligence Command, Orion Sector  
Intelligence, Deep-Cover Operations Section

**Position:** Case/Contact Officer

**Cover Assignment:** None

**Race:** Human

**Age:** 34

**Sex:** Female

**SECLAR:** 5

**Attributes:**

STR - 72	CHA - 62
END - 59	LUC - 78
INT - 62	PSI - 01
DEX - 71	

**Combat Statistics:**

To-Hit Numbers—

Modern: 48

HTH: 46

Bare-Hand Damage: 1D10 + 5

AP: 11

**Significant Skills**

**Rating**

Administration	44
Artistic Expression, Oil Painting	17
Carousing	20
Computer Operation	49
Damage Control Procedures	15
Environmental Suit Operation	22
Gaming, Fizzbin	37
Instruction	29
Intelligence Procedures	65
Language, Klingonaase	22
Leadership	31
Life Science, Exobiology	13
Marksmanship, Modern	25
Medical Science	
General Science, Human	48
Personal Combat, Foil	15
Personal Combat, Unarmed	20
Personal Weapons Technology	9
Physical Science, Mathematics	10
Planetary Science, Hydrology	21
Planetary Survival	
Arctic	23
Cool Temperate	16
Security Procedures	45
Small Equipment Systems Operation	15
Small Vessel Piloting	13
Social Sciences	
Law, Federation	23
Racial Culture/History, Federation	21
Space Science, Astronomy	25
Starship Sensors	10
Transporter Operation Procedures	13
Trivia, Ancient Russian Customs	14
Zero-G Operations	36

**Service History:**

Field Operations Branch

Cadet Cruise, Plans and Policies Division, Honors

Field Operations Department, Klingon Sector Intelligence,  
2 years

Military Operations Command, 5 years

Field Operations Department, Triangle Sector Intelligence,  
1 year

**Name:** WONG, Vincent su

**Rank/Title:** Lieutenant Commander

**Current Assignment:** Star Fleet Intelligence Command, Orion Sector  
Intelligence, Deep-Cover Operations Section

**Position:** Case/Contact Officer

**Cover Assignment:** None

**Race:** Human

**Age:** 33

**Sex:** Male

**SECLAR:** 5

**Attributes:**

STR - 68      CHA - 50  
END - 64      LUC - 55  
INT - 74      PSI - 01  
DEX - 57

**Combat Statistics:**

To-Hit Numbers—

Modern: 51

HTH: 41

Bare-Hand Damage: 1D10 + 5

AP: 9

**Significant Skills**

**Rating**

Administration 59  
Artistic Expression, Dance 11  
Carousing 12  
Clandestine Operations 11  
Communication Systems Operation 26  
Computer Operation 30  
Damage Control Procedures 14  
Environmental Suit Operation 26  
Instruction 27  
Intelligence Procedures 45  
Language, Romulan 22  
Leadership 38  
Life Science, Ecology 12  
Marksmanship, Modern 45  
Medical Science  
    General Medicine, Human 37  
Negotiation/Diplomacy 13  
Personal Combat, Dagger 28  
Personal Combat, Unarmed 24  
Personal Weapons Technology 12  
Physical Science, Metallurgy 10  
Planetary Science, Geology 14  
Planetary Survival, Arctic 11  
Security Procedures 45  
Shuttlecraft Pilot 29  
Small Equipment Systems Operation 20  
Social Sciences  
    Law, Federation 21  
    Racial Culture/History, Federation 15  
Space Science  
    Astrogation 17  
    Astronomy 10  
Starship Sensors 16  
Transporter Operation Procedures 10  
Trivia, Ancient Melee Weapons 29  
Value Estimation 17  
Vehicle Operation, Atmospheric 29  
Zero-G Operations 10

**Service History:**

Field Operations Branch  
Cadet Cruise, Field Operations Department,  
    Sector 2 Intelligence, High Honors  
Field Operations Dept., Romulan Sector Intelligence, 1 year  
Star Fleet Academy, Marksmanship, Modern Instructor,  
    2 years  
Tech. Serv. Subdivision, Triangle Sector Intelligence, 1 year  
Field Operations Dept., Klingon Sector Intelligence, 3 years

**Name:** THANEL, Shar

**Rank/Title:** Lieutenant Commander

**Current Assignment:** Star Fleet Intelligence Command, Orion Sector  
Intelligence, Deep-Cover Operations Section

**Position:** Case/Contact Officer

**Cover Assignment:** None

**Race:** Andorian

**Age:** 34

**Sex:** Male

**SECLAR:** 5

**Attributes:**

STR - 69      CHA - 65  
END - 61      LUC - 73  
INT - 57      PSI - 01  
DEX - 54

**Combat Statistics:**

To-Hit Numbers—

Modern: 60

HTH: 43

Bare-Hand Damage: 1D10+6

AP: 9

**Significant Skills**

**Rating**

Administration 42  
Carousing 20  
Clandestine Operations 14  
Communication Systems Operation 20  
Computer Operation 38  
Damage Control Procedures 10  
Disguise 14  
Environmental Suit Operation 18  
Gaming, 3-D Chess 20  
Instruction 20  
Intelligence Procedures 35  
Language, Orion 20  
Leadership 55  
Life Science, Bionics 10  
Marksmanship, Modern 66  
Medical Science  
    General Medicine, Andorian 14  
Negotiation/Diplomacy 31  
Personal Combat, Bolo 14  
Personal Combat, Unarmed 32  
Personal Weapons Technology 13  
Physical Science, Physics 12  
Planetary Science, Geology 10  
Security Procedures 43  
Small Equipment Systems Operation 14  
Social Sciences  
    Law, Federation 23  
    Law, Klingon 17  
    Racial Culture/History, Federation 15  
Space Sciences  
    Astrogation 28  
    Astronomy 15  
Starship Sensors 10  
Streetwise 17  
Zero-G Operations 18

**Service History:**

Field Operations Branch  
Cadet Cruise, Administration Division  
Field Operations Department, Romulan Sector Intelligence,  
    1 year  
Field Operations Department, Klingon Sector Intelligence,  
    4 years  
Field Operations Department, Romulan Sector Intelligence,  
    3 years



## KLINGON SECTOR PERSONNEL

These characters are intended for use as NPCs. Gamemasters may use them as Case Officers, Contact Officers, Briefing Officers, or other advisors. These NPCs are typical of the officers who work in the Klingon Sector.

**Name:** TR'LSANA

**Rank/Title:** Captain

**Current Assignment:** Star Fleet Intelligence Command, Klingon Sector Intelligence, Support Services Department

**Position:** Station Chief, Star Base 23

**Cover Assignment:** None

**Race:** Caitian

**Age:** 47

**Sex:** Female

**SECLAR:** 7

### Attributes:

STR - 49	CHA - 73
END - 72	LUC - 14
INT - 70	PSI - 01
DEX - 62	

### Combat Statistics:

To-Hit Numbers—

Modern: 43

HTH: 44

Bare-Hand Damage: 1D10 +2

AP: 10



### Significant Skills

### Rating

Administration	42
Bribery	20
Clandestine Operations	45
Computer Operation	46
Damage Control Procedures	10
Environmental Suit Operation	20
Forgery	15
Instruction	12
Intelligence Procedures	74
Interrogation	15
Languages	
Andorian	39
Caitian	60
Klingonaase	19
Leadership	49
Life Science, Zoology	15
Marksmanship, Modern	23
Medical Science	
General Medicine, Caitian	19
Negotiation/Diplomacy	15
Personal Combat, Unarmed	25
Personal Weapons Technology	5
Physical Science, Chemistry	19
Planetary Science, Geology	11
Shuttlecraft Pilot	18
Small Equipment Systems Operation	13
Social Sciences	
Law, Federation	29
Racial Culture/History, Federation	24
Racial Culture/History, Klingon	22
Space Science, Astronomy	10
Starship Sensors	16
Stealth	38
Surveillance	59
Trade and Commerce	31
Transporter Operation Procedures	13
Value Estimation	15
Vehicle Operation, Ground	20
Zero-G Operations	20

### Service History:

Administration Branch  
 First Cadet Cruise, Military Operations Command  
 Second Cadet Cruise, Administration Division  
 Plans and Policies Division, 2 years  
 Administration Division, 8 years  
 Materiel Command, 4 years  
 Technical Services Subdivision, Romulan Sector Intelligence, 1 year  
 Star Fleet Academy, Surveillance Instructor, 1 year  
 Support Services Department, Romulan Sector Intelligence, 1 year  
 Plans and Policies Division, 2 years  
 Materiel Command, 2 years

**Name:** TIJERAS, Rosa Maria

**Rank/Title:** Lieutenant Commander

**Current Assignment:** Star Fleet Intelligence Command, Klingon  
Sector Intelligence, Special Equipment Section

**Position:** Station Section Head, Star Base 23

**Cover Assignment:** None

**Race:** Human

**Age:** 40

**Sex:** Female

**SECLAR:** 6

**Attributes:**

STR — 60	CHA — 57
END — 59	LUC — 52
INT — 68	PSI — 31
DEX — 66	

**Combat Statistics:**

To-Hit Numbers—	Bare-Hand Damage: 1D10 + 5
Modern: 43	AP: 10
HTH: 44	

**Significant Skills**

	Rating
Administration	42
Communication Systems Technology	19
Computer Operation	30
Damage Control Procedures	48
Electronics Technology	25
Environmental Suit Operation	25
Gaming, Resource Management Games	19
Instruction	14
Intelligence Procedures	17
Language, Romulan	20
Leadership	38
Life Science, Genetics	14
Life Support Systems Technology	34
Marksmanship, Modern	20
Mechanical Engineering	63
Medical Science	
General Medicine, Human	15
Negotiation/Diplomacy	18
Personal Combat, Unarmed	22
Personal Weapons Technology	20
Physical Sciences	
Chemistry	31
Gravitics	30
Planetary Science, Hydrology	10
Security Procedures	20
Shuttlecraft Pilot	15
Small Equipment Systems Operation	60
Small Equipment Systems Technology	12
Social Sciences	
Law, Federation	15
Racial Culture/History, Federation	15
Space Science, Astronomy	15
Starship Sensors	10
Stealth	24
Streetwise	34
Surveillance	16
Transporter Operation Procedures	23
Transporter Systems Technology	15
Warp Drive Technology	22
Zero-G Operations	20

**Service History:**

Technical Services Branch

First Cadet Cruise, Plans and Policies Division

Second Cadet Cruise, Military Operations Command

Third Cadet Cruise, Plans and Policies Division

Fourth Cadet Cruise, Administration Division

Administration Division, 3 years

Support Services Department, Romulan Sector Intelligence,  
1 year

Technical Services Subdivision, Triangle Sector Intelligence,  
1 year

Support Services Department, Romulan Sector Intelligence,  
1 year

Administration Division, 3 years

Technical Services Subdivision, Gorn Sector Intelligence,  
1 year

Technical Services Subdivision, Romulan Sector Intelligence,  
2 years



**Name:** BOTTOMS, Ann L.

**Rank/Title:** Commander

**Current Assignment:** Star Fleet Intelligence Command, Klingon  
Sector Intelligence, Deep-Cover Operations Section

**Position:** Station Section Head, Star Base 23

**Cover Assignment:** None

**Race:** Human

**Age:** 38

**Sex:** Female

**SECLAR:** 6

**Attributes:**

STR - 67      CHA - 62  
END - 56      LUC - 44  
INT - 88      PSI - 45  
DEX - 62

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10 + 5  
    *Modern:* 43                      AP: 10  
    *HTH:* 44

Significant Skills	Rating
Administration	55
Bribery	20
Clandestine Operations	52
Computer Operation	44
Damage Control Procedures	26
Environmental Suit Operation	20
Forgery	23
Instruction	21
Intelligence Procedures	63
Interrogation	15
Languages	
Andorian	25
Edoan	12
Leadership	15
Life Science, Bionics	12
Marksmanship, Longbow	11
Marksmanship, Modern	23
Medical Sciences	
General Medicine, Human	11
Psychology, Human	30
Personal Combat, Unarmed	25
Personal Weapons Technology	12
Physical Science, Mathematics	13
Planetary Science, Geology	11
Shuttlecraft Pilot	13
Social Sciences	
Law, Federation	59
Racial Culture/History, Federation	35
Racial Culture/History, Klingon	27
Space Science, Astronomy	13
Starship Sensors	10
Stealth	32
Streetwise	21
Surveillance	31
Trade and Commerce	22
Transporter Operation Procedures	10
Value Estimation	15
Zero-G Operations	14

**Service History:**

Administration Branch  
Cadet Cruise, Military Operations Command  
Support Services Department, Triangle Sector Intelligence,  
    5 years  
Support Services Department, Romulan Sector Intelligence,  
    2 years  
Plans and Policies Division, 1 year  
Administration Division, 4 years

**Name:** MacMORRIS, Blair C.

**Rank/Title:** Lieutenant

**Current Assignment:** Star Fleet Intelligence Command, Klingon  
Sector Intelligence, Deep-Cover Operations Section

**Position:** Case/Contact Officer

**Cover Assignment:** None

**Race:** Human

**Age:** 33

**Sex:** Female

**SECLAR:** 5

**Attributes:**

STR - 73      CHA - 75  
END - 57      LUC - 30  
INT - 72      PSI - 18  
DEX - 65

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10 + 5  
    *Modern:* 54                      AP: 10  
    *HTH:* 43

Significant Skills	Rating
Administration	79
Artistic Expression, Singing	22
Carousing	12
Communication Systems Operations	27
Computer Operation	42
Damage Control Procedures	10
Disguise	13
Environmental Suit Operation	12
Gaming, Trivia Games	32
Instruction	28
Intelligence Procedures	45
Language, Klingonaase	67
Leadership	23
Life Science, Zoology	13
Marksmanship, Modern	43
Medical Science	
General Medicine, Human	12
Personal Combat, Unarmed	20
Personal Weapons Technology	6
Physical Science, Computer Science	13
Planetary Science, Meteorology	11
Security Procedures	37
Shuttlecraft Pilot	35
Small Equipment Systems Operation	10
Small Vessel Piloting	11
Social Sciences	
Law, Federation	20
Racial Culture/History, Federation	21
Space Science, Astronomy	14
Sports, Boxing	11
Starship Sensors	10
Transporter Operation Procedures	18
Value Estimation	16
Vehicle Operation, Water	21
Zero-G Operations	23

**Service History:**

Field Operations Branch  
First Cadet Cruise, Military Operations Command  
Second Cadet Cruise, Field Operations Department,  
    Sector 1 Intelligence  
Third Cadet Cruise, Military Operations Command  
Field Operations Department, Tholian Sector Intelligence,  
    3 years  
Administration Division, 2 years  
Military Operations Command, 1 year

**Name:** IXJOHNS, Aretha

**Rank/Title:** Commander

**Current Assignment:** Star Fleet Intelligence Command, Klingon  
Sector Intelligence, Deep-Cover Operations Section

**Position:** Case/Contact Officer

**Cover Assignment:** None

**Race:** Alpha Centauran

**Age:** 47

**Sex:** Female

**SECLAR:** 6

**Attributes:**

STR — 63      CHA — 75  
END — 85      LUC — 53  
INT — 72      PSI — 54  
DEX — 66

**Combat Statistics:**

To-Hit Numbers—

Modern: 52

HTH: 53

Bare-Hand Damage: 1D10 +7

AP: 10

**Significant Skills**

**Rating**

Administration	80
Carousing	20
Computer Operation	43
Damage Control Procedures	10
Environmental Suit Operation	12
Gaming, Checkers	28
Instruction	23
Intelligence Procedures	41
Languages	
Klingonaase	11
Zeonian	64
Leadership	55
Life Science, Genetics	18
Marksmanship, Modern	38
Medical Science	
General Medicine, Alpha Centauran	26
Negotiation/Diplomacy	11
Personal Combat, Unarmed	40
Personal Weapons Technology	13
Physical Science, Chemistry	19
Planetary Science, Hydrology	19
Security Procedures	41
Shuttlecraft Pilot	44
Small Equipment Systems Operation	25
Social Sciences	
Law, Federation	28
Racial Culture/History, Federation	25
Space Sciences	
Astronomy	14
Astrophysics	12
Sports, Gymnastics	19
Starship Sensors	10
Streetwise	18
Surveillance	11
Trade and Commerce	14
Transporter Operation Procedures	22
Value Estimation	19
Zero-G Operations	12

**Service History:**

Field Operations Branch

First Cadet Cruise, Administration Division

Second Cadet Cruise, Field Operations Division,  
Sector 1 Intelligence

Field Operations Department, Triangle Sector Intelligence,  
5 years

Field Operations Department, Gorn Sector Intelligence,  
2 years

Marine Corps Command, 3 years

Administration Division, 2 years

Marine Corps Command, 4 years

Field Operations Department, Klingon Sector Intelligence,  
4 years

Star Fleet Academy, Administration and Leadership

Instructor, 1 year



**Name:** MERYDDIN, Richard M.

**Rank/Title:** Lieutenant Commander

**Current Assignment:** Star Fleet Intelligence Command, Klingon  
Sector Intelligence, Deep-Cover Operations Section

**Position:** Case/Contact Officer

**Cover Assignment:** None

**Race:** Human

**Age:** 41

**Sex:** Male

**SECLAR:** 6

**Attributes:**

STR - 58	CHA - 65
END - 60	LUC - 40
INT - 68	PSI - 01
DEX - 69	

**Combat Statistics:**

To-Hit Numbers— Bare-Hand Damage: 1D10 + 5

Modern: 54

AP: 10

HTH: 45

**Significant Skills**

**Rating**

Administration	49
Carousing	20
Communication Systems Operation	32
Computer Operation	43
Damage Control Procedures	18
Environmental Suit Operation	12
Gaming, Billiards	20
Instruction	20
Intelligence Procedures	42
Languages	
Klingonaase	13
Welsh	40
Leadership	23
Life Science, Botany	12
Marksmanship, Modern	38
Medical Science	
General Medicine, Human	22
Negotiation/Diplomacy	27
Personal Combat, Unarmed	20
Personal Weapons Technology	7
Physical Science, Physics	19
Planetary Science, Meteorology	10
Security Procedures	65
Shuttlecraft Pilot	27
Small Equipment Systems Operation	19
Small Unit Tactics	21
Social Sciences	
Law, Federation	38
Racial Culture/History, Federation	28
Sports, Water-skiing	18
Space Science, Astronomy	14
Starship Sensors	10
Streetwise	15
Surveillance	21
Trade and Commerce	20
Transporter Operation Procedures	18
Value Estimation	21
Zero-G Operations	12

**Service History:**

Field Operations Branch

First Cadet Cruise, Technical Services Subdivision,

Sector 4 Intelligence

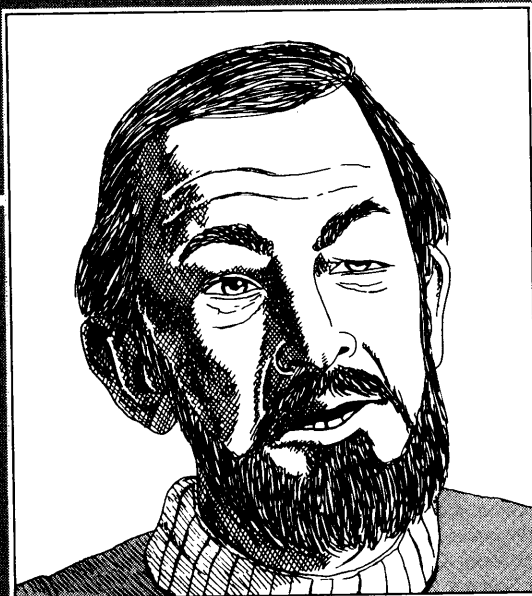
Second Cadet Cruise, Administration Division

Third Cadet Cruise, Field Operations Department,

Sector 2 Intelligence

Field Operations Dept., Triangle Sector Intelligence, 3 years

Field Operations Dept., Klingon Sector Intelligence, 11 years



## TRIANGLE SECTOR PERSONNEL

The gamemaster should use these NPCs as Case Officers, Contact Officers, Briefing Officers, or other advisors. They are typical of those found within the sector.

**Name:** vander TODD, Jane

**Rank/Title:** Commander

**Current Assignment:** Star Fleet Intelligence Command, Triangle Sector Intelligence, Support Services Department

**Position:** Station Chief, Star Base 10

**Cover Assignment:**

**Name:** Harriet del Rey

**Title:** Vice President, Phoenix Enterprises Limited

**Position:** Head of Accounting

**Race:** Human

**Age:** 38

**Sex:** Female

**SECLAR:** 6

### Attributes:

STR - 63      CHA - 62  
END - 70      LUC - 46  
INT - 61      PSI - 15  
DEX - 85

### Combat Statistics:

To-Hit Numbers—      Bare-Hand Damage: 1D10 + 5  
Modern: 55      AP: 12  
HTH: 55



### Significant Skills

	Rating
Administration	74
Artistic Expression, Guitar	16
Bribery	24
Carousing	15
Clandestine Operations	53
Computer Operation	30
Damage Control Procedures	14
Environmental Suit Operation	18
Forgery	15
Gaming, Poker	22
Instruction	21
Intelligence Procedures	40
Interrogation	25
Languages	
Edoan	17
Gideonese	55
Klingonaase	32
Orion	28
Leadership	46
Life Science, Ecology	10
Marksmanship, Modern	24
Medical Science	
General Medicine, Human	10
Negotiation/Diplomacy	15
Personal Combat, Unarmed	25
Personal Weapons Technology	19
Physical Science, Physics	23
Planetary Science, Geology	10
Security Procedures	20
Small Equipment Systems Operation	10
Social Sciences	
Economics	12
Law, Federation	23
Racial Culture/History, Federation	25
Space Science	
Astronautics	20
Astronomy	13
Starship Sensors	18
Stealth	25
Surveillance	34
Trade and Commerce	23
Transporter Operation Procedures	10
Value Estimation	15
Zero-G Operations	27

### Service History:

Administration Branch  
Cadet Cruise, Military Operations Command  
Administration Division, 2 years  
Star Base 10 Headquarters Command, 3 years  
Star Fleet Academy, Clandestine Operations Instructor,  
1 year  
Administration Division, 4 years  
Support Services Department, Triangle Sector Intelligence,  
2 years



**Name:** CHYORNNY, Vladimir  
**Rank/Title:** Commander  
**Current Assignment:** Star Fleet Intelligence Command, Triangle  
Sector intelligence, Special Equipment Section  
**Position:** Station Section Head, Star Base 10  
**Cover Assignment:** None

**Race:** Human  
**Age:** 39  
**Sex:** Male  
**SECLAR:** 6

**Attributes:**

STR — 70      CHA — 49  
END — 59      LUC — 82  
INT — 74      PSI — 01  
DEX — 63

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10 + 5  
Modern: 49      AP: 10  
HTH: 42

**Significant Skills**

**Rating**

Administration	42
Carousing	17
Communication Systems Technology	40
Computer Operation	37
Damage Control Procedures	19
Electronics Technology	60
Environmental Suit Operation	15
Instruction	19
Intelligence Procedures	34
Language, Romulan	20
Leadership	19
Life Science, Bionics	10
Life Support Systems Technology	32
Marksmanship, Modern	34
Mechanical Engineering	28
Medical Science	
General Medicine, Human	13
Negotiation/Diplomacy	18
Personal Combat, Unarmed	20
Personal Weapons Technology	40
Physical Sciences	
Chemistry	31
Computer Science	41
Mathematics	13
Planetary Science, Geology	10
Planetary Survival, Desert	17
Shuttlecraft Systems Technology	15
Small Equipment Systems Operation	25
Small Equipment Systems Technology	29
Social Sciences	
Law, Federation	23
Racial Culture/History, Federation	15
Space Sciences	
Astrogation	10
Astronautics	26
Astronomy	18
Astrophysics	23
Starship Sensors	14
Streetwise	20
Transporter Operation Procedures	15
Trivia, Terran Antarctic Expeditions	11
Warp Drive Technology	15
Zero-G Operations	36

**Service History:**

Technical Services Branch  
Cadet Cruise, Plans and Policies Division, High Honors  
Support Services Department, Romulan Sector Intelligence,  
3 years  
Technical Services Subdivision, Romulan Sector Intelligence,  
2 years  
Star Fleet Academy, Electronics Technology Instructor,  
1 year  
Plans and Policies Division, 4 years  
Engineering Command, 1 year  
Plans and Policies Division, 1 year



**Name:** C'RAAL

**Rank/Title:** Lieutenant Commander

**Current Assignment:** Star Fleet Intelligence Command, Triangle  
Sector Intelligence, Deep-Cover Operations Section

**Position:** Station Section Head, Star Base 10

**Cover Assignment:** None

**Race:** Caitian

**Age:** 44

**Sex:** Male

**SECLAR:** 6

**Attributes:**

STR - 65    CHA - 64  
END - 59    LUC - 69  
INT - 71    PSI - 01  
DEX - 77

**Combat Statistics:**

To-Hit Numbers—

Modern: 53

HTH: 49

Bare-Hand Damage: 1D10 + 5

AP: 11

**Significant Skills**

**Rating**

Administration	99
Clandestine Operations	55
Computer Operation	46
Damage Control Procedures	25
Environmental Suit Operation	18
Forgery	29
Instruction	15
Interrogation	22
Languages	
Orion	51
Romulan	32
Leadership	45
Life Science, Exobiology	13
Marksmanship, Modern	29
Marksmanship, Sling	18
Medical Science	
General Medicine, Caitian	23
Negotiation/Diplomacy	23
Personal Combat, Polearm	13
Personal Combat, Unarmed	21
Personal Weapons Technology	8
Physical Science, Gravitics	14
Planetary Science, Meteorology	11
Security Procedures	20
Small Equipment Systems Operation	15
Social Sciences	
Law, Federation	25
Racial Culture/History, Federation	27
Racial Culture/History, Triangle	14
Space Science, Astronomy	18
Starship Sensors	11
Stealth	25
Streetwise	27
Surveillance	43
Trade and Commerce	31
Transporter Operation Procedures	26
Value Estimation	25
Zero-G Operations	10

**Service History:**

Administration Branch  
First Cadet Cruise, Administration Division  
Second Cadet Cruise, Administration Division  
Third Cadet Cruise, Military Operations Command  
Administration Division, 2 years  
Star Fleet Headquarters Command, Terra, 3 years  
Support Services Dept., Triangle Sector Intelligence, 4 years  
Administration Division, 4 years  
Star Base 20 Headquarters Command, 4 years

**Name:** EKLINDRA, Francis

**Rank/Title:** Lieutenant

**Current Assignment:** Star Fleet Intelligence Command, Triangle  
Sector Intelligence, Deep-Cover Operations Section

**Position:** Case/Contact Officer

**Cover Assignment:** None

**Race:** Human

**Age:** 37

**Sex:** Male

**SECLAR:** 4

**Attributes:**

STR - 77    CHA - 58  
END - 73    LUC - 34  
INT - 74    PSI - 01  
DEX - 61

**Combat Statistics:**

To-Hit Numbers—

Modern: 45

HTH: 45

Bare-Hand Damage: 2D10+2

AP: 10

**Significant Skills**

**Rating**

Administration	46
Carousing	61
Clandestine Operations	15
Computer Operation	35
Damage Control Procedures	13
Environmental Suit Operation	19
Gaming, 3-D Chess	37
Language, Romulan	23
Leadership	45
Life Science, Ecology	12
Marksmanship, Modern	28
Medical Science	
General Medicine, Human	22
Negotiation/Diplomacy	47
Personal Combat, Unarmed	29
Personal Weapons Technology	11
Physical Science, Mathematics	13
Planetary Science, Meteorology	10
Shuttlecraft Pilot	20
Small Equipment Systems Operation	12
Social Sciences	
Law, Federation	24
Racial Culture/History, Federation	15
Space Science, Astronomy	12
Sports, Wrestling	22
Starship Sensors	16
Transporter Operation Procedures	31
Trivia, 20-Century Terran Military Leaders	30
Vehicle Operation, Ground	15
Zero-G Operations	42

**Service History:**

Field Operations Branch  
Cadet Cruise, Administration Division, Honors  
Field Operations Dept., Triangle Sector Intelligence, 3 years  
Field Operations Dept., Romulan Sector Intelligence, 5 years  
Field Operations Dept., Triangle Sector Intelligence, 3 years

**Name:** GENDERMANE, Mrenza  
**Rank/Title:** Lieutenant Commander  
**Current Assignment:** Star Fleet intelligence Command, Triangle  
Sector Intelligence, Deep-Cover Operations Section  
**Position:** Case/Contact Officer  
**Cover Assignment:**  
**Name:** Rehna Chylyrton  
**Title:** Executive Secretary, Phoenix Enterprises Limited  
**Position:** Chief of Staff

**Race:** Alpha Centauran  
**Age:** 42  
**Sex:** Female  
**SECLAR:** 6

**Attributes:**

STR - 54      CHA - 60  
END - 71      LUC - 44  
INT - 60      PSI - 59  
DEX - 63

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10 + 5  
*Modern:* 47      AP: 10  
*HTH:* 43

**Significant Skills**

	<b>Rating</b>
Administration	45
Carousing	47
Computer Operation	44
Damage Control Procedures	25
Environmental Suit Operation	31
Gaming, Computer Simulations	27
Instruction	40
Intelligence Procedures	62
Language, Tellarite	32
Leadership	44
Life Science, Genetics	14
Marksmanship, Modern	31
Medical Science	
General Medicine, Alpha Centauran	15
Personal Combat, Unarmed	23
Personal Weapons Technology	11
Physical Science, Chemistry	11
Planetary Science, Geology	15
Planetary Survival, Cool Temperate	11
Security Procedures	51
Shuttlecraft Pilot	41
Small Equipment Systems Operation	12
Social Sciences	
Law, Federation	24
Racial Culture/History, Federation	15
Space Sciences	
Astrogation	12
Astronautics	18
Astronomy	10
Starship Sensors	32
Stealth	24
Streetwise	27
Surveillance	14
Transporter Operation Procedures	11
Vehicle Operation, Atmospheric	13
Zero-G Operations	14

**Service History:**

Field Operations Branch  
Cadet Cruise, Field Operations Department,  
Sector 3 Intelligence  
Field Operations Dept., Klingon Sector Intelligence, 2 years  
Star Fleet Acad., Intelligence Procedures Instructor, 2 years  
Field Operations Dept., Romulan Sector Intelligence, 4 years  
Tech. Serv. Subdivision, Tholian Sector Intelligence, 2 years  
Military Operations Command, 1 year  
Star Fleet Academy, Security Procedures Instructor, 5 years

**Name:** TREMAINE, Zebediah K. "Zeekay"  
**Rank/Title:** Lieutenant Commander  
**Current Assignment:** Star Fleet Intelligence Command, Triangle  
Sector Intelligence, Deep-Cover Operations Section  
**Position:** Case/Contact Officer  
**Cover Assignment:** None

**Race:** Human  
**Age:** 48  
**Sex:** Male  
**SECLAR:** 6

**Attributes:**

STR - 59      CHA - 55  
END - 69      LUC - 35  
INT - 79      PSI - 23  
DEX - 60

**Combat Statistics:**

To-Hit Numbers—      Bare-Hand Damage: 1D10 + 5  
*Modern:* 45      AP: 10  
*HTH:* 40

**Significant Skills**

	<b>Rating</b>
Administration	55
Clandestine Operations	46
Computer Operation	47
Damage Control Procedures	10
Environmental Suit Operation	28
Gaming, Go	13
Instruction	25
Intelligence Procedures	76
Languages	
Orion	28
Klingonaase	60
Leadership	47
Life Science, Genetics	15
Marksmanship, Modern	29
Medical Science	
General Medicine, Human	23
Negotiation/Diplomacy	18
Personal Combat, Unarmed	20
Personal Weapons Technology	6
Physical Science, Drafting	12
Planetary Science, Meteorology	15
Shuttlecraft Pilot	20
Small Equipment Systems Operation	12
Small Unit Tactics	15
Social Sciences	
Law, Federation	40
Racial Culture/History, Federation	15
Space Science, Astronomy	17
Starship Sensors	12
Streetwise	48
Trade and Commerce	14
Transporter Operation Procedures	16
Trivia, Orion Personal Equipment	18
Value Estimation	17
Vehicle Operation, Water	11
Zero-G Operations	21

**Service History:**

Field Operations Branch  
Cadet Cruise, Field Operations Department,  
Sector 1 Intelligence  
Field Operations Dept., Triangle Sector Intelligence, 3 years  
Plans and Policies Division, 5 years  
Tech. Serv. Subdivision, Orion Sector Intelligence, 1 year  
Administration Division, 3 years  
Field Operations Dept., Orion Sector Intelligence, 4 years  
Marine Corps Command, 3 years  
Field Operations Dept., Triangle Sector Intelligence, 3 years

# JUDGING CHARACTER GENERATION

## CHOOSING A SHIP

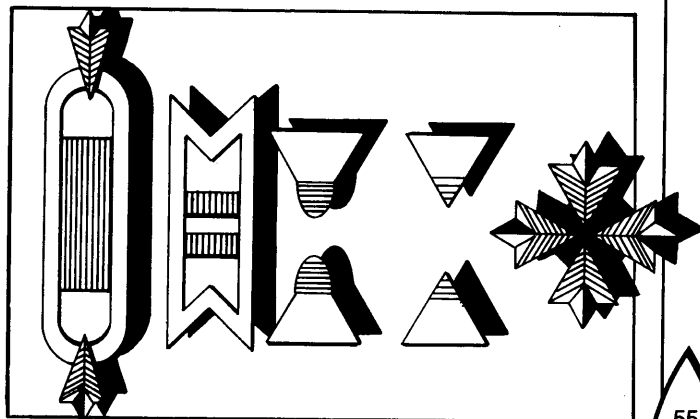
Before the players can create their characters, the gamemaster must decide which type of ship the player characters will be using. Generally, starships used by Intelligence personnel will be small, possibly unarmed, and certainly as inconspicuous as possible. Scouts, *Mission* Class couriers, and small freighters are most often used. If the player characters are not assigned a ship, they will have to arrange for any offworld transportation. The gamemaster must tailor his decision to the adventure or campaign.

Although starships used by Intelligence personnel often have minor modifications, the gamemaster must keep things in context. No matter how often the player characters ask Special Equipment technicians, they should not be allowed to equip their freighter with extensive deflector shields, phasers, or photon torpedoes. A scout is meant to be a scout, and not a cruiser in disguise. Although Intelligence-oriented adventures are somewhat more gadget-oriented than other adventures, Intelligence Command personnel are expected to use deception and their wits, not overwhelming firepower.

On the rare occasions when Star Fleet Intelligence produces specially modified starships, the enhanced vessels are always designated as Model (or Type) Q ships. For example, some Intelligence task groups operate from modified Tavares Class II commercial freighters, which are known as Model Q ships. Though the origin of this practice is obscure, some historians have traced the tradition to 20th-century Terra.

## CHOOSING PLAYER CHARACTER RANKS

Ranks of field agents generally range from Ensign through Captain. As with other Commands within Star Fleet, very few Intelligence Commodores and Admirals serve in the front lines. In most cases, the players' group will not only be the command personnel aboard a starship, they will also be the entire crew. Every member of a task group has a specific purpose to fulfill, regardless of rank. Although rank does have its privileges, it often becomes of secondary importance when a team member's life is directly dependent upon a junior officer.



## CHOOSING PLAYER CHARACTER POSITIONS

There are no fixed orders of importance regarding a character's shipboard position. Clearly, field technicians and monitors should perform reconnaissance missions, terminators and guardsmen should perform security-oriented missions, and document fabricators should probably remain aboard the ship, where they will not get hurt. The character's role in an adventure is determined more by his service branch than his position. However, in small Intelligence task groups, every character may find himself in the fray, whether he intended it or not.

## ASSIGNING CHARACTER SECLARS

The guidelines presented in the **Operating Procedures** section of the **Agent's Orientation Manual** should help gamemasters determine a player character's initial security clearance. Certain circumstances may cause a gamemaster to raise or lower an individual's SECLAR, but such an action should have a logical basis. For example, an officer's SECLAR could be raised if he has an exemplary service record or special technical knowledge relating to an Intelligence research project. On the other hand, his SECLAR could be lowered if he is on probation, or if he has spent his entire career in the Colonial Operations Command or another similarly uninteresting command. Of course, projects exceeding a Mission Group Leader's SECLAR may be revealed on a case-by-case basis, if necessary.

Unless above conditions dictate otherwise, gamemasters should give a SECLAR of 4 to Star Fleet Intelligence officers with the rank of Ensign or Lieutenant, junior grade. Lieutenants and Lieutenant Commanders should have a SECLAR of 5, and Commanders and Captains should have a SECLAR of 6. Finally, most Commodores and Admirals would have a SECLAR of 7, though officers of these ranks should rarely be used as player characters.



## STAR FLEET PERSONNEL SECLARS

The following SECLARs were assigned to crewmembers of the *USS Enterprise* and other well-known Star Fleet personnel. Where two numbers appear, the first number refers to that officer's SECLAR during the *Enterprise's* famous five-year voyage (Stardates 2/0704 through 2/1204), and the second refers to the officer's rating just prior to the vessel's destruction on Stardate 2/2206.25.

### PERSONNEL SECLARs

Chapel, Christine	Ensign: 2	Lt. Commander: 4
Chekov, Pavel A.	Ensign: 2	Commander: 4
DeSalle, Vincent	Lieutenant: 2	
Kirk, James T.	Captain: 5	Admiral: 8
Kyle, Winston	Lieutenant: 2	
M'Benga	Lieutenant: 1	
McCoy, Leonard	Lt. Commander: 4	Commander: 5
Morrow, Randolph E.	Flag Admiral: 8	
Rand, Janice	Ensign: 2	Lt. Commander: 3
Saavik	Lieutenant: 2	
Scott, Montgomery	Lt. Commander: 4	Commander: 5
Spock	Commander: 5	Captain: 6
Stiles, Lawrence	Captain: 5	
Sulu, Hikaru W.	Lieutenant: 3	Commander: 4
Terrell, Clark	Captain: 5	
Uhura	Lieutenant: 3	Commander: 4

## CHOOSING A RACE

Choosing a character's race is more important when playing an intelligence-oriented campaign than with other campaigns. Human field agents will have a distinct advantage over non-Human characters because Humans are more abundant within the Federation and Triangle. If a player selects a race that is not widespread throughout the group's area of operation, the player character might find it difficult to remain inconspicuous.

Another advantage of playing a Human is the potential for disguise. With adequate preparation, a Human could pass as a Vulcan, Andorian, Orion, Tellarite, or even a Klingon or Romulan. A Vulcan could pass as a Romulan, but could not impersonate an Andorian or Tellarite. In particular, Andorians, Tellarites, and Edoans are almost impossible to disguise.

Of course, not all intelligence adventures require this type of subterfuge. Racial advantages in attributes may be more important than physical appearance or anonymity. For example, if the group operates from a starship, certain duty officers may never even perform surveillance or clandestine activities. Nevertheless, the gamemaster should remember that player characters may not enjoy having to remain aboard ship.



## NON-ACADEMY NPC DESIGN

The tables below make quick NPC generation less difficult when situations require an 'instant' encounter. All tables assume Human Attribute Scores. The gamemaster may make the necessary modifications to adjust attributes to any non-Human standard.

### LAW ENFORCEMENT OFFICER (contact)

#### Attributes:

STR	- 3D10 + 55	CHA	- 3D10 + 55
END	- 3D10 + 55	LUC	- D100
INT	- 2D10 + 50	PSI	- D100 - 30
DEX	- 2D10 + 50		

#### Significant Skills

Administration  
Marksmanship, Modern  
Personal Combat, Unarmed  
Social Science, Law  
Surveillance  
Streetwise

#### Rating

2D10 + 10  
6D10 + 20  
6D10 + 20  
4D10 + 20  
4D10 + 20  
2D10 + 20

### MINER (informant or contact)

#### Attributes:

STR	- 2D10 + 50	CHA	- 2D10 + 30
END	- 3D10 + 50	LUC	- D100
INT	- 2D10 + 40	PSI	- D100 - 30
DEX	- 2D10 + 50		

#### Significant Skills

Clandestine Operations or Streetwise  
Marksmanship, Modern  
Mining  
Personal Combat, Unarmed  
Physical Science, Geology  
Vehicle Operation, Ground

#### Rating

2D10 + 30  
3D10 + 10  
3D10 + 30  
3D10 + 20  
2D10 + 20  
2D10 + 20

### RESEARCH SCIENTIST (informant or contact)

#### Attributes:

STR	- 2D10 + 40	CHA	- 3D10 + 40
END	- 3D10 + 40	LUC	- D100
INT	- 3D10 + 60	PSI	- D100 - 30
DEX	- 3D10 + 50		

#### Significant Skills

Administration  
Any two Science or Technology Specialties  
Any two Science or Technology Specialties

#### Rating

2D10 + 10  
6D10 + 20  
6D10 + 20

### THUG (informant or contact)

#### Attributes:

STR	- 2D10 + 70	CHA	- 1D10 + 40
END	- 2D10 + 60	LUC	- D100
INT	- 3D10 + 35	PSI	- D100 - 30
DEX	- 2D10 + 60		

#### Significant Skills

Clandestine Operations or Streetwise  
Marksmanship, Modern  
Personal Combat, Unarmed  
Surveillance

#### Rating

4D10 + 40  
3D10 + 50  
3D10 + 50  
3D10 + 30

## SKILL ROLL TARGETS

The information below should help the gamemaster judge the use of new skills.

### ASSASSINATION

This skill is available only as an elective, and so no Star Fleet Intelligence officers receive any initial training. Characters qualified in this skill (Skill Rating of 20 or more) may attempt assassinations. Determine success by making a Skill Roll against the average of the character's Skill Rating in *Assassination* and his INT score. Average the rating with *Security Procedures* when taking security precautions against the possibility of an assassination attempt. The rating may also be averaged with *Personal Weapons Technology* when attempting to operate or repair an unusual assassination device or weapon.

### BRIBERY

Administration officers have a rating of at least 10 in this skill. If a *Bribery* skill roll fails, the authorities (or whoever was not supposed to find out) detect the attempt. This may occur because the bribe was not subtle enough, or the person being bribed proved not to be so corruptible after all, and turned in the character offering the bribe. Successful skill rolls reduce routine 'squeeze' and kickbacks in certain circumstances. If appropriate, average this rating with *Negotiation/Diplomacy* or a character's CHA or INT score.



### CLANDESTINE OPERATIONS

Field Operations officers have a rating of at least 5 in this skill, and Administration officers have a rating of at least 10. A rating of at least 10 implies a general familiarity with clandestine techniques. Characters would gain ratings of 20 only through experience in the field.

Persons with a *Clandestine Operations* rating of 20 or more could maintain a cover identity without suspicion and conceal espionage or other information-gathering activities from normal observers. No skill roll should be required under normal circumstances.

Concealing an identity or activities under unusual circumstances would require a Skill Roll against a character's Skill Rating in *Clandestine Operations*, with any modifiers applied by the gamemaster. Such circumstances would include being under the scrutiny of an already suspicious individual, where particularly dangerous or conspicuous acts must be performed, or when bluffing one's way through a situation requiring talents that one does not possess. If appropriate, the character may average his rating with his INT, DEX, or CHA scores, or his *Negotiation/Diplomacy* skill rating.

### CRYPTOLOGY

Analysis officers have a rating of at least 10 in this skill. When attempting to break a code, a character must average his *Cryptology* skill rating with his INT score. If a character is working on a subspace transmission in an alien language, average his INT score with his *Cryptology* and the appropriate racial language skill rating. If he is attempting to 'read' an alien's body language, average his INT score with either his *Cryptology* or the appropriate racial *Psychology* skill rating, whichever is lower.

Coding and decoding messages are not difficult for characters with professional-level skill. For characters with lower skill ratings, time may be a vital factor. If such a character has access to shipboard or other sophisticated computers, he may make one skill roll to break the code for every twelve hours of study. Modifiers to the skill roll depend on the complexity of the message and the integrity of the code. For example, a simple code used between two merchant captains will probably be easier to crack than one of Star Fleet Command's highest-rated security codes.

### DEMOLITIONS

This skill is available only as an elective, and so no Star Fleet Intelligence officers receive any initial training. Characters with professional-level skill will rarely have problems accomplishing their objectives, and so no skill roll is required. However, less competent characters may achieve undesired effects. Characters with a rating less than 40 should average their DEX score with their *Demolitions* skill rating to determine success when defusing. Average their INT score with their *Demolitions* skill rating to determine success when planting and detonating. If a roll is unsuccessful, a second roll against the character's LUC score would be appropriate, if any chance exists for survival.

### DISGUISE

Field Operations officers have a rating of at least 5 in this skill. Anyone interacting with a character in disguise may make a Saving Roll against his INT score. If the roll is successful, he will notice something amiss in the ability, bearing, or makeup of the disguised person.

Certain racial limitations exist for creating successful disguises. Refer to the **Choosing A Race** section.

### FORGERY

Administration officers have a rating of at least 15 in this skill. Any character with professional-level skill can forge simple printed documents well enough so that they will pass a cursory examination. Special equipment is required to create false ID cards or computer carts. If such equipment is available, roll against the average of *Forgery* and either *Electronics Technology* or *Computer Technology* to create a false ID card. Roll against the average of *Forgery* and either *Computer Technology* or *Communication Systems Technology* to create a false voiceprint computer cart.

If a person carefully examines a forged printed document, have him make a skill roll against the average of his *Forgery* rating and INT score. If successful, he will notice that something is strange, and he may further investigate the document. A forger can check his own printed work for possible flaws by making a *Forgery* skill roll. This does not guarantee that the forgery will stand up to an investigation, but it does allow a forger to judge his own work. Detection and evaluation of falsified ID cards and computer carts require a ship's computer or special detection equipment.



## INTELLIGENCE PROCEDURES

Analysis and Technical Services officers have a rating of at least 5 in this skill, and Field Operations officers have a rating of at least 10. A successful skill roll indicates that the character was able to accomplish a desired task according to proper Star Fleet Intelligence procedures. An unsuccessful roll indicates failure, with the gamemaster judging exact specifics resulting from failure. Averaging the rating with the character's INT, DEX, or LUC score may be appropriate in some situations.

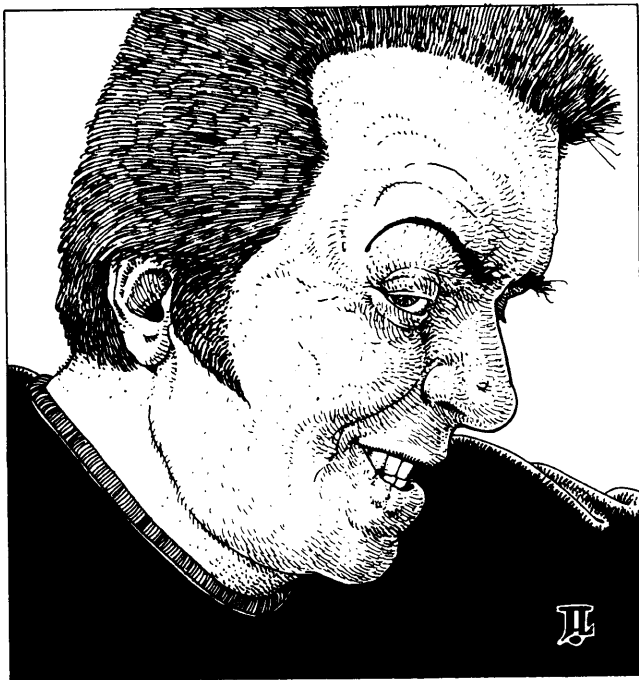
## INTERROGATION

Administration officers have a rating of at least 15 in this skill. If an interrogator fails his skill roll, the interrogation attempt is completely unsuccessful. If the skill roll is successful, the victim can then make a Saving Roll against his INT score (if the interrogator is using trickery) or his END score (if duress or torture is used). If his roll is successful, the victim reveals no information. If unsuccessful, the interrogator gets a significant piece of knowledge.

If the interrogator uses torture, it is possible that the victim may die before giving up any secrets. If the victim fails his Saving Roll against his END score by more than 20 points, he passes out, taking 2D10 points of wound damage in the process. The victim may be immediately revived (if the damage did not kill him), but the interrogator will gain no information, and he must make another skill roll, repeating the above process.

2D100 minus the interrogator's *Interrogation* skill rating minutes of interrogation inflicts 1D10 points damage on the victim, regardless of the outcome. If tortured, the victim receives wound damage. If trickery is used, the damage is temporary. Thus, a victim's CURR OP END continues to drop under torture, making it all the more likely that he will pass out or die under duress before talking. It is possible to administer medical aid to raise the victim's CURR OP END before continuing torture.

Vulcans possess mental techniques to ignore pain. Thus, it is extremely difficult (if not impossible) to torture information out of a Vulcan.



## MINING

This skill is available only as an elective, and so no Star Fleet Intelligence officers have any initial training. A rating of at least 10 implies a general familiarity with mining techniques. Characters can gain ratings of 20 or more only through experience as a miner or mine engineer. Intelligence agents use this skill primarily as part of a cover identity, as miners have access to many disreputable characters, underground passageways, explosives, as well as rumors of possible interest.



## MEDICAL SCIENCE, PHARMACOLOGY

This skill is an additional *Medical Science* selection, available only as an elective, and so Star Fleet Intelligence officers receive no initial training. It also may be selected by any Medical Officers, regardless of whether or not they are Intelligence Command transferees.

## PHYSICAL SCIENCE, DRAFTING

This skill is an additional *Physical Science* selection, available to Technical Services officers as a branch skill, or to other Intelligence officers as an elective. Other Star Fleet officers may select this skill as a possible branch skill or elective.

Illustrations drawn hastily or by minimally skilled individuals may contain inaccuracies or misinformation. The gamemaster should determine the effects of failed skill rolls.

## PHYSICAL SCIENCE, GRAVITICS

This skill is an additional *Physical Science* selection, available to Technical Services officers as a branch skill, or to other Intelligence officers as an elective. Other Star Fleet officers may select this skill as a possible branch skill or elective.

## PHYSICAL SCIENCE, METALLURGY

This *Physical Science* skill is available to Technical Services officers as a branch skill, or to other Intelligence officers as an elective. Other Star Fleet officers may choose *Metallurgy* as a possible branch skill or elective.

### SMALL VESSEL ENGINEERING

Analysis and Technical Services officers have a rating of at least 5 in this skill. Ratings in this skill are halved (rounded down) when applied to situations requiring skill in *Space Science*, *Astronautics*, and vice versa.

Class 1 starships (up to 5000 metric tons) are considered to be small vessels for this purpose. Characters may use this skill to effect repairs on Class II starships (5000 to 15,000 metric tons), but a -20 modifier is applied to such skill rolls. Larger starships of over 15,000 metric tons are considered to be large vessels.

### SMALL VESSEL PILOTING

Analysis officers have a rating of at least 15 in this skill. Ratings in this skill are reduced to one-quarter (rounded down) when applied to situations calling for *Starship Helm Operation* or *Space Science*, *Astrogation*. The sum of the character's ratings in *Starship Helm Operation* and *Space Science*, *Astrogation* are reduced to one-quarter (rounded down) when applied to situations calling for *Small Vessel Piloting*.

Class I starships (up to 5000 metric tons) are considered to be small vessels for this purpose. Characters may pilot Class II starships (5000 to 15,000 metric tons) using this skill, but a -20 modifier is applied to such skill rolls. Larger starships of over 15,000 metric tons are considered to be large vessels.

### STEALTH

Field Operations officers have a rating of at least 10 in this skill. The average of this rating and the character's DEX or LUC score may be used to evade pursuers or to sneak unnoticed past guards.

### SURVEILLANCE

Field Operations officers have a rating of at least 5 in this skill, and Administration officers have a rating of at least 20. The average of this rating and the character's DEX or LUC score may be used to remain inconspicuous in an appropriate setting. The average of this rating and the character's INT score may be used to recall a very minor (yet significant) detail made during an observation.

### TRADE AND COMMERCE

Analysis officers have a rating of at least 5 in this skill, Field Operations officers have a rating of at least 10, and Administration officers have a rating of at least 20. Successful Skill Rolls against a character's *Trade and Commerce* Skill Rating improve the prices obtained for goods, or the amount of those goods that can be sold at a fixed price. Intelligence agents use this skill primarily as part of a cover identity, as traders often see and hear things that others miss.

### VALUE ESTIMATION

Analysis officers have a rating of at least 5 in this skill, Field Operations officers have a rating of at least 10, and Administration officers have a rating of at least 15. A successful skill roll will give a relative estimate of the item's worth only (not an exact value). This skill (not *Forgery*) should be used when evaluating a counterfeit work of art. Intelligence agents use this skill primarily as part of a cover identity.



## MASTER SKILL LIST

Administration  
 \*Artistic Expression  
 Assassination  
 Bribery  
 Carousing  
 Clandestine Operations  
 Communication Systems Operation  
 Communication Systems Technology  
 Computer Operation  
 Computer Technology  
 Cryptology  
 Damage Control Procedures  
 Deflector Shield Operation  
 Deflector Shield Technology  
 Demolitions  
 Disguise  
 Electronics Technology  
 Environmental Suit Operation  
 Forgery  
 \*Gaming  
 Instruction  
 Intelligence Procedures  
 Interrogation  
 \*Language  
 Leadership  
 \*Life Sciences  
 Life Support Systems Technology  
 \*Marksmanship, Archaic  
 Marksmanship, Modern  
 Mechanical Engineering  
 \*Medical Sciences  
 Mining

Negotiation/Diplomacy  
 \*Personal Combat, Armed  
 Personal Combat, Unarmed  
 Personal Weapons Technology  
 \*Physical Sciences  
 \*Planetary Sciences  
 \*Planetary Survival  
 Security Procedures  
 Shuttlecraft Pilot  
 Shuttlecraft Systems Technology  
 Small Equipment Systems Operation  
 Small Equipment Systems Technology  
 Small Unit Tactics  
 Small Vessel Engineering  
 Small Vessel Piloting  
 \*Social Sciences  
 \*Space Sciences  
 \*Sports  
 Starship Combat Strategy/Tactics  
 Starship Helm Operation  
 Starship Sensors  
 Starship Weaponry Operation  
 Starship Weaponry Technology  
 Stealth  
 Streetwise  
 Surveillance  
 Trade and Commerce  
 Transporter Operation Procedures  
 Transporter Systems Technology  
 \*Trivia  
 Value Estimation  
 \*Vehicle Operation  
 Warp Drive Technology  
 Zero-G Operations



# JUDGING OPERATING PROCEDURES

## SELECTING MISSION CLASSIFICATIONS

The **Operating Procedures** section of the **Agent's Orientation Sourcebook** describes how Star Fleet Intelligence missions are categorized. Those guidelines should help the gamemaster decide which types of missions are appropriate for his group or campaign. Some assignments will require two classifications.

Mission classifications give the group an idea of the skills needed for the mission and give the gamemaster an idea of the equipment needed. Assign additional NPCs possessing useful skills to the group if the player characters do not have the skills required. In addition, the gamemaster should decide on the mission equipment long before the group begins clamoring for more gadgets than a freighter could carry.

## ASSIGNING MISSION SECLARS

The gamemaster may have to fight two impulses: the desire to send a low-SECLAR group on a high-SECLAR mission, and the desire to over-classify (or under-classify, depending on his style) every mission. Star Fleet Intelligence officers each have their SECLARs, which are assigned with good reason. Though it might work for one or two encounters, the gamemaster should not have underlings repeatedly sticking their noses into security matters far over their heads. This tactic can easily kill off the group. Instead, the player characters should be assigned to missions that reflect their current clearance. Not every mission should threaten the universe, and few missions should have extremely high or low SECLARs. The intrigue of the action itself should be the lure, and not the mission's unusual importance in the scope of things. For this reason, more than half a typical task group's missions should be classified Secret. Missions with a SECLAR of less than 4 or more than 5 are rare. For example, the super-hush-hush Project Genesis has a SECLAR of 7. Even General Order Number Seven (referring to Talos IV) in the *Star Trek* episode "The Menagerie" has only a SECLAR of 6. Creating a mission that justifies a SECLAR of 8 or 9 would be nearly impossible.

## SELECTING TASK FORCE COMPOSITIONS

Unless the gamemaster wishes to provide pre-generated player characters that will fill the mission's needs, the players should follow their instincts and create characters that they think will be useful. The gamemaster may have other ideas about which skills are necessary for a particular mission, and so he may add one or two NPCs to the player group temporarily. A gamemaster should not penalize his group and allow them to die just because they chose the wrong skills. By the same token, reinforcements are not often allowed, and so any additions to the task force should come before the group ever gets off the ground. Above all, remember that Intelligence missions are not supposed to be suicidal. In most cases, there can be turning back once the action gets underway.

## MAKING PRE-MISSION PREPARATIONS

After the players have generated their characters, they should be briefed on their assignment. Player characters with prior service experience in the sector should have some relevant information on local conditions. Refer to the **Judging Equipment** chapter for hints on determining the type and amount of equipment allowed on a mission.

## BRIEFINGS PREPARATION

The gamemaster must prepare appropriate Intelligence briefings for his group. Depending on the amount of time and the detail desired, these briefings could range from a paragraph to several pages or more of complex notes.

There are two important factors to remember. First of all, because he wants the group to have the best possible chance for success, the Case Officer should tell them everything that Star Fleet Intelligence knows on the subject in question. This means that the gamemaster must have an even firmer grip on the elements of an Intelligence-oriented adventure than with other mainstream adventures. It is extremely difficult to 'wing' this kind of adventure.

Secondly, although the player characters' briefings should be as complete as possible, even Star Fleet Command does not know everything. After all, if Star Fleet knew everything about the subject, the players' group would not even be needed. Therefore, a briefing may contain some inaccuracies, some outdated information, and so on.

## THE CONTACTS LIST

The player characters should receive Star Fleet Intelligence Informant Forms providing them with data on the contacts they may meet. The Contact Officer should present this information to them during a pre-mission briefing, rather than after the mission begins (unless not having any prearranged contacts is an integral part of the adventure itself). The gamemaster should spend as much time as necessary to create interesting, yet somewhat logical, contact locations for his informants. Rendezvous may take place anywhere on a planet's surface, or even in an orbiting space station, vessel, or asteroid belt. Adapt ideas from conventional spy fiction—the added excitement of inter-planetary travel will give any such rendezvous a new dimension. In fact, just getting to a rendezvous point may be an adventure in itself. Finally, the gamemaster will also have to decide when a contact has been overused and is no longer effective.

## ESCAPE ROUTES AND EVASIVE TACTICS

The Case Officer should encourage the group to make some specific plans in case their mission becomes a disaster. With proper planning, the effects of many unpleasant circumstances could be decreased or eliminated. They should ask themselves the following questions before the answers become critically important: "Where is the nearest front organization office or other safehouse?", "Where can we rendezvous if we get separated?", and "How can we arrange for alternate offworld transportation without breaking our covers?"

## OPERATING PROCEDURES AND PROTOCOLS

Star Fleet Intelligence Command operating procedures and communications protocols are helpful, but neither are perfect or all-inclusive. The gamemaster may make modifications as circumstances warrant. Different Operating Forces sectors may have different guidelines on specific procedures, and each sector may be more or less strict than the other sectors. For example, Sector 1 agents may be permitted to be taken prisoner, but that is absolutely forbidden for Tholian Sector agents. Other variations are possible at the gamemaster's discretion. Also, the gamemaster should encourage the players to create and use code words and phrases during play. These are some of the little things that give gaming sessions 'flavor'.

## POST-MISSION DEBRIEFINGS

These may be as formal or informal as the situation requires. Obviously, if task group members are returning for court-martial, then the tone should be somewhat more harsh than if they are being welcomed as heroes. In a sense, debriefings provide the players with an opportunity to evaluate the gamemaster, and vice versa. After everyone has had his say, awards and decorations may be bestowed, worthy promotions may be authorized, and the group can begin preparing for their next assignment. An agent's SECLAR may be increased at this time, but this is a rare occurrence. After prolonged play, player characters will work up to handling the most sensitive intelligence assignments.

## WHEN THINGS GO AWRY

The mission was a comedy of errors, the group suffered heavy casualties, and the Mission Group Leader faces a life sentence for his group's conduct. One of the problems with an Intelligence-oriented adventure or campaign is that the group may not be able to blame a starship's lack of speed or some other hardware failure for their mistakes. Missing a vital rendezvous or believing an enemy to be a friend can seal a task group's doom. Below are probably causes and remedies for such situations.

1. The gamemaster may be at fault for placing the group in a no-win situation. If that happens and everyone gets wiped out, the best thing to do is to start again from scratch and try to avoid similar problems in the future.

2. The group may not be used to thinking in spy-oriented fashion. In this case, the gamemaster can give them some helpful advice through an NPC or have them make skill rolls in *Intelligence Procedures*, with success reminding a player character how to handle a particular situation.

3. The group may not have enough gadgets to be successful. This can be adjusted on a mission-by-mission basis, provided there are any player characters remaining. Players sometimes resent being under-equipped and take their hostilities out on the gamemaster.

4. The group may have too much equipment and be threatening to start interstellar war with their sledgehammer tactics. This is a particularly touchy situation, and the gamemaster may have to cut off their equipment allowance. Even Star Fleet Intelligence officers have to abide by General Order Number One (or at least give it lip service). If the players must break regulations in the course of their duties, they ought to learn to be subtle when doing so. Any Intelligence task group that vaporizes a city block with a phaser bore is definitely not acting subtly.



# JUDGING EQUIPMENT

At the gamemaster's discretion, either each member of the group or the group as a whole may make percentile rolls to determine whether or not they will receive certain equipment. Apply a +10 bonus modifier to specific categories of equipment listed as especially useful in the **Mission Classifications** section of **Operating Procedures** in the **Agent's Orientation Sourcebook**, and apply a -10 penalty modifier to equipment categories that are discouraged for the group's category of mission.

Intelligence agents assigned to Gorn, Klingon, Orion, Romulan, or Triangle Sectors receive a +10 modifier for some non-Federation equipment rolls. For example, Intelligence agents from Klingon Sector Intelligence add 10 to their percentile roll only for Klingon equipment. For these equipment rolls, Triangle Sector Intelligence is considered part of Klingon, Orion, and Romulan Sectors. This bonus modifier does not apply to Star Fleet equipment.

Player characters may also attempt to persuade Special Equipment officers to make specially designed devices or to provide equipment that is otherwise unavailable (such as when their equipment roll fails). Allow a player character to make a Skill Roll against the average of his *Negotiation/Diplomacy* rating and his INT score to receive the equipment. Modify the roll according to the persuasiveness and logic of the character's arguments. In addition, the gamemaster should consider the character's or group's reputation. If the group destroys special gadgets every time they field-test them, the player characters will likely get a hostile response when seeking favors from Special Equipment officers. Apply bonus or penalty modifiers to reflect this reputation as well. If the group's skill roll is successful, the supply officer will provide the equipment or some percentage of it, though grudgingly and with some grumbling.

Unless presented here, judge the availability of non-Federation equipment the same way as that of comparable Star Fleet equipment.

## PERSONAL EQUIPMENT

### ACCESS EQUIPMENT

#### Sonic Lock Deactivator

Availability: 35 percent per group member. With this device, lock deactivation usually takes 10 to 20 seconds.

#### Mechanical Lockpicking Set

Availability: 15 percent per group member. A successful attempt usually takes 30 to 60 seconds.

#### Precision Microwelder

Availability: 20 percent per group member.

#### Orientine Acid

Availability: 35 percent per group member. Applied through a special spray applicator, this chemical will dissolve standard-thickness glasilica in less than one minute.

#### Grapple Projector

Projector availability: 20 percent per group member.

Grapple (set of 12) availability: 35 percent per group member.

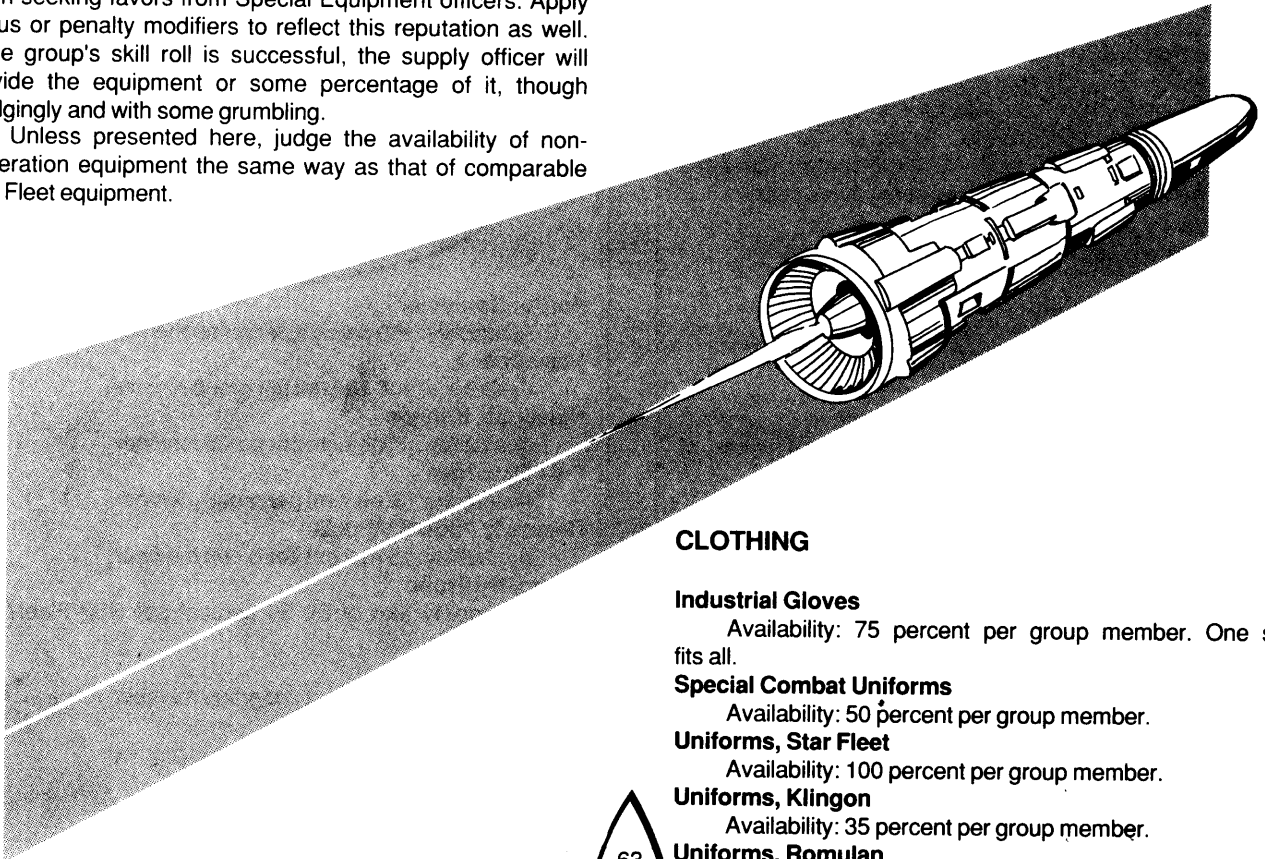
Piton (set of 20) availability: 20 percent per group member.

#### Monofilament Solvent

Availability: 20 percent per group member.

#### Phaser Cutting Torch

Availability: 5 percent per group member.



### CLOTHING

#### Industrial Gloves

Availability: 75 percent per group member. One size fits all.

#### Special Combat Uniforms

Availability: 50 percent per group member.

#### Uniforms, Star Fleet

Availability: 100 percent per group member.

#### Uniforms, Klingon

Availability: 35 percent per group member.

#### Uniforms, Romulan

Availability: 20 percent per group member.



## COMMUNICATION AND EW EQUIPMENT

### Personal Amplifier

Availability: 15 percent per group member.

### Auditory Filter

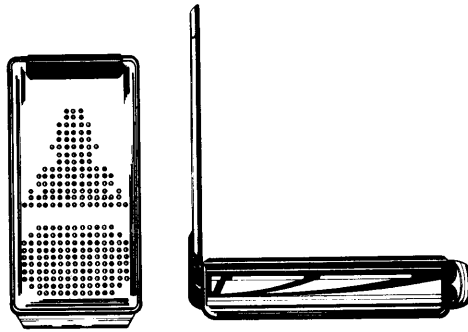
Availability: 35 percent per group member.

### Communicator Booster

Availability: 15 percent per group member.

### Communicator, Flip-Grid

Availability: 100 percent per group member.



### Communicator, Klingon

Availability: 20 percent per group member.

### Communicator, Pocket

Availability: 100 percent per group member.

### Communicator, Recording

Availability: 50 percent per group member.

### Communicator, Romulan

Availability: 10 percent per group member.

### Communicator, Wrist

Availability: 75 percent per group member.

### Earpiece Receiver

Availability: 100 percent per group member.

### Earpiece Receiver, Romulan

Availability: 5 percent per group member.

### Frequency Spectrum Generator

Availability: 35 percent per group member.

This device's effect can also be created by rewiring a shipboard communications panel. To do so requires three successful Skill Rolls against *Communication Systems Technology*. One attempt is permitted every 20 minutes.

### Long-Range Directional Microphone

Availability: 50 percent per group member.

### Oral Transceiver

Availability: 20 percent per group member.

### Sensceiver Implant

Availability: 10 percent per group member.

### Subcutaneous Transponder

Availability: 50 percent per group member.

This device will be rendered useless if 10 points of damage are inflicted on the area where it is inserted.

### Collar Translator

Availability: 20 percent per group member.

### Electronics Warfare Tricorder

Availability: 35 percent per group member.

### Universal Translator

Availability: 75 percent per group member.

There is a 30 percent chance that new languages will be translated immediately. This chance increases by 10 percent for each half-hour of conversation that the device records or is fed in advance. The percentile chance decreases by 10 percent if the language is spoken by a non-humanoid species.

### Universal Translator, Klingon

Availability: 15 percent per group member.

## DATA COLLECTION AND MANAGEMENT EQUIPMENT

### Camera, Film

Camera and film availability: 100 percent per group member.

### Camera, Holographic

Camera and film availability: 100 percent per group member.

### Computer Carts

Availability: 100 percent per group member.

### Computer Cart, Klingon

Availability (set of 6): 50 percent per group member.

### Portable Cart Viewer

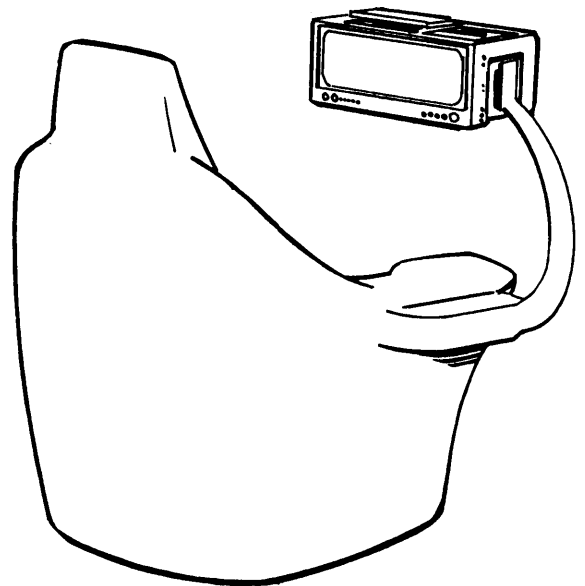
Availability: 75 percent per group member.

The cart viewer's camera/recording attachment has a 50 percent availability per group member.

### Personal Computer

Availability: 100 percent per group member.

The personal computer's cart viewer module has a 75 percent availability per group member. Both the communications and the transactor module have a 50 percent availability per group member.



### Pocket Computer

Availability: 100 percent per group member.

### Holocube

Availability: 100 percent per group member.

### Holocube, Klingon

Availability: 35 percent per group member.

### Data Recorder

Availability: 50 percent per group member.

### Remotely Piloted Vehicle

Availability: 15 percent per group member.

### Telemetry Probe

Availability (set of 3): 35 percent per Star Fleet Intelligence starship.

### Tricorder, Military

Availability: 20 percent per group member.

### Tricorder, Standard Sciences

Availability: 100 percent per group member.

### Improved Standard Sciences Tricorder

Availability: 75 percent per group member.

### Directional Sciences Tricorder

Availability: 75 percent per group member.

## SCIENCE TRICORDER ABILITIES AND RANGES

Scan Type	Information Obtained	Ranges		
		Directional	Standard, Improved	Standard
Energy sources				
General	Direction, distance	1500	1200	1000
Specific	Identification of type	200	175	100
Physical Composition				
General	Direction, distance	1500	1200	1000
Specific	General composition	200	175	100
Determinative	Complete chemical composition	15	15	1.5
Life Forms				
General	Presence	1000	700	500
Specific	Number and type	250	150	100

### Tricorder, Klingon

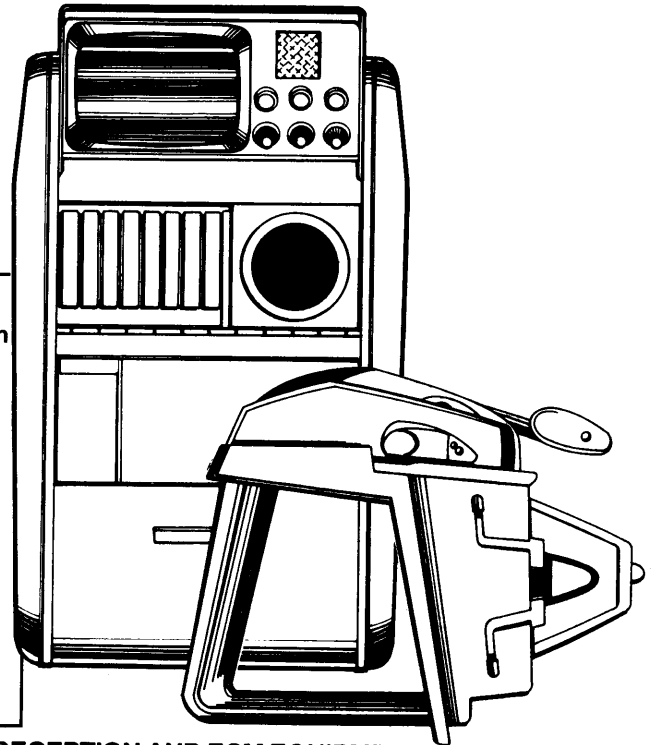
Availability: 5 percent per group member.

For all intents and purposes, treat Klingon tricorders as Federation tricorders.

### Image Recorder/Processor, Romulan

Availability: 35 percent per group.

The user of this device must state what type of scan he is making and in what direction. A single scan covers a 90° arc in ten seconds.



## RECORDER/PROCESSOR ABILITIES

Scan	Type	Information Range
Energy Source		
General	Direction, distance	750
Specific	Identification of type	80
Determinative	Level of output	5
Physical Composition		
General	Direction, distance	750
Specific	General composition	80
Determinative	Complete chemical composition	1.5
Life Forms		
General	Presence	400
Specific	Number and type	80
Determinative	Biological data	1.5

### Battle Computer, Klingon

Availability: 20 percent per group member.

When engaged with a tricorder tied into a ship's computers, this device can track and target enemy troops in an area up to 500 meters. Whenever individuals engage in armed combat against enemy personnel within this radius, using the battle computer increases all *Marksmanship*, *Modern* ratings by 10.

### Portable Computer/Recorder, Klingon

Availability: 35 percent per group.

### Electronic Diary, Klingon

Availability: 5 percent per group member.

In theory, it is possible to feed information into this device from a specially modified Federation communications panel.

### Instructional Machine, Klingon

Availability: 2 percent per group.

### Microrecorder Data Tape, Orion

Availability: 75 percent per group.

## DECEPTION AND ECM EQUIPMENT

### Anti-Laser Aerosol

Availability (case of 6): 15 percent per group member.

The aerosol takes ten seconds to reach maximum effect. Any modern weapons fired through the aerosol have a -15 To-Hit modifier, and damage inflicted by any phaser, laser, or plasma sidearm is decreased by 20 percent (rounded down).

### Combat Simulator

Availability: 20 percent per group member.

### Disguise Kits

Availability of each kit: 50 percent per qualified group member, according to race. A Skill Rating of at least 10 in *Disguise* is required to use a kit. For each major encounter, the gamemaster should make a Skill Roll against the disguised character's *Disguise* rating. Bonus modifiers include the intelligence of the person disguised (one-quarter of his INT score, rounded down). Penalty modifiers include the degree of contact (ranging from no penalty for cursory inspection up to -30 for careful visual examination) and the intelligence of the person being deceived (one-quarter of his INT score, rounded down). A successful skill roll means that the disguised character was not uncovered, and therefore is believed to be who he appears to be.

### Energy Surge Inducer Kit

Availability: 35 percent per group member.

The explosion will cause 100 points of structural damage and inflict 50 points of wound damage to anyone within 3 meters.

### ID Forgery Unit

Availability: 50 percent per group.

### Secure Communications Module

Availability: 15 percent per group member.

### Adhesive Plasticene Tape

Availability: 100 percent per group member.

A character must make a Skill Roll against the average of his *Security Procedures* Skill Rating and his INT score to detect use of the tape, upon cursory examination.

### Voice Synthesizer

Availability: 50 percent per group member.

Any shipboard or ground-based computer can determine whether a synthesized voice recording is legitimate or fake, provided real samples are available.

### Pocket Scrambler, Klingon

Availability: 20 percent per group member.

Anyone attempting to monitor conversations within ten meters of a pocket scrambler must make two Skill Rolls against his rating in *Security Procedures* to penetrate the scrambler's effects.

## ELECTRONIC EQUIPMENT

### Hand Calculator

Availability: 100 percent per group member.

### Portable Encoder/Decoder

Availability: 50 percent per group.

### Radiation Detector

Availability: 75 percent per group member.

### Stress/Accuracy Detector

Availability: 75 percent per group.

This device is accurate 99 percent of the time.

### Synchronic Meter

Availability: 35 percent per group.

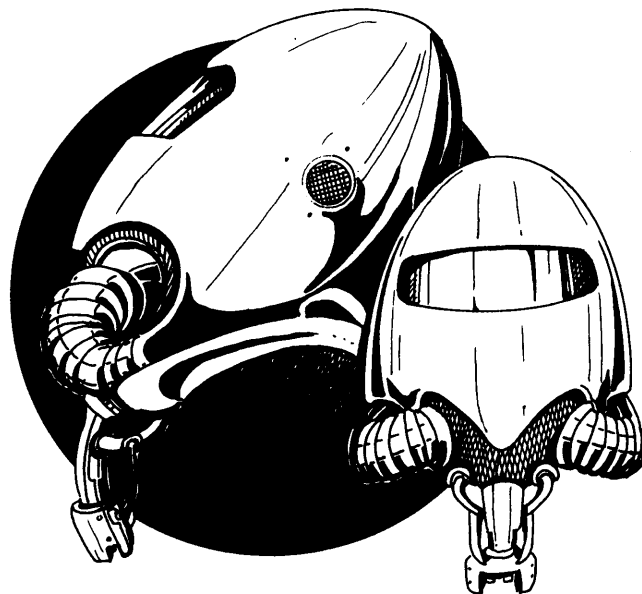
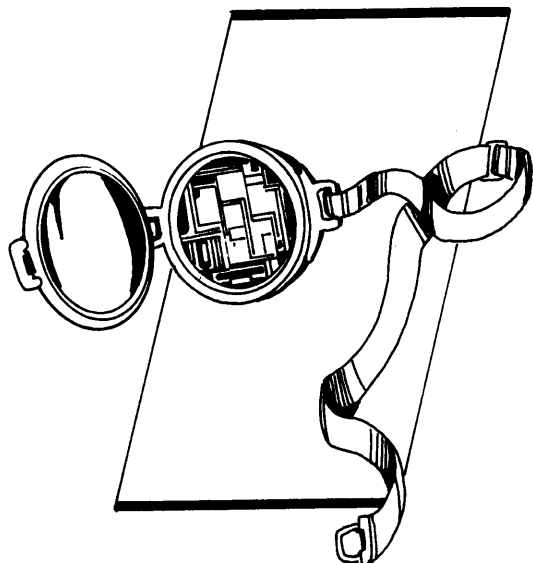
### UV Wave Sterilizer

Availability: 35 percent per group.

Ten minutes of exposure without goggles will cause significant eye damage. After the first half-hour, other tissue damage will occur at the rate of 1D10 points of damage per half-hour.

### Vibrottools

Availability: 100 percent per group member.



## ENVIRONMENT SURVIVAL EQUIPMENT

Availability for all Star Fleet environment survival equipment: 100 percent (for reasonable quantities).

### Standard Environmental Suit, Klingon

Availability: 15 percent per group member.

### Deluxe Environmental Suit, Klingon

Availability: 5 percent per group member.

### Standard Environmental Suit, Romulan

Availability: 10 percent per group member.

### Life Support Mask, Klingon

Availability: 20 percent per group member.

## KITS AND POWERPLANTS

### Standard Small-Equipment Energy Cell

Availability: 100 percent (for reasonable quantities).

### High-Output Small-Equipment Energy Cell

Availability: 100 percent (for reasonable quantities).

### Small-Equipment Energy Cell, Klingon

Availability: 75 percent (for reasonable quantities).

### Small-Equipment Energy Cell, Romulan

Availability: 50 percent (for reasonable quantities).

### Carpentry Kit

Availability: 50 percent per group.

### Metalworking Kit

Availability: 75 percent per group.

### Specialized Kits

Availability of each kit: 75 percent per group.

The kit's bonus modifier is +10 if the character using it has a corresponding skill rating of less than 40.

### Portable Power Supply

Availability: 15 percent per group member.

### Portable Power Supply, Romulan

Availability: 20 percent per group.

### Portable On-Site Fusion Reactor

Availability: 35 percent per group.

### Personal Survival Kit

Availability: 100 percent per group member.

### Personal Survival Kit, Klingon

Availability: 75 percent per group member.

### Personal Survival Kit, Romulan

Availability: 50 percent per group member.

## LOCATION/DETECTION EQUIPMENT

### Computerguide Electronic Map

Availability: 15 percent per group member on Federation worlds.

10 percent per group member on neutral worlds.

2 percent per group member for unfriendly worlds.

### Inertial Locator

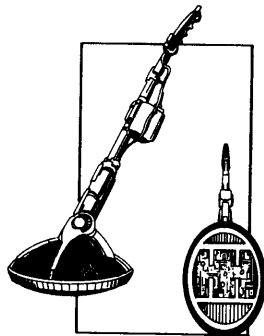
Availability: 50 percent per group member.

### Magnetic Compass

Availability: 100 percent per group member.

### Metal Detector

Availability: 35 percent per group member.



### Personal Signalling Beacon, Klingon

Availability: 75 percent per group member.

### Electronic Tracer/Transducer Set

Availability: 50 percent per group member.

### Electronic Tracer/Transducer Set, Klingon

Availability: 15 percent per group member.

## MECHANICAL EQUIPMENT

Availability of hand tools: 100 percent per group member.

## MISCELLANEOUS EQUIPMENT AND PROVISIONS

Availability of miscellaneous Federation equipment and provisions: 100 percent per group member.

### ID Card, Klingon

Availability: 5 percent per group member.

### ID Card, Romulan

Availability: 2 percent per group member.

### Emergency Packaged Rations, Klingon

Availability (in 10 person/day quantities): 20 percent per group member.

### Emergency Package Rations, Romulan

Availability (in 10 person/day quantities): 5 percent per group member.

## PERSONAL SECURITY SYSTEMS

### Standard Briefcase

Availability: 100 percent per group member.

### Deluxe Security System Briefcase

Availability: 35 percent group member.

### Security-Encoded Data Cart

Availability: As needed.

### Personal Document Incinerator

Availability: 100 percent per group member.

### Security Document Binder

Availability: As needed.

### Electronic Sensorcord

Availability of any desired length: 35 percent per group member.

## SENSORY ENHANCEMENT EQUIPMENT

### Belt Light

Availability: 75 percent per group member.

### Binoculars, Standard

Availability: 100 percent per group member.

### Binoculars, Target

Availability: 50 percent per group member.

### Rocket Flare

Availability (set of 6): 100 percent per group member.

### Coldlight Glowstick

Availability (set of 10): 100 percent per group member.

### Infrared Goggles

Availability: 50 percent per group member.

### Aqualantern

Availability: 75 percent per group member.

### Aqualantern, Klingon

Availability: 15 percent per group member.

### Lantern, Coldlight

Availability: 75 percent per group member.

### Lantern, Liquid Fuel

Availability: 75 percent per group member.

### Lantern, Pocket

Availability: 100 percent per group member.

### Lantern, Pocket (Klingon)

Availability: 20 percent per group member.

### Lantern, Time-Delay

Availability: 75 percent per group member.

### Infrared Lenskits

Availability: 75 percent per group member.

### Light Enhancing Viewer

Availability: 75 percent per group member.

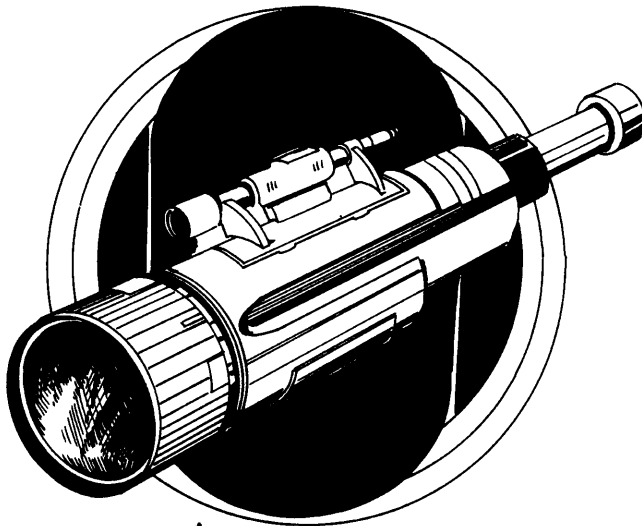
### Laser/Signal Mirror

Availability: 35 percent per group member.

There is a 25 percent chance that a laser hitting a mirror will shatter it. Any phaser set to disrupt will automatically shatter a mirror, even if it is only a graze. The disintegrate setting will destroy the entire mirror.

### Surveillance Scope

Availability: 50 percent per group member.



### Torch, Gyroscopic

Availability: 100 percent per group member.

### Torch, Hand

Availability: 100 percent per group member.

As a weapon, this will cause 2D10 + 5 points of heat damage per combat round. Otherwise, treat as a club.

## SHELTERS AND ACCESSORIES

### Backpack

Availability: 100 percent per group member.

### Sleeping Bag

Availability: 100 percent per group member.

### Tarpaulin, Standard

Availability: 100 percent per group member.

### Tarpaulin, Thermal

Availability: 75 percent per group member.

### Tent, Conventional

Availability: 100 percent per group member.

### Tent, Pressure

Availability: 75 percent per group member.

The air processing unit is available upon request.

## PERSONAL TRANSPORTATION DEVICES

### Personal Aerial Descent System

Availability: 35 percent per group member with a DEX score of 65 or more.

To survive a PADS landing, a character must make a successful Saving Roll against the average of his DEX and LUC scores. He may add half his average in *Vehicle Operation*, *Atmospheric* and *Small Equipment Systems Operation* to the To-Hit Number. If the roll is unsuccessful by 20 points or more, the character has been killed on impact. If the roll is unsuccessful by a lesser margin, the character suffers injuries amounting to the difference between his To-Hit Number and his resulting die roll.

### PADS Ablative Shield

Availability: As needed, in conjunction with the PADS.

When used in a low-orbital deployment, use the normal method for determining landing survival, but add a -15 penalty modifier to the Saving Roll.

### A-Grav Carrier

Availability: 100 percent per group member.

### A-Grav Platform

Availability: 100 percent per group member.

### Portable Antigrav

Availability: 100 percent per group member.

### Portable Antigrav, Klingon

Availability: 35 percent per group.

### Portable Antigrav, Romulan

Availability: 35 percent per group.

### Grav Belt

Availability: 50 percent per group member.

### Special-Purpose Gravitic Load-Carrying Device

Availability: 15 percent per group member.

### Snow Ski Set

Availability: 100 percent per group member.

## LAND TRANSPORTATION DEVICES

Any of these vehicles may be customized, at the group's request. The gamemaster must determine how each modification affects overall performance.

### Model L "Tunnel Runner" Mining Vehicle

Availability: Only in appropriate locations.

### Model S3 "Sizzle Bug" Mining Vehicle

Availability: Only in appropriate locations.

### Shuttlecrawler

Availability: 20 percent per starship's normal shuttlecraft capacity.

### Model GP-12 All-Terrain Vehicle, Klingon

Availability: 5 percent per group.

### Model GP-6 Utility Van, Klingon

Availability: 15 percent per group.

### Shuttle Dolly, Romulan

Availability: 2 percent per group.

### Rough Terrain Vehicle, Orion

Availability: 20 percent per group.

## WATER TRANSPORTATION DEVICES

Availability: Gamemaster's discretion.

Any of these vehicles may be customized, at the group's request. The gamemaster must determine how each modification affects overall performance.

## AIR TRANSPORTATION DEVICES

Availability: Gamemaster's discretion.

Any of these vehicles may be customized, at the group's request. The gamemaster must determine how each modification affects overall performance.

## SPACE TRANSPORTATION DEVICES

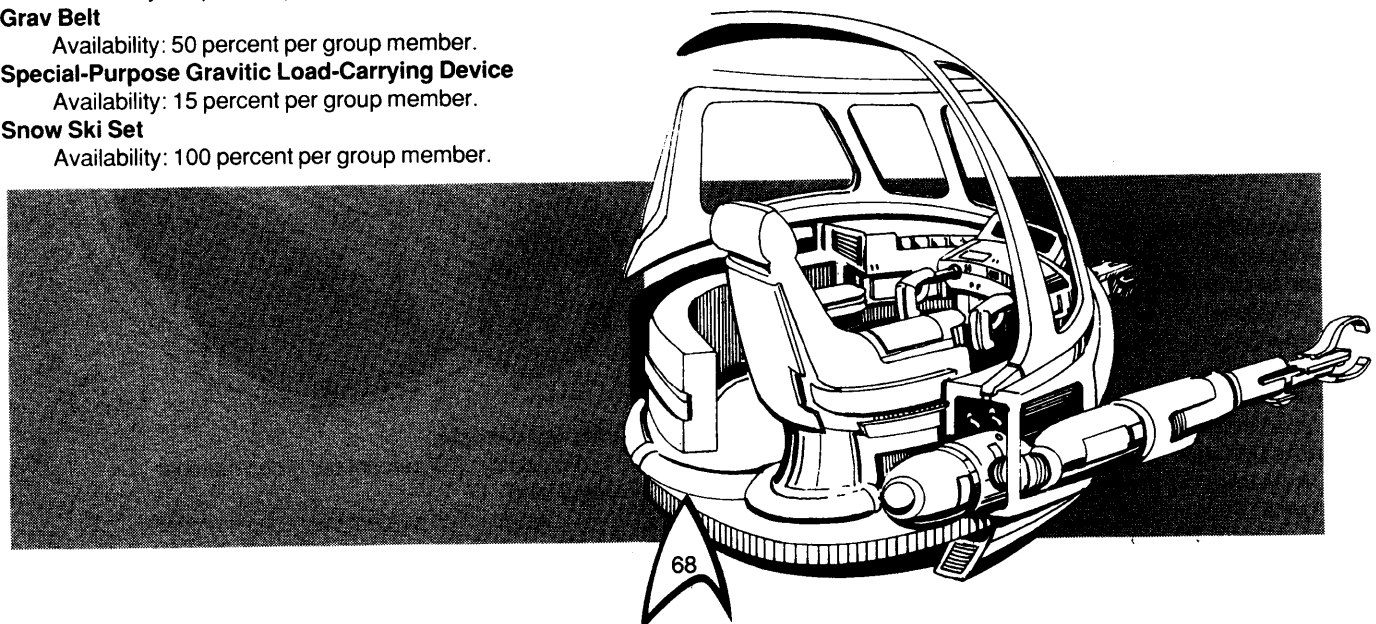
### Shuttlecraft

Availability: Gamemaster's discretion.

Star Fleet Intelligence Command does have a small collection of non-Federation shuttlecraft available. Their use would be restricted to situations where such vehicles are vital to the mission.

### Single-Seat Repair Bug

Availability: 25 percent per starship's normal shuttlecraft capacity.



## MEDICAL EQUIPMENT

### FEDERATION

All Federation medical equipment is available at the request of a Medical Officer with a minimum skill rating of 40 in *General Medicine*.

#### Portable Anesthetic Field Generator

A skill rating of at least 20 in *General Medicine* is required for use.

#### Auralite

Skill ratings of at least 40 in *General Medicine* and 40 in *Surgery* are required for use.

#### Biocomputer

A skill rating of at least 20 in *General Medicine* is required for use.

#### Cardiostimulator

To revive a character reduced to zero MAX OP END or less through some kind of heart failure or shock (like electric shock), someone with a skill rating of at least 20 in *General Medicine* must use this unit on him. Because the device is used in emergency situations, a successful skill roll is required to use it.

#### Diagnostic Table And Panel

Anyone with a skill rating of 10 in *General Medicine* can take the readings from the panel's scales, but only someone with a skill rating of 20 or more will be able to tell very much from them.

#### DNA Code Analyzer

A skill rating of at least 40 in either *Genetics* or *General Medicine* is required for use.

#### Endocrine Monitor

A skill rating of at least 40 in either *Exobiology*, *General Medicine* or *Pathology* is required for use.

#### Enzyme Recorder

A skill rating of at least 40 in either *Exobiology*, *General Medicine* or *Pathology* is required for use.

#### Heartbeat Reader

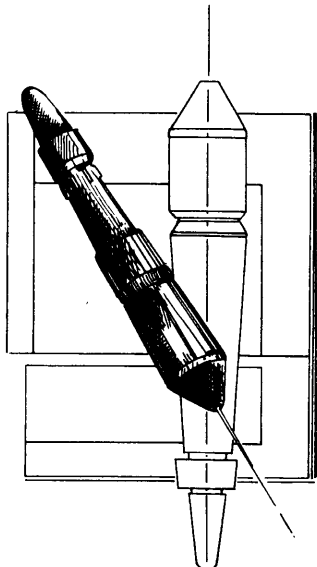
A skill rating of at least 20 in *General Medicine* is required for use.

#### Hypo

Anyone with a skill rating of 10 or more in *General Medicine* can fill one, and anyone who is shown how to handle it can give an injection under normal circumstances.

#### Bone-Knitting Laser

A skill rating of at least 40 in *General Medicine* and 20 in *Surgery* is required for work on repairing bone fractures.



### Neural Inhibitor Implant

Only a trained surgeon in a fully equipped Federation hospital can implant or remove this device.

### Neuroanalyzer

This is a shipboard system only. Skill ratings of at least 40 in *Psychology* and 20 in *General Medicine* are required to interpret any findings.

### Protoplaser

With a five-minute application, anyone with a skill rating of 10 or more in *General Medicine* can use this device to heal half the MAX OP END loss from any wound of fewer than 10 damage points.

Protoplasers are also used for more involved healing and surgery, but such use has already been figured into the medical rules. Major blood vessel, nerve tissue, and other delicate work requires a skill rating of at least 40.

### Psychotricorder

The technician must have skill ratings of 40 in *Psychology* and 50 in *Computer Operation*. Skill rolls required to make a scan are made against the ratings in both skills, at a modifier of -20.

### Portable Repressor Field Generator

A skill rating of at least 20 in *General Medicine* is required for use.

### Sonic Separator

A skill rating of at least 20 in *General Medicine* or 20 in *Surgery* is required for use.

### Spray Dressing

Anyone with a skill rating of 10 or more in *General Medicine* can apply spray dressings.

### Stereotaxic Screen

This is a shipboard system only. Skill ratings of at least 20 in *Psychology* and 20 in *General Medicine* are required to administer the test.

### Surgical Probe

A skill rating of at least 20 in *General Medicine* is required for use.

### Telescan Cephalic Implant

Skill ratings of at least 40 in *General Medicine* and 40 in *Surgery* are required for use. Starship sick bay or base facilities are also needed to implant or remove the device.

If paired implants are made into individuals of different races, there is a 10 percent chance per day that the individual with the higher PSI score may (involuntarily) begin to take over the mind of the other person. The gamemaster will need to determine how this will affect play.

### Medical Tricorder

#### MEDICAL TRICORDER ABILITIES

ScanType	Information Obtained	Ranges	
		Standard, Improved	Standard
Chemical Composition			
General	Presence; direction, distance	150	100
Specific	Exact chemical composition; effects	15	1.5
Life Forms			
General	Biological data	25	
Specific	Diagnostic medical data	10	1.5

### Trilaser Connector

Skill ratings of at least 50 in *General Medicine* and 60 in *Surgery* are required for use. This device is twice as effective as a protoplaser.



## KLINGON EMPIRE

### Biosupport Monitor System

Availability: 5 percent.

### Diagnostic/Support Table Panels

Availability: 2 percent.

### Foam Dressing Applicator

Availability: 20 percent.

### Laser Scalpels

Availability: 15 percent.

### Medical Pouch

Availability: 15 percent.

### Organic Suture

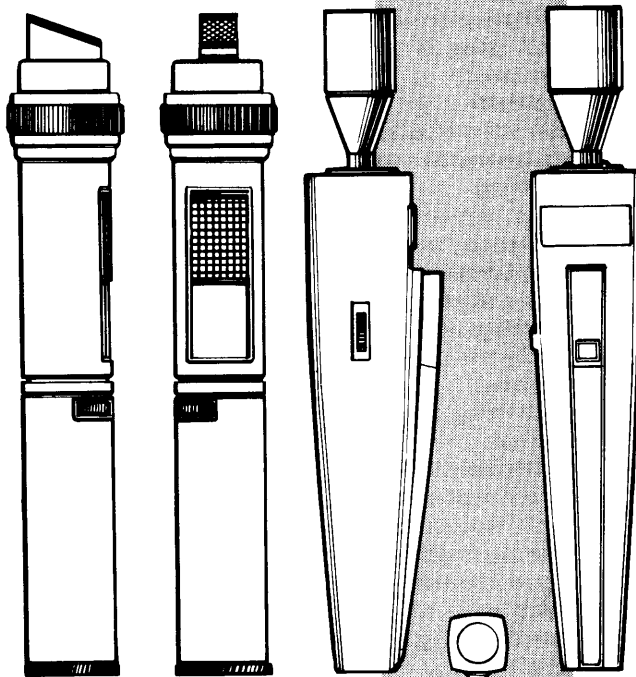
Availability: 15 percent.

### Pneumatic Hypodermic

Availability: 20 percent.

### Vital Signs Reader

Availability: 10 percent.



## ROMULAN STAR EMPIRE

### Electronic Scalpel

Availability: 10 percent.

### Hypo

Availability: 15 percent.

### Medical Belt

Availability: 5 percent.

### Medication Pouch

Availability: 10 percent.

### Portable Power Supply

Availability: 2 percent.

### Protoplaser

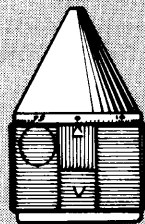
Availability: 5 percent.

### Vital Signs Reader

Availability: 10 percent.

### Wound Dressing Pads

Availability: 15 percent.



## DRUGS AND TOXINS

Drugs and toxins have specific purposes and side-effects that the gamemaster will have to judge as circumstances require. This list is by no means exhaustive, and the gamemaster may create other drugs to perform specific needs. To maintain game balance, every drug having a potentially overpowering effect should also have a significant side-effect.

### FEDERATION

All Federation drugs and toxins are available at the request of any character with a minimum skill rating of 40 in *General Medicine* or 20 in *Pharmacology*.

#### Adrenalane

While in effect, this drug causes temporary increases of 5D10 in a character's STR, END, and DEX scores. After the effects wear off, the character suffers temporary decreases of 5D10 in his original END and DEX scores, and 7D10 in his original INT score.

#### Antitoxins

To determine if an antitoxin is effective, have the Medical Officer roll percentile dice. If the roll is 50 or less, the antitoxin will cure 4D10 damage points; otherwise, roll again. If the second roll is 50 or less, the antitoxin will cure 2D10 damage points; otherwise, roll again. If the third roll is 50 or less, the antitoxin will cure 1D10 points. If none of the three is 50 or less, the antitoxin is totally ineffective. The 50 percent chance may be adjusted, depending on the circumstances.

#### Coradrenaline

This drug neutralizes 2D10 points of damage from cold-based sources, and cuts further damage in half for the next three hours.

#### Neural Paralyzer

The coma begins 1D10 + 5 minutes after the injection. If an injection of a light stimulant is not administered within a number of minutes equal to the character's END score, he will die.

#### Sedatives

Sedatives produce a temporary reduction in CURR OP END, which is treated much like fatigue. A light sedative reduces the CURR OP END score by 2D10 + 10 for two hours. A medium sedative reduces the CURR OP END score by 2D10 + 25 for four hours. A heavy sedative reduces the CURR OP END score by 2D10 + 40 for six hours.

If a sedative drops the CURR OP END score below the INACT SAVE of 20, the character must make an END saving roll to avoid unconsciousness. If the score drops below the UNC THRESH of 5, he automatically loses consciousness. When the sedative wears off, the CURR OP END returns to its previous level, counting in any normal healing that occurred during unconsciousness.

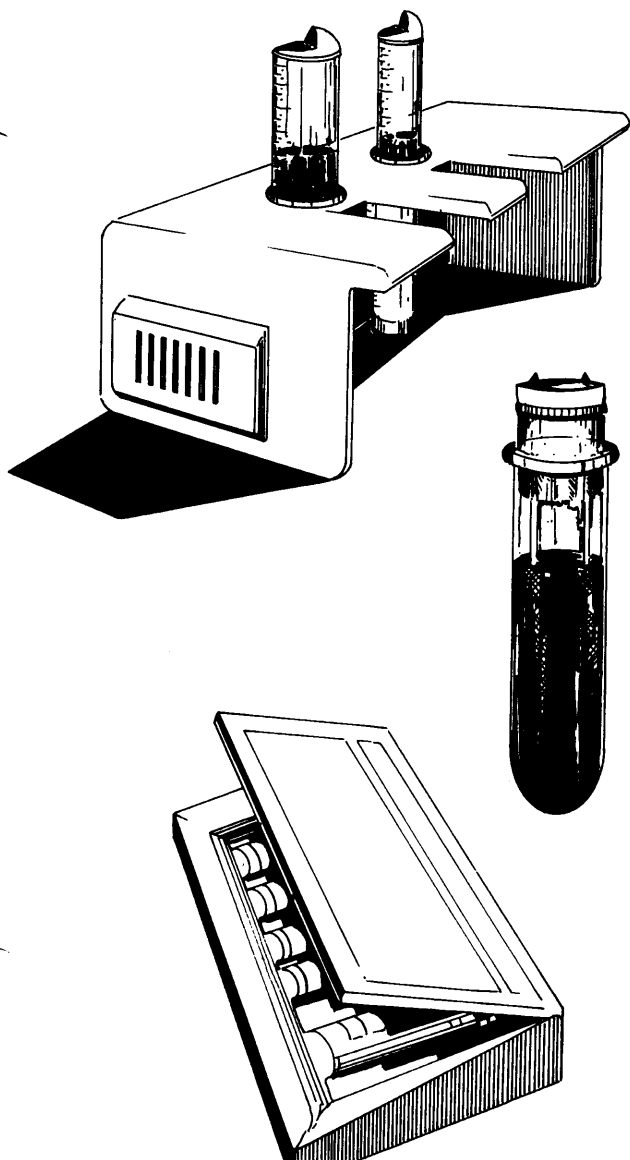
If a sedative's effect would drop a character's CURR OP END score below zero, calculate the number of points below zero the score would go. The character must make an immediate Saving Roll against his MAX OP END score, minus the number of points below zero caused by the sedative's effect. If the roll is unsuccessful, the character has been overdosed and his MAX OP END score drops to the level below zero that was calculated. The character will die without medical attention and successful emergency first aid.

## Stimulants

Stimulants provide a temporary boost in the *CURR OP END* score. A light stimulant adds 1D10 to *CURR OP END* for a number of minutes equal to the character's *END* score. A medium stimulant adds 2D10, and lasts twice as long. A heavy stimulant adds 3D10 and lasts three times as long.

If giving a stimulant to an unconscious person brings his *CURR OP END* score above the *UNC THRESH* of 5, he regains consciousness for as long as the stimulant's effects last. Then the *CURR OP END* score returns to the original depressed state. A light stimulant will awaken a person who passed out before reaching the *UNC THRESH*. Unlike a more seriously injured character, that person will stay conscious unless his *CURR OP END* score is dropped below the *UNC THRESH* by further injury.

When stimulants wear off, the character must make a Saving Roll against his *MAX OP END* score. For a light stimulant, the roll is made without modifiers. For a medium stimulant, there is a -10 modifier to the *MAX OP END* score, and for a heavy stimulant, there is a -25 modifier. If the roll succeeds, there is no adverse effect on the system when the drug wears off. If the roll fails, the stimulant damages the character's system. A light stimulant does 1D10 - 5 damage points, a medium stimulant does 1D10 - 3 damage points, and a heavy stimulant does 1D10 damage points. A result of zero or less means no damage was taken.



## Warning About Sedatives And Stimulants

The gamemaster should carefully control the use of sedatives and stimulants (as he should control the use of all drugs) to avoid unbalancing the game. They can be highly useful as a plot device or last-minute aid, but their use should be severely restricted.

Only a doctor or someone with a skill rating of at least 40 in *General Medicine* should be allowed to administer sedatives and stimulants. Gamemasters are encouraged to keep a close eye on their use and to find ways to discourage player characters if they misuse them to unbalance the game.

Stimulants and sedatives can be given unusual or annoying side effects. A light stimulant such as Formazine can cause irritability. A heavy stimulant like Cordrazine can cause severe mental imbalance and a feeling of acute paranoia lasting for anywhere from a few hours to a week, depending on the size of the dosage and the *END* score of the character. A light sedative like Melanex can cause a vivid yellowing of the skin while the victim is under its influence.

## Toxins

These toxins are considered to be fatal. Gamemasters may wish to create their own symptoms for these diseases, or even create new toxins entirely. For reference purposes, the toxins below list the name of the *STAR TREK* TV episodes in which they were mentioned.

Choriocytosis: The animated episode "The Pirates of Orion".

Rigellian fever: "Requiem for Methuselah".

Sakuro's disease: "Metamorphosis".

Synthococcus novae: "The Way to Eden".

Vegan choriomeningitis: "The Mark of Gideon".

Xenopolycythemia: "For the World Is Hollow and I Have Touched the Sky".

## UniTheriDrene

After being injected with this drug, the character will experience a temporary 20-point increase in his *STR* score and a corresponding decrease in his *END* score. This increase lasts for a number of combat rounds equal to the character's original *END* score divided by 10 (rounded down). After the drug wears off, the character's *STR* score will return to normal and his *END* score will remain reduced for one hour.

## Venus Drug

Any character of the opposite sex who encounters someone under this drug's influence must make a Saving Roll against his *INT* score with a -25 penalty modifier. Any character who fails his roll becomes entranced by the character's appearance (treat as Orion Green Slave appeal). Only Vulcans are immune to the effect. One dose lasts for approximately four hours.

## OTHER GOVERNMENTS

### Cylanite (Orion)

This drug decreases a victim's *DEX* score by 6D10 points, and there is a 25 percent chance of death within 2D10 minutes if not treated.

### Diaprimone (Romulan)

To avoid administering an accidental overdose, the physician must make a successful Skill Roll against of either *General Medicine* or *Pharmacology* (his choice) and his *LUC* score.

## WEAPONS

### FEDERATION

#### Blast Rifle

Availability: 35 percent per group member.

#### Laser Weapons

Availability: 50 percent (either hand laser or laser rifle) per group member.

#### Phaser I-A (Hand Phaser)

Availability: 100 percent per group member.

#### Phaser I-B

Availability: 75 percent per group member.

#### Phaser II-A (Phaser Pistol)

Availability: 100 percent per group member.

#### Phaser II-B

Availability: 75 percent per group member.

### Grenades And Grenade Launchers

Grenade launcher availability: 20 percent per group member.

Grenade availability (case of 6): 25 percent per group member (their choice of grenade types).

#### MAM Charge

Availability: 1 percent per group member.

#### Phaser Bore

Availability: 10 percent per group member.

#### Tranquilizer Ammunition

Availability: 100 percent per group member.

#### Stun Carbine

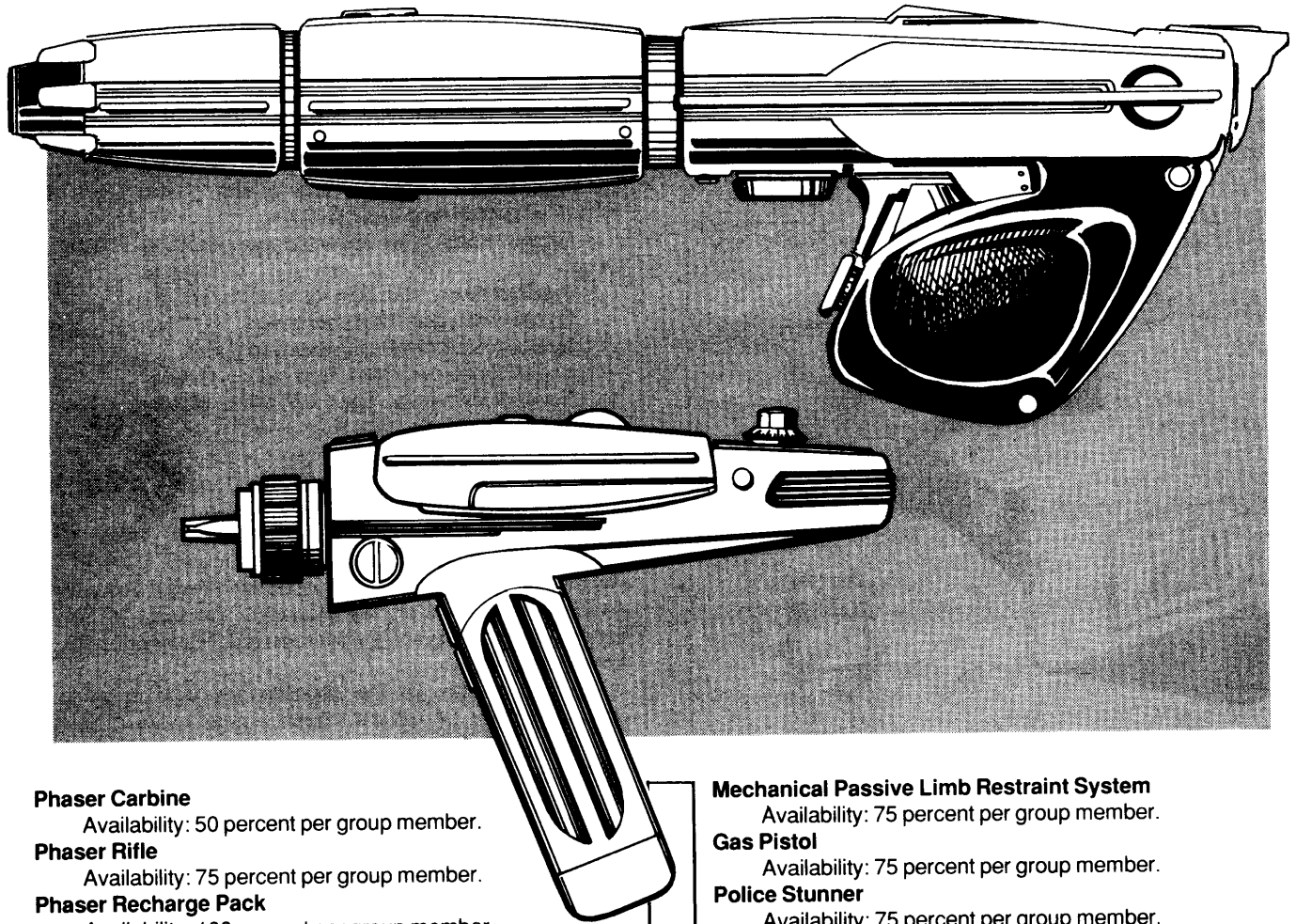
Availability: 75 percent per group member.

#### Force Field Box

Availability: 75 percent per group member.

#### Magnetic Passive Limb Restraint System

Availability: 100 percent per group member.



#### Phaser Carbine

Availability: 50 percent per group member.

#### Phaser Rifle

Availability: 75 percent per group member.

#### Phaser Recharge Pack

Availability: 100 percent per group member.

#### Plasma Rifle

Availability: 100 percent to terminators. 20 percent per other group members.

#### Shathra, Orion

Availability: 20 percent per group member.

#### Suppressed Anti-Personnel Projector

Availability of SAPP: 35 percent per group member.

Availability of darts: Gamemaster's discretion, darts to be prepared before mission begins.

#### Plasticene Explosives

Availability: Gamemaster's discretion.

#### Mechanical Passive Limb Restraint System

Availability: 75 percent per group member.

#### Gas Pistol

Availability: 75 percent per group member.

#### Police Stunner

Availability: 75 percent per group member.

#### Net Rifle

Availability: 50 percent per group member.

#### Shock Prod

Availability: 35 percent per group member.

#### Specimen Restraint Box

Availability: 50 percent per group member.

#### Stun Club

Availability: 100 percent per group member.

#### Miniaturized Stunner

Availability: 35 percent per group member.

#### Tanglegun

Availability: 50 percent per group member.

### Security Armor

Availability: 20 percent per group member.

Characters with a skill rating of 10 or more in *Security Procedures* are trained in the use of this suit. Untrained characters who wear the suits lose 1 AP per turn.

Untrained persons will take a minimum of two minutes to don the armor. At the end of this time, they must make a Saving Roll against their DEX score. Failure requires an additional minute and another DEX saving roll with a modifier of +5. Additional attempts may be made each following minute until successful.

It requires only 1 AP to put on a helmet, but 3 more AP to hook up and adjust the built-in communications gear before it can be used.

### Duroplas Body Shield

Availability: 35 percent per group member.

The effect of physical blows on the wearer's front torso will be reduced by 10 points. Energy weapon attacks will be reduced by 15 points for up to five attacks, at which point the body shield becomes useless.

### Psionic Shielding Helmet

Availability: 1 percent per group member.

The helmet has no value as armor, and will be rendered inoperative by a 10-damage-point hit. Any character wearing such a helmet is invulnerable to standard telepathic contact.

### Automatic Bridge Defense System

Availability: 75 percent per Intelligence Command starship.

## KLINGON EMPIRE

### Mark I Hand Disruptor

Availability: 75 percent per group member.

### Mark II Hand Disruptor

Availability: 50 percent per group member.

### Mark III Hand Disruptor

Availability: 20 percent per group member.

### Mark I Disruptor Rifle

Availability: 35 percent per group member.

### Mark III Disruptor Rifle

Availability: 15 percent per group member.

### Agonizer

Availability: 20 percent per group member.

A character subjected to this device on the high setting must make a successful Saving Roll against his END score to take any action at all. A modifier of -50 is applied to this roll.

### Personal Combat Blade

Availability: 35 percent per group member.

### Zhal Sta

Availability: 10 percent per group member.

If a character using this weapon in open melee misses his target, he must then make an immediate Saving Roll against the average of his DEX and LUC scores. If that roll is also unsuccessful, the character has inflicted 2D10 points of damage to himself.

### Grenades

Availability (case of 6): 5 percent per group member.

### Sonic Mortar

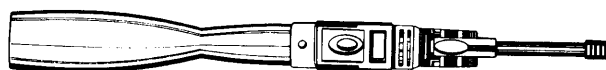
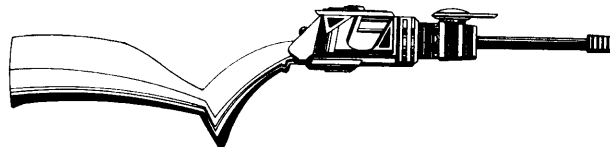
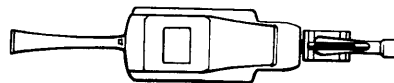
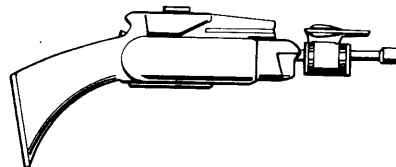
Availability: 5 percent per group.

### Force Field Box

Availability: 20 percent per group member.

### Portable Shield Generator

Availability: 5 percent per group.



## ROMULAN STAR EMPIRE

### Hand Disruptor

Availability: 10 percent per group member.

### Dueling Stick

Availability: 15 percent per group member.

### Beam Cannon

Availability: 2 percent per group member.

### Magnesium Incendiary Bombs

Availability (case of four): 5 percent per group member.

### Energy Rod

Availability: 35 percent per group member.

## GORN ALLIANCE

### Mark I Blaster

Availability: 15 percent per group member.

The Gorn military-issue blaster pistol was designed for the massive Gorn hand. Other, less massive races trying to use it must apply a 10-point penalty to the To-Hit Number.

### Mark II Blaster

Availability: 10 percent per group member.

The newer military-issue blaster is not pistol-shaped at all, and mounts a heavy firing bar requiring more pulling force than the average Human can provide. No character with a STR score of less than 70 can fire the weapon at all. Even those who are strong enough must use both hands, and they must apply a 20-point penalty to the To-Hit Number.

### Sonic Stunner

Availability: 20 percent per group member.

# OTHER INTELLIGENCE AGENCIES

## TERRAN INTELLIGENCE AGENCY

The Terran Intelligence Agency is the official military intelligence-gathering organization within the Sol system. Although their official jurisdiction does not extend beyond this system, TIA agents have been known to operate beyond their borders without authority, sometimes at cross-purposes with Star Fleet Intelligence. Though Terran Intelligence agents have helpful attitudes, they are reluctant to provide substantial assistance or hard data. These agents tend to be a little overzealous when performing their duties, stopping at little to accomplish their goals.

The TIA currently maintains offices on Terra, Luna, Mars, Ceres, Ganymede, and Titan. Recent rumors that a branch office has opened up on Alpha Centauri have proved to be false. Star Fleet Intelligence Command officially maintains good relations with the TIA and always informs their senior personnel whenever Intelligence operations take place within Terran jurisdiction. Unfortunately, the opposite is rarely true, and there is some professional rivalry, not all of which is friendly.

## ANDORIAN CORPS OF ENFORCERS

The Andorian Corps of Enforcers is a secret military unit controlled by the Epsilon Indi Council of Clans. It contains a small number of elite Andorian agents specially trained to protect the interests of the Andorian government. Though the corps was disbanded officially after Star Fleet Intelligence Command was founded, it was reinstated a short time later. Apparently, Andorian military leaders were unsatisfied by Star Fleet's comparative lack of interest in safeguarding Andorian interests.

There are less than 100 enforcers in this organization, and most Star Fleet Intelligence agents serve their entire terms without ever meeting their blue-skinned counterparts. The Enforcers' sense of duty is unusually strict, even by Andorian standards. It closely resembles that of Terra's Oriental Ninja, though enforcer operational goals are more like those of Terra's ancient assassin's guild. These agents will not take prisoners, nor will they be taken alive. Every Enforcer would be qualified as a terminator by Star Fleet Intelligence's standards, and they almost always work alone. All Enforcers operate from Andor, and are dispatched as needed. Almost no information on this organization should be available to player characters.

## KLINGON DIPLOMATIC CORPS

Though Klingon society is rife with security personnel, the Klingon Diplomatic Corps would probably be the closest equivalent to Star Fleet Intelligence. That is, most conflicts involving espionage occur between Star Fleet Intelligence Command and their counterparts in the KDC. Recent KDC activities involving *Bird of Prey* Class scouts within Federation space show its willingness to challenge UFP forces in

Federation territory. Many Klingon Activities Unit analysts believe this may be a prelude to a full-scale war of even greater magnitude than the Four Years War, which took place over two decades ago. The KDC's methods have become increasingly obvious, and the situation will probably only grow worse over the next several years. For additional information, refer to **The Klingons** supplement or the **Klingon Intelligence Briefing**, published with **Conflict of Interests**. These documents are available from Klingon Sector Intelligence or directly from FASA.

## ROMULAN MILITARY DIVISION INTELLIGENCE

The Romulan Star Empire maintains separate intelligence units for each division of their forces. The unit having the most contact with Federation Intelligence agents is Military Division Intelligence. Compared to the Klingons, the Romulans have adopted a much subtler program of infiltration. Romulan Commander Decartus, Director of Security Operations for the Military Division, is known for his patience and intricate plans. Rather than conduct a direct offensive against the Federation, the Romulans appear satisfied with gaining a larger foothold within the Triangle. By increasing their influence in this area, the Romulans may be able to take over one or more coalition governments, adding vital resources and manpower (in the form of slaves) to the Romulan Empire. If continued and successful, this insidious process may be more of a threat to the Federation's well-being than the Klingon's direct assaults.

## ORION COLONIES INTELLIGENCE

Intelligence sources believe that numerous Orion families each maintain limited intelligence-gathering capabilities. Apparently, they hire mercenaries of all races to spy on the Federation and the Klingon Empire (as well as the other families). As the Orions possess no single, unified government, their resources appear to be deployed inefficiently, but they do have the advantage of being able to travel widely without being declared hostile. The Orion Colonies have not fully abided by any recent trade restrictions, and the galaxy-wide presence of Klingon weapons indicates that Orions are conducting a bustling trade with the Klingon Empire. Though Orion spies may be insignificant in terms of scope or military applications, Star Fleet Intelligence agents must not underestimate their potential effectiveness. They have proven their skill in relaying information to the Klingons and other hostile powers who are willing to bid for Orion-gathered secrets.



Range Modifier		WEAPONS TABLE									
WEAPON TYPE	PARRY	DAMAGE	POINT BLANK	SHORT	MEDIUM	LONG	EXTREME	AMMO/ POWER GRAZE	OVERLOAD DRAIN RADIUS		
			+15	+0	-15	-30	-45				
CLUB, other similar	Y	2D10									
MACE/FLAIL/AXE	Y	4D10 + 10									
DAGGER/KNIFE	some	2D10	1	2-5	6-10	11-15	16-20				
KLINGON COMBAT BLADE	some	4D10	1	2-3	4-5	6-8	9-10				
SWORD	Y	4D10									
AHN WOON	Y	1D10 + 5									
ROM. DUELING STICK	Y	25*									
POLE WEAPON	Y	4D10 + 5							15*		
LIRPA	Y	4D10 <sup>1</sup>									
KLUGAT	N	3D10 + 5	1	2-3	4-6	7-10	11-15				
RUDJA	N	1D10 <sup>2</sup>	1	2-5	6-10	11-15	16-20				
SHATHRA	N	3D10	1	2-6	7-15	16-25	26-35				
SLING (w. pouch)	N	1D10	1	2-10	11-25	26-38	39-50	30			
BOLO	N	2D10	1	2-8	9-20	21-30	31-40	3			
BOW (w. quiver)	Y	4D10	1	2-20	21-60	21-60	61-130	131-190	20		
CROSSBOW (w. quarrels)	Y	4D10 + 10	1	2-12	13-35	36-60	61-90	20			
SAPP	N	uncons.	1	2-15	16-40	41-65	66-90	10			
REVOLVER	N	4D10	1	2-10	11-25	26-40	41-75	6			
AUTOMATIC PISTOL	N	4D10	1	2-15	16-40	41-65	66-90	8			
CARBINE	Y	4D10 + 10	1	2-15	16-50	51-100	101-170	5			
FLINTLOCK RIFLE	Y	2D10	1	2-5	6-20	21-40	41-50	1 <sup>4</sup>			
RIFLE	Y	4D10 + 5	1	2-30	31-100	101-200	201-300	30			
HP RIFLE	Y	4D10 + 15	1	2-50	51-150	151-300	301-500	4			
AUTOMATIC RIFLE	Y	4D10 + 10	1	2-50	51-150	151-300	301-500	20			
SHOTGUN	Y	4D10 + 10	1	2-10	11-25	26-50	51-100	2			
SMG (submachine gun)	Y	4D10 + 20	1	2-15	16-45	46-80	81-120	32			
MG (machine gun)	Y	4D10 + 30	1	2-50	51-150	151-300	301-500	50			
STUN CARBINE	N		1	2-12	13-30	31-75	76-125	45			
stun	N	75*									
heavy stun	N	120*						25*	1		
POLICE STUNNER	N	75*	1	2-5	6-12	13-30	31-50	40*	2		
GAS PISTOL	N	uncons.		1	2-5	6-10	11-20	25*	1		
SHOCK PROD/ENERGY ROD	Y	1 to 10 <sup>5</sup>						8			
STUNCLUB	Y	40*						40	1		
NET RIFLE	N	entangl.		1	2	3-6	7-8	100	1		
MINIATURIZED STUNNER	N	100*	1	2	3	4	5	9-10	1 <sup>4</sup>		
TANGLEGUN	N	entang.		1	2-5	6-10	11-20	7	1		
GORNBLASTER, MARK I	N	50	1	2-4	5-8	9-20	21-40	4			
GORNBLASTER, MARK II	N	80	1	2-5	6-9	10-25	26-50	25	20	1	
GORN SONIC STUNNER	N	150*	1	2-5	6-12	13-30	31-50	25	30	1	
BLAST RIFLE	N	varies <sup>6</sup>	1	2-50	51-200	201-300	301-400	30	20*	2	
PLASMA RIFLE	N	5D10	N/A <sup>7</sup>	10-35	36-200	201-250	251-300	5 <sup>4</sup>			
PHASER CARBINE-A	N		1	2-12	13-30	31-75	76-125	3			
stun	N	75*						45			75 squares
wide angle stun	N	75*	1	(2-12)				25*	1		120 squares
heavy stun	N	120*						25*	4		
heat	N	40						40*	2		
disrupt	N	150						20	1		
disintegrate	N	DESTROYED						50	2		
PHASER I-A	N		1	2-5	6-12	13-30	31-50	50	4		
stun	N	75*						20			30 squares
wide angle stun	N	75*	1	(2-5)				25*	1		
heavy stun	N	120*						25*	4		
heat	N	40						40*	2		
disrupt	N	150						20	1		
disintegrate	N	DESTROYED						50	2		
PHASER II-A	N		1	2-10	11-24	25-60	61-100	50	4		
stun	N	75*						35			100 squares
wide angle stun	N	75*	1	2-10				25*	1		
heavy stun	N	120*						25*	4		
heat	N	40						40*	2		
disrupt	N	150						20	1		
disintegrate	N	DESTROYED						50	2		
								50	4		



WEAPONS TABLE (Continued)											
Range Modifier WEAPON TYPE	PARRY	DAMAGE	POINT BLANK	SHORT	MEDIUM	LONG	EXTREME	AMMO/ POWER	GRAZE	DRAIN	OVERLOAD RADIUS
			<u>+15</u>	<u>+0</u>	<u>-15</u>	<u>-30</u>	<u>-45</u>				
PHASER RIFLE-A	Y		1	2-15	16-35	36-90	91-150	50			125 squares
stun	N	75*							25*	1	
wide angle stun	N	75*	1	(2-15)					25*	4	
heavy stun	N	120*							40*	2	
heat	N	40							20*	1	
disrupt	N	150							50	2	
disintegrate	N	DESTROYED							50	4	
PHASER I-B	N		1	2-6	7-15	16-30	31-60	20			30 squares
stun	N	80*							30*	1	
wide angle stun	N	80*	1	(2-6)					30*	4	
heavy stun	N	130*							50*	2	
heat	N	40							20	1	
disrupt	N	160							60	2	
disintegrate	N	DESTROYED							60	4	
PHASER II-B	N		1	2-12	13-30	31-60	61-100	40			110 squares
stun	N	80*							30*	1	
wide angle stun	N	80*	1	(2-15)					30*	4	
heavy stun	N	130*							50*	2	
heat	N	40							20	1	
disrupt	N	160							60	2	
disintegrate	N	DESTROYED							60	4	
MARK I HAND DISRUPTOR	N	75	1	2-4	5-10	11-20	21-35	20	25	2	
MARK I DISRUPTOR RIFLE	Y	75	1	2-10	11-25	26-40	41-100	50	25	2	
standard shot	N	75	1	2-4	5-10	11-25	26-45		25	2	
high-power shot	N	DESTROYED	1	2-4	5-10	11-25	NONE		50	6	
MARK III HAND DISRUPTOR	N							25			
standard shot	N	75	1	2-5	6-15	16-35	36-50		25	2	
high-power shot	N	DESTROYED	1	2-5	6-15	16-35	NONE		50	6	
MARK III DISRUPTOR	Y							65			
standard shot	N	75	1	2-10	11-20	21-60	61-90		25	2	
high-power shot	N	DESTROYED	1	2-10	11-20	21-60	NONE		50	8	
HAND LASER (old-style)	N	80	1	2-6	7-15	16-30	31-60	20	20	1	
LASER RIFLE (old-style)	N	80	1	2-15	16-40	41-100	101-200	40	20	1	

\*Non-permanent damage

Phaser I, II, and rifle stun effects last 2D10 + 10 minutes.

Heavy stun effects last 3D10 + 20 minutes.

<sup>1</sup> If blunt end is used, damage is treated as 'stun'.

<sup>2</sup> Plus poison effects, if any.

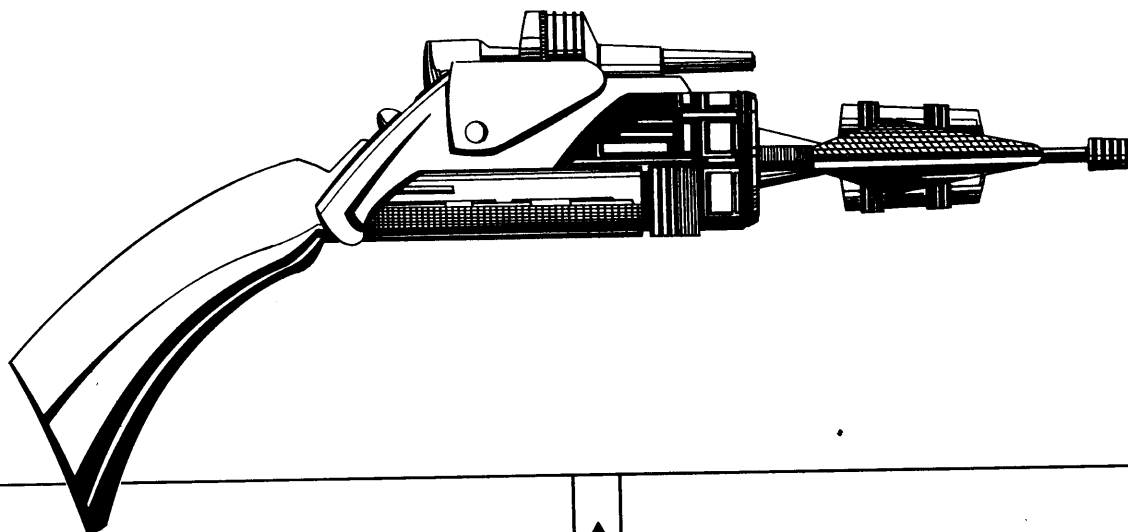
<sup>3</sup> If weapon misses, it returns to user.

<sup>4</sup> Maximum rate of fire is once per minute (6 combat rounds).

<sup>5</sup> Damage is adjustable by user.

<sup>6</sup> 4D10 + 15 at pointblank or short; 4D10 + 10 at medium; 4D10 + 5 at long; 4D10 at extreme range.

<sup>7</sup> Minimum effective range is 10 squares.



**MISSION SUMMARY SHEET**

**Mission Codename:**

**SECLAR:**

**Case/Contact Officer:**

**Mission Classification:**

**Intelligence Sector /Base:**

**Case Briefing Summary:**

**Other Data:**

**Current Status:**

**MISSION SUMMARY SHEET**

**Mission Codename:**

**SECLAR:**

**Case/Contact Officer:**

**Mission Classification:**

**Intelligence Sector /Base:**

**Case Briefing Summary:**

**Other Data:**

**Current Status:**

**INTELLIGENCE FRONT ORGANIZATION RECORD****Name:****UFPSC Symbol:***Home Office Location:**Intelligence Station HQ:**President/CEO:**CEO Intelligence Position:**Chartering Organization:**Founding Date:***Principal Divisions***Division Name:**Division Head:**Intelligence Position:**Chief Product:**Division Name:**Division Head:**Intelligence Position:**Chief Product:**Division Name:**Division Head:**Intelligence Position:**Chief Product:***Stock Profile:***Price/Date:**Dividend:***Balance Sheet, Year Ended: 2/2301**

<i>Cash</i>	<i>Assets</i>	<i>Liabilities</i>	<i>Ratio</i>
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**Operations Summary:****INTELLIGENCE FRONT ORGANIZATION RECORD****Name:****UFPSC Symbol:***Home Office Location:**Intelligence Station HQ:**President/CEO:**CEO Intelligence Position:**Chartering Organization:**Founding Date:***Principal Divisions***Division Name:**Division Head:**Intelligence Position:**Chief Product:**Division Name:**Division Head:**Intelligence Position:**Chief Product:**Division Name:**Division Head:**Intelligence Position:**Chief Product:***Stock Profile:***Price/Date:**Dividend:***Balance Sheet, Year Ended: 2/2301**

<i>Cash</i>	<i>Assets</i>	<i>Liabilities</i>	<i>Ratio</i>
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**Operations Summary:**

**STAR FLEET INTELLIGENCE INFORMANT DOSSIER**

**Code Name(s):**

**Real Name:**

**SECLAR:**

**Place Of Work:**

**Occupation(s):**

**Place Of Residence:**

**Routine Contact Schedule:**

Location:

Time:

Sign/Countersign:

Location:

Time:

Sign/Countersign:

Location:

Time:

Sign/Countersign:

**Other Data:**

**STAR FLEET INTELLIGENCE INFORMANT DOSSIER**

**Code Name(s):**

**Real Name:**

**SECLAR:**

**Place Of Work:**

**Occupation(s):**

**Place Of Residence:**

**Routine Contact Schedule:**

Location:

Time:

Sign/Countersign:

Location:

Time:

Sign/Countersign:

Location:

Time:

Sign/Countersign:

**Other Data:**

**STAR FLEET INTELLIGENCE INFORMANT DOSSIER**

**Code Name(s):**

**Real Name:**

**SECLAR:**

**Place Of Work:**

**Occupation(s):**

**Place Of Residence:**

**Routine Contact Schedule:**

Location:

Time:

Sign/Countersign:

Location:

Time:

Sign/Countersign:

Location:

Time:

Sign/Countersign:

**Other Data:**

**STAR FLEET INTELLIGENCE INFORMANT DOSSIER**

**Code Name(s):**

**Real Name:**

**SECLAR:**

**Place Of Work:**

**Occupation(s):**

**Place Of Residence:**

**Routine Contact Schedule:**

Location:

Time:

Sign/Countersign:

Location:

Time:

Sign/Countersign:

Location:

Time:

Sign/Countersign:

**Other Data:**



# UFP STAR FLEET INTELLIGENCE CHARACTER DOSSIER

Name: \_\_\_\_\_  
Rank: \_\_\_\_\_  
Current Assignment/Division: \_\_\_\_\_  
Sector: \_\_\_\_\_ Position: \_\_\_\_\_

Age: \_\_\_\_\_  
Sex: \_\_\_\_\_  
Race: \_\_\_\_\_

SECLAR: \_\_\_\_\_

Cover Name/Assignment: \_\_\_\_\_  
Title/Position: \_\_\_\_\_

STR	END	INT	DEX	CHA	LUC	PSI
INACT SAVE 20	UNC THRESH 5	MAX OP END	CURR OP END	TO-HIT, MOD	TO-HIT, HTH	TO-HIT
WOUND HEAL RATE	FATIGUE HEAL RATE				BARE-HAND DAMAGE	DAMAGE

## Service Experience Chart

Assignment:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Star Fleet Academy

Tour Length (years)

Officer Efficiency Report (%)

Cadet Cruise 1	Cadet Cruise 2	Cadet Cruise 3	Cadet Cruise 4	Cadet Cruise 5	Branch School	Department Head	Command School	I.C.S.	Tour 1	Tour 2	Tour 3	Tour 4	Tour 5	Tour 6	Tour 7	Tour 8	Tour 9	Tour 10
4	5					1	1	1										

Cadet Cruise Results

Passed \_\_\_\_\_

Honors \_\_\_\_\_

High Honors \_\_\_\_\_

## SKILL LIST

Administration \_\_\_\_\_  
\*Artistic Expression \_\_\_\_\_  
Assassination \_\_\_\_\_  
Bribery \_\_\_\_\_  
Carousing \_\_\_\_\_  
Cryptology \_\_\_\_\_  
Clandestine Operations \_\_\_\_\_  
Commun. Systems Operation \_\_\_\_\_  
Commun. Systems Technology \_\_\_\_\_  
Computer Operation \_\_\_\_\_  
Computer Technology \_\_\_\_\_  
Damage Control Procedures \_\_\_\_\_  
Deflector Shield Operation \_\_\_\_\_  
Deflector Shield Technology \_\_\_\_\_  
Demolitions \_\_\_\_\_  
Disguise \_\_\_\_\_  
Electronics Technology \_\_\_\_\_  
Environmental Suit Operation \_\_\_\_\_  
Forgery \_\_\_\_\_  
\*Gaming \_\_\_\_\_  
Instruction \_\_\_\_\_  
Intelligence Procedures \_\_\_\_\_  
Interrogation \_\_\_\_\_  
\*Language \_\_\_\_\_  
Leadership \_\_\_\_\_

\*Life Sciences \_\_\_\_\_  
Life Support Syst. Technology \_\_\_\_\_  
\*Marksmanship, Archaic \_\_\_\_\_  
Marksmanship, Modern \_\_\_\_\_  
Mechanical Engineering \_\_\_\_\_  
\*Medical Sciences \_\_\_\_\_  
General Medicine \_\_\_\_\_  
Mining \_\_\_\_\_  
Negotiation/Diplomacy \_\_\_\_\_  
\*Personal Combat, Armed \_\_\_\_\_  
Personal Combat, Unarmed \_\_\_\_\_  
Personal Weapons Technology \_\_\_\_\_  
\*Physical Sciences \_\_\_\_\_  
\*Planetary Sciences \_\_\_\_\_  
\*Planetary Survival \_\_\_\_\_  
Security Procedures \_\_\_\_\_  
Shuttlecraft Pilot \_\_\_\_\_  
Shuttlecraft Syst. Technology \_\_\_\_\_  
Small Equip. Syst. Operation \_\_\_\_\_  
Small Equip. Syst. Technology \_\_\_\_\_

Small Unit Tactics \_\_\_\_\_  
Small Vessel Engineering \_\_\_\_\_  
Small Vessel Pilot \_\_\_\_\_  
\*Social Sciences \_\_\_\_\_  
Federation Cult./Hist. \_\_\_\_\_  
Federation Law \_\_\_\_\_  
\*Space Sciences \_\_\_\_\_  
Astronomy \_\_\_\_\_  
\*Sports \_\_\_\_\_  
Starship Combat Strat./Tactics \_\_\_\_\_  
Starship Helm Operation \_\_\_\_\_  
Starship Sensors \_\_\_\_\_  
Starship Weaponry Operation \_\_\_\_\_  
Starship Weaponry Technology \_\_\_\_\_  
Stealth \_\_\_\_\_  
Streetwise \_\_\_\_\_  
Surveillance \_\_\_\_\_  
Trade and Commerce \_\_\_\_\_  
Transporter Operation Proc. \_\_\_\_\_  
Transporter Syst. Technology \_\_\_\_\_  
\*Trivia \_\_\_\_\_  
Value Estimation \_\_\_\_\_  
Vehicle Operation \_\_\_\_\_  
Warp Drive Technology \_\_\_\_\_  
Zero-G Operations \_\_\_\_\_

AP

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# STAR FLEET.

## INTELLIGENCE MANUAL



### GAME OPERATIONS