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STAR FLEET.

INTELLIGENCE MANUAL

A supplement for use with

STAR TREK
ROLE PLAYING GAME

AGENT'S ORIENTATION SOURCEBOOK

STAR FLEET INTELLIGENCE AGENTS' OPERATION SOURCEBOOK

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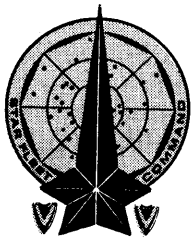


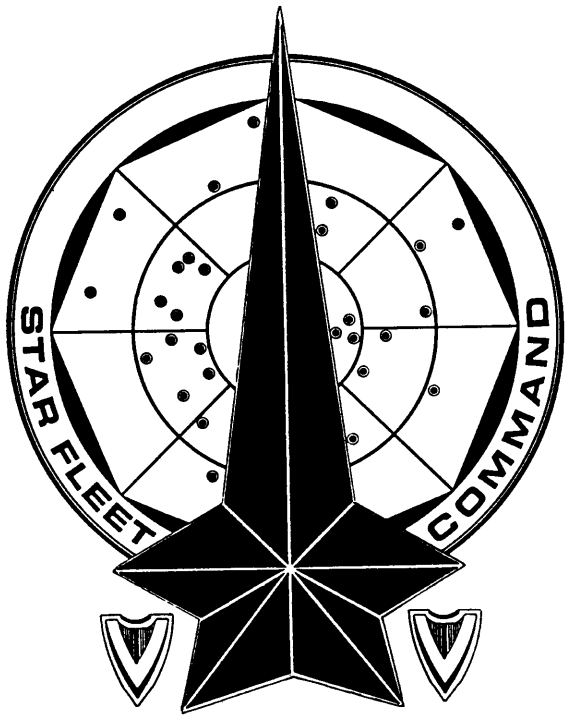
INTRODUCTION

GOALS OF STAR FLEET INTELLIGENCE COMMAND

Since its inception in Stardate 0/89, The main functions of Star Fleet Intelligence Command have been to guarantee military security within the United Federation of Planets and to ensure the political integrity of the Federation Council and Assembly. To accomplish its goals, the SFIC monitors and alters military, economic, and sociopolitical conditions both within and without Federation-controlled space. Its duties range from investigating subversives to surveillance of enemy fleets.

With their specialized training and equipment, personnel from Star Fleet Intelligence Command are considered elite troubleshooters. In contrast to the massive military presence of Star Fleet's Operating Forces, the Intelligence Command uses subtler techniques such as deception, misdirection, and misinformation to protect and preserve the security of the Federation.

In the last two decades, the need for a strong intelligence-gathering and espionage network has grown enormously. With the discovery of two unfriendly powers (the Gorn Alliance and the Tholian Assembly), the Federation finds itself ringed by hostile or threatening races, and so more than ever in need of the SFIC's protection.



SCOPE OF THIS MANUAL

This manual is intended for use by all officers serving with the Star Fleet Intelligence Command. Although accuracy of detail was a vital factor in preparing this manual, numerous examples and anecdotes (many of which are anonymous) are also included. Some sections should prove useful to those attending the Star Fleet Academy, and other sections provide an overview of Star Fleet Intelligence Command procedures for reference before, during, and after operational missions.

The **History** section traces Star Fleet Intelligence Command's origins from pre-Federation times through the present, with emphasis on its organizational development. Also included are several historical essays and a timeline.

The complex administrative structure of SFIC is examined in **Organization**, with descriptions of the distinct roles of every office and division, and examples of each department's possible role during a hypothetical mission.

The section on **Player Characters** shows players how to determine character background, how to graduate from Star Fleet Academy, and how to receive the training necessary to become Intelligence officers. It also describes new skills available to Intelligence characters, as well as methods used to transfer from other branches of Star Fleet Command to Intelligence Command.

Operating Procedures gives the labels used to describe intelligence missions and the specific characteristics and general operating procedures of such missions. Task force composition, communications procedures, and varying working conditions for different planets are also discussed.

The sections on **Personal Equipment**, **Medical Supplies**, and **Weapons** provide information on the special tools and devices that SFIC agents use. **Shipboard Security Systems** is a briefing for Intelligence officers on the security-related systems aboard various starships.

Finally, the **Glossary** contains an alphabetical list of special terms used in the **Agent's Orientation Sourcebook**.

HISTORY

People have been sneaky in war ever since one cave man held out his right hand in a peaceful gesture, while concealing a rock in his left to bash the other cave man. From that point on, military intelligence became important. Incidentally, that may be why the word 'sinister', which means 'with evil intent', has its origins in a Latin word that once merely meant 'on the left'.

Captain Jon Huss, Dupuy Professor of Military History,
Star Fleet Academy

This section describes the long and illustrious background of Star Fleet Intelligence Command, from its 20th-century Terran origins through the recent creation of Tholian Sector Intelligence in Stardate 2/1007.

ORIGINS

The origins of Star Fleet Intelligence Command can be traced directly to the numerous intelligence agencies existing on 20th-century Terra. The most notable of these included the United States of America's Central Intelligence Agency (CIA), the United Kingdom's Secret Service (MI-6), the Committee for State Security of the Council of Ministers of the USSR (KGB), and Israel's Central Institution for Intelligence and Special Services (Mossad). Although each agency's responsibilities and methods of operation differed somewhat, they were all charged with promoting and maintaining the security of their respective governments by conducting surveillance, intelligence, and counter-intelligence operations. Unfortunately, the regional governments (and thus, their intelligence agencies) each sought to obtain its objectives at the expense of the others.

These rival agencies were not just unfriendly...they conducted covert battles resembling a state of war, particularly during the last decade of the 20th century.

Captain Jon Huss, Dupuy Professor of Military History,
Star Fleet Academy.

The lack of cooperation between nations and between their intelligence services caused severe problems during the Eugenics Wars. Communication breakdowns and the limited information possessed by each agency led to numerous inconclusive or erroneous intelligence evaluations. A postwar study showed that if all intelligence agencies had pooled their resources and information, the war could have been shortened by several months. More importantly, Khan Noonian Singh's escape probably could have been prevented.

After the Eugenics Wars, the people of Terra began to realize the need for a single world government. Luna emphasized the point by declaring its independence on Stardate 0/0001.01, forming the first interplanetary Human government.

Luna and its leaders played it cool. Knowing Terra's United Nations was poorly organized and unable to make a quick decision, especially during a holiday, the Lunar Council allowed the UN seven days in which to override its declaration. The UN was opposed to Luna's independence, but when they finally obtained a quorum and voted, their time was up. Public opinion and widespread media attention forced Terran leaders to honor Luna's declaration.

Commander Ellis Landaker, Durant Professor of
Political History, Star Fleet Academy.

After Luna's declaration of independence, a single Terran world government gradually coalesced. Thus, there no longer was any need for different, competing intelligence agencies. The Terran Intelligence Agency was created officially on Stardate 0/1811.15, combining the best features of its predecessors. Under the jurisdiction of the United Nations Space Force, this agency possessed the responsibility and authority for maintaining governmental integrity and military security. Though chartered by the United Nations of Terra, its area of influence extended throughout the Sol system.

The Terran Intelligence Agency served as the Humans' primary intelligence service for the next seven decades. Some procedural changes did take place during Colonel Green's War, when it became necessary to improve the confidentiality of communications. For example, many of Colonel Green's staff, though often uncoordinated in their military and tactical efforts, proved to be excellent codebreakers, much to the United Nations' chagrin. During a UN attack on an enemy stronghold, soldiers discovered decoded copies of several top secret documents sent less than two days before—papering the walls of the enemy installation!

All in all, the TIA served its purpose well during that war. Nevertheless, it was soon apparent that the agency could not adequately serve the growing intelligence needs of Terra. The brief period of violent contact with the Vegan Tyranny and the first contacts with the Alpha Centaurans, Vulcans, Tellarites, Andorians, and Orions demonstrated the need for an effective interstellar intelligence agency.

The Articles of Federation were ratified on Stardate 0/8706.06, officially establishing a unified military authority and command structure. By Stardate 0/8910, Star Fleet Command was created. Part of this new peacekeeping force included the Star Fleet Intelligence Command, and most TIA officers transferred directly into the new agency. Although the TIA is still in existence, it has no legal authority outside the Sol system, and is currently used for low-echelon or localized intelligence duties on Terra.

Of course, Terran Intelligence agents don't always act as if they have no authority outside their system. In Stardate 2/2106, an overzealous TIA agent was discovered making arrests clearly outside his jurisdiction on another Federation world. After one call from a local diplomat, the Star Fleet Marines deposited the TIA official aboard the nearest available starship bound for Terra, a dilapidated and slow ore freighter...I understand the trip back to Terra took just under two very uncomfortable years.

Captain Jon Huss, Dupuy Professor of Military History,
Star Fleet Academy

On Andor, the Clan of Enforcers was operating several decades before the Articles of Federation were signed. They served under the Andorian Council of Clans and the Star Empire of Epsilon Indi. Though not directly associated with the Andorian military forces controlled by the Clan of Combat, the Clan of Enforcers often worked with them in joint operations. Most of the Clan operatives joined the Star Fleet Intelligence Command, with the Andorians officially disbanding the Clan soon after. However, there have been rumors that the Clan of Enforcers may still exist, though supported by only a few Andorians.

CREATION

Star Fleet Intelligence Command has been reorganized several times during the last century, mostly due to the enormous growth of the Federation. The reorganization generally involved redistributing available operating forces as the Federation expanded into new areas. Just as Star Fleet Command operates in a number of districts, the SFIC now wields its forces throughout a total of ten sectors. These were massive undertakings from every administrative and logistical standpoint. For example, every time a new sector was created, the agents assigned to it had to be specially trained in the languages, regional politics, available military forces, local environmental conditions, and other pertinent aspects of that area of space. Intelligence operatives had to be specialized experts on their respective sectors.

The first Chief of Star Fleet Intelligence Command was Commodore (former Terran Intelligence Agency Director) G.R. "Bob" Boyd, a brilliant and forceful intelligence expert. With his extensive background both in the United Nations Space Force and the TIA, Boyd was certainly capable of commanding this new intelligence agency and its previously unimaginable scope of operations. Moreover, he accurately judged the interstellar situation and demonstrated enormous foresight in the organization of his new command.

To start with, Commodore Boyd had to create a viable chain of command and standard operating procedures for each department. This was a challenging task, given the vast space to be covered by his limited personnel, the long delays involved in even the most sophisticated subspsce communications, and the complexity of the SFIC's objectives.

Sometimes a year or more would pass before new instructions, procedures, or bulletins would reach the most distant station. This created more than one headache, especially when conducting searches and investigations where every hour counted.

Captain Jon Huss, Dupuy Professor of Military History,
Star Fleet Academy

Fortunately, Boyd was up to the task. Using available senior staff personnel from the TIA, the Clan of Enforcers, and Star Fleet Command, he designed an effective organization with three main divisions: Administration, Plans and Policies, and Operations. He then divided the Operating Forces personnel into four sectors, referred to simply as Sectors 1 through 4. Initially, Star Fleet Intelligence operated almost exclusively within the borders of the Federation. Boyd felt this would suffice for the present, even though Star Fleet knew of the Orions, and considered them a possible source of future trouble. Rather than creating another sector to monitor the Orions, Boyd formed the Orion Activities Units instead.

Sector organization placed Alpha Centauri and Izar in Sector 1. Tellar, Andor, and Vega were in Sector 2. Aldebaran and Vulcan, as well as the Orion Activities Units, were handled by Sector 3. Finally, Novoe Petrograd, Deneva, and Terra came under the jurisdiction of Intelligence Sector 4. The rationale for this structure was predictions of future growth. The theory was that no one sector would outstrip the growth of any of the other three. The plan worked well for the UFP's first century or so.

The greatest disadvantage of this administrative body was its sheer complexity, which increased as the decades passed and more sectors were added. Though no other system would have worked any better, that does not mean that this system worked exceptionally well.

Commander Bishop Harwood, Wells Professor of
Military History, Star Fleet Academy

Commodore Boyd even planned for combat on a man-to-man scale, something that Star Fleet Command personnel no longer considered possible. He felt that individual combat was still likely, even with the advances in starship and 'planet-busting' technology. Despite criticism from Star Fleet Command, Boyd personally organized and coordinated the training of several squads and platoons of elite shock troops. Named Intelligence Assault Units, these troops were well-equipped with special SFIC equipment and training in unconventional warfare. Though it was possible to deploy the units in open combat, they would function best as sniper, guerrilla, and sabotage detachments. In the first few years after their creation, however, the units did not see active duty.

As commercial and military starships rapidly expanded the limits of explored space over the next decade, Intelligence Command sectors continued to grow. Greater areas of space came under the jurisdiction of Sector Headquarters bases, which were immense distances from their frontiers. Ironically, these far-flung areas were precisely where military intelligence was most needed.

THE ROMULAN WAR

The Federation first encountered forces from the Romulan Star Empire in Stardate 0/9211. As no one had previously suspected the existence of these hostile aliens, Star Fleet Intelligence obviously had no information to offer at that point. The Federation Council therefore decided to fund new Intelligence Command Activities Units, to be attached to its Technical Services Subdivision. Thus was born a fifth Operating Forces sector, that of Romulan Sector Intelligence.

Romulan Sector Intelligence's assignment was twofold: to discover the Romulans' sociopolitical origins and to determine the military potential and organization of this newly contacted and indisputably hostile race. Project Roundtable was its first attempt at these objectives. Because of poor intelligence-gathering conditions, the mission did not succeed very well. Indeed, Operation Burgundy, which consisted of a volunteer scout squadron dispatched toward Romulan space, was a complete loss.

Many members of the SFIC's higher echelons were disheartened by these events. Andorian Admiral Shiarth Threvan, Commodore Boyd's successor as Chief of Star Fleet Intelligence, resigned in Stardate 1/0307. His official reason for premature retirement was "personal". Nevertheless, most staff analysts believed Threvan ended his service after becoming increasingly frustrated by his agency's overall lack of success. According to Andorian notions of honor, it is best to vacate a position of authority when that authority no longer has influence.

According to three independent investigators, Admiral Threvan's death, less than six months later, was from natural causes. Some whispered that Andorians had the ability to will themselves to death, but these suggestions were flatly denied. It's true, though, that all who were close to the situation knew that Threvan felt he no longer had a reason to live.

Captain Jon Huss, Dupuy Professor of Military History,
Star Fleet Academy

Through careful examination of available facts, Intelligence personnel derived some information about the Romulan race. The following excerpt gives a concise summary of Federation knowledge at that time. Additional information on the Romulan War is available through the Office of Public Affairs and Information or from **The Romulan War**, available from FASA.

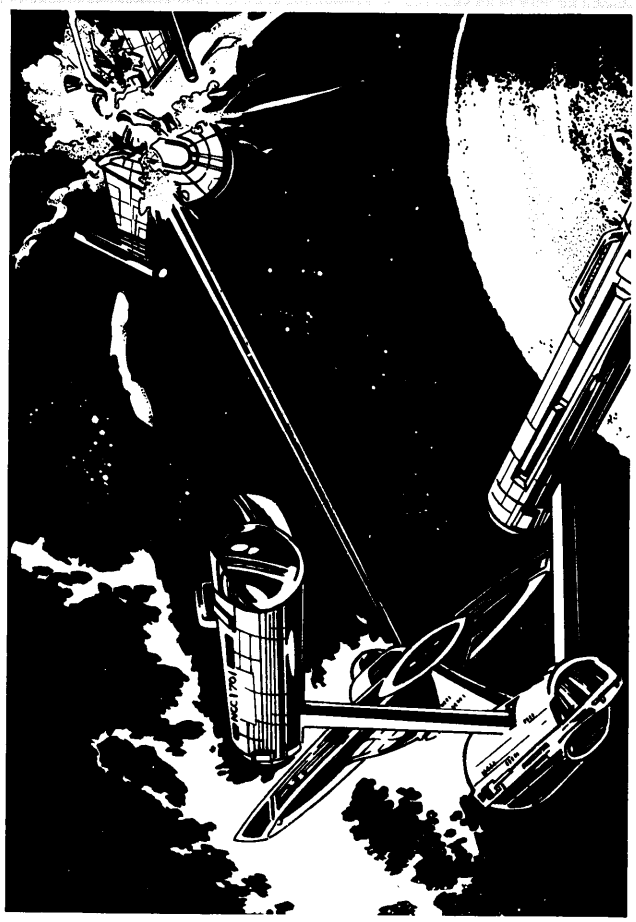
Intelligence Analysis of the Romulan Empire, *Volume IV, Star Fleet Intelligence Command, Romulan Sector.*

It is extremely difficult to evaluate the Romulans' racial motivations for war because we lack direct contact with them. Nevertheless, we can draw some conclusions by translating subspace communications and making other educated guesses. Future intelligence reports may change or radically contradict these suppositions, however.

Based on all available information, the Romulan War began because of a territorial dispute. In their spinward expansion, the Romulans claimed an area of space within the Federation's sphere of influence. When the *USS Atlas* unwittingly entered that space, the Romulans attacked the vessel. Simply put, it was a matter of Romulan expansionism versus Federation explorationism.

The reasons for the Romulan's desire to expand toward Federation space are still not understood. It may be that some conditions prevented the Romulans from expanding in other directions, or that their psychological makeup made them want to fight, once they learned of the Federation's existence. Perhaps such a conflict between the two powers was inevitable; even the galaxy is limited in size.

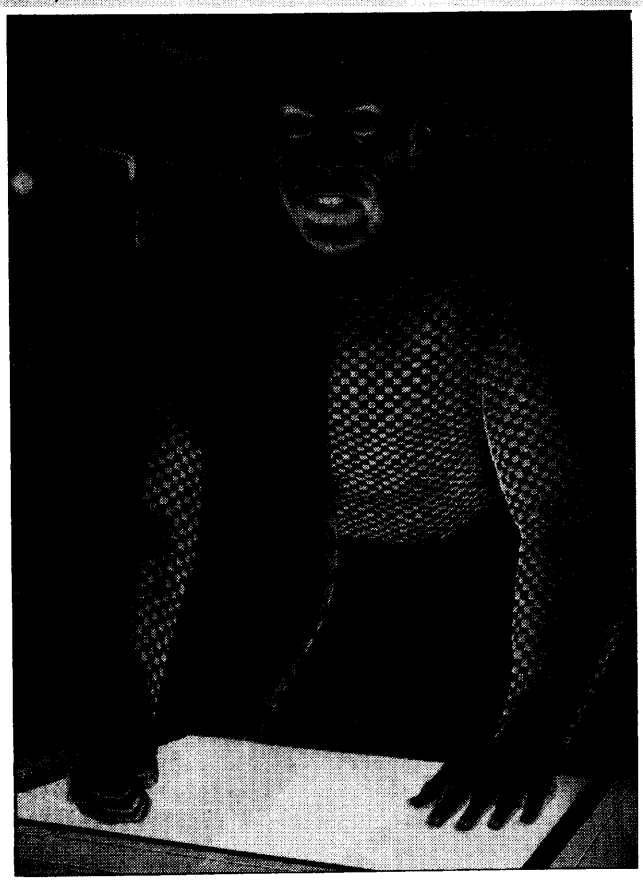
It is assumed that the Romulans are resource-poor in both men and materials, as they have shown the ability to make highly effiecient use of both. Ironically, the general region of space they occupy has a higher stellar density than most areas within the Federation, offering more stars and more usable planetary systems as well. One possibility for the Romulan shortages is that those stars may not contain needed resources, or they may not be suitable for Romulan life. Only direct investigation will confirm or refute this hypothesis, but that is impossible at present.



The unprovoked attack against the *USS Atlas* was only the first indication of the Romulans' ferocity and hostility toward other races. Also, their willingness to destroy their own coveted resources, including ships and personnel, to avoid capture reflects a spartan ethic. Based on Hodgkins's Law, both qualities are usually indicative of a warlike race. Unfortunately, it is not possible to determine whether Romulan aggressiveness is due to previous encounters with an equally hostile race, or to a violent xenophobia—that is, fear and hostility toward alien life forms. If the Romulan Empire feels threatened by a third spacefaring race, we must find out about them, too.

Another factor underlying the Romulan War was their tenacity. During 14 years of undeclared action and almost 3 years of open war, Romulan forces conducted attacks and attempted to invade Federation-controlled space. Several hundred starships were destroyed as a result, with casualties in the tens of thousands. This points to a military government willing, if necessary to devote resources exclusively to combat. It seems unlikely that a civilian ruling body (if such a phrase holds any meaning for a race like the Romulans) would be able to maintain power under such conditions. Despite this, the Romulan who signed the Treaty of Peace holds the translated title of "Leader of the People". The governmental relationship between the Romulans' military and non-military is another area requiring further investigation.

The only thing that could so strongly motivate an impoverished race to open hostilities is a need for something they do not already possess. If this is the case, we can expect the Romulans to attack again whenever they feel there is a chance for success. Depending on how long it takes for them to recover from this war, it could be decades before they make another move against the UFP. On the other hand, it could be weeks.



THE PERIOD BETWEEN WARS

Just before the Romulan War ended, the Star Fleet Marine Corps Command was established, with the responsibility of maintaining and operating Star Fleet Command's ground forces. Shortly thereafter, SFIC's Intelligence Assault Units were deactivated without ever having seen combat. To replace them, special elite Marine units, called Free Commandoes, were created.

At least, they were officially called 'Free Commandoes'. A lot of Star Fleet personnel, particularly senior officers, tended to think of their new marine counterparts as 'Star Grunts', a nickname that did nothing to discourage an ancient interservice rivalry.

Captain Jon Huss, Dupuy Professor of Military History,
Star Fleet Academy

This cutback was only one of several made in the Intelligence Command after the war ended. Appropriations diminished, and staffs were reduced by 'mandatory' retirements and attrition. In particular, the need for field operatives decreased greatly, due to the Federation's Neutral Zone intrusion-detection outposts. The Intelligence Command's low success rate regarding the Romulans also resulted in Star Fleet officials losing interest in covert activities.

In Stardate 1/0910, the Orion Colonies signed nonaggression and trade treaties with the Federation. In light of the Orions' past behavior, the SFIC was surprised and more than a little suspicious of their motivations. As a result, Orion Sector Intelligence was created a year later, and Orion Activities Units were expanded. The senior officers in Star Fleet Intelligence had vowed never again to find themselves at an impasse for information, as during the Romulan War.

The new Orion Sector Intelligence also took responsibility for the area of space later known as the Triangle, previously the province of Romulan Sector Intelligence. As if in response, Federation citizens settled the Triangle world of Mantiev in Stardate 1/0912. Before another year passed, three other Triangle worlds would be colonized. As the area continued to develop, the need for intelligence-gathering in the Triangle grew. There was also serious concern among Star Fleet Command about the Triangle's proximity to the Romulan Star Empire, but no major problems came up during the next years.

Every time a call came into Orion Sector Headquarters, the staff crossed their fingers, hoping it wouldn't be from the Triangle. To prove neutrality, and because there were so few inhabited worlds in the Triangle, Star Fleet Intelligence Command could not operate a covert base there. The nearest base was Orion Sector Headquarters, which meant it would take a task force weeks to respond to a call, simply because of the travel time they faced. In fact, no Intelligence Field Stations would be established within the Triangle until after the formation of Triangle Sector Intelligence.

Captain Jon Huss, Dupuy Professor of Military History,
Star Fleet Academy

Meanwhile, the rapid growth of the United Federation of Planets was creating its own mixed blessings. Stardate 1/1301 marked the addition of the Federation's 100th member. However, not all inhabited worlds within the Federation joined the UFP. Membership was and still is optional, and so, for a number of reasons, many planets decided not to join. Before long, when it looked as though some of these independents might prove a threat to the Federation, Star Fleet Intelligence Command was determined to be ready for any danger. During the next few years, they requested additional funds for another Activities Unit charged with monitoring non-member worlds within the Federation. However, the Council denied their requests due to "insufficient need".

Matters continued in this vein until Stardate 1/1509, when a planetary law enforcement agency on Maxwell's Planet unofficially contacted law enforcement agents on Terra. The Maxwellian agency had accidentally uncovered a plot to assassinate President Sardix of the Federation Council. Unfortunately, the assassins were thought to be already on Terra, their exact location unknown.

To complicate matters, Maxwell's Planet was not a member of the UFP, and official relations between the UFP and the world's government were strained at that time. As a result, all communications were handled through informal and highly secretive channels. Several senior Maxwellian police officers were later discharged for conducting improper information exchanges with an unfriendly government, i.e., the Federation.

A hasty investigation by Terran police turned up nothing. Without enough information from a "certified reliable" source, they had no choice but to let the President continue with his normal schedule. Security was tightened, but proved to be less than adequate. The assassins made their attempt during a political rally attended by several thousand people. Security agents managed to foil the attempt but not before exchanging extensive weapons-fire with the terrorists. Fortunately, President Sardix was not harmed, but six bystanders, including Federation Councilman Reginald Ehrenburg, were killed.

A lengthy investigation followed, and negligence was the official verdict. As a result, a number of senior Terran law enforcement officers were sacked, security agents of all ranks were discharged without benefits, and more than a hundred others were suspended for various durations.

Commander Bishop Harwood, Wells Professor of Military History, Star Fleet Academy

Within weeks, the Federation Council passed a special appropriations bill to increase funds to Star Fleet Intelligence Command, and Independent Activities Units were added to the Technical Services Subdivision. These new units were responsible for gathering intelligence on non-member worlds within the Federation.

Other advances were also taking place. In Stardate 1/1703, Operation Scipio resulted in the design of a prototype intelligence reconnaissance starship capable of Warp 3.84, the highest warp velocity to date. Named the *Mosby* Class, this vessel went into immediate production and was a source of great pride to SFIC personnel.

The vessel was designed to travel only at Warp 3.75, but some Intelligence agents claimed that the Mosby *Class could actually travel slightly faster. Supervisors demanded proof, and so several starship commanders sheepishly released their ship velocity recorders. Apparently, one entire squadron of reconnaissance vessels had been conducting unauthorized speed trials in open space. Though publicly reprimanded, the officers were privately commended for thoroughly evaluating the spaceworthiness of their vessels.*

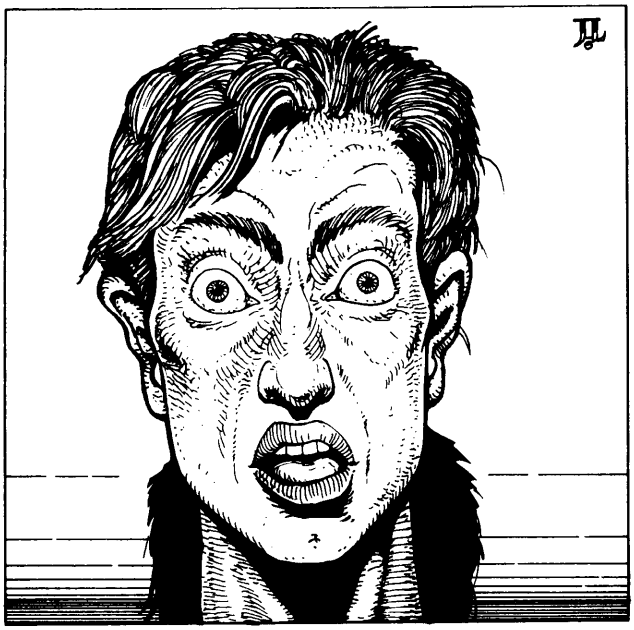
Captain Jon Huss, Dupuy Professor of Military History, Star Fleet Academy

During the decades after the Romulan War, many new worlds were discovered, and massive colonization operations took place. UFP borders became more defined, and scientists amassed vast amounts of detailed astrophysical and navigational data. From this data came plans to establish a new navigational reference coordinate system. Using Sol as the central reference point had been adequate during the early years of the UFP, but the distances to frontier borders made it an increasingly less practical system. The magnitude of navigational error using this distant reference point began to reach significant levels. More importantly, the psychological implications of having Sol as the 'center of the universe' became an increasingly volatile political issue. Many frontier worlds resented the domination of Terra and its inhabitants.

In response, the Federation Assembly appointed a special commission to design a new coordinated system. The commission debated for months over whether to use Izar, Sirius, or Ecora as reference points, hoping to prevent any claims of favoritism. The Federation Assembly ratified the proposal in Stardate 1/2601, and the Central Navigational Beacon, or CNB, entered service on Stardate 1/2605.08. According to the official release of the time, "...the center of the United Federation of Planets, by interstellar agreement, has become a point on the galactic plane equidistant between planar projections of Izar, Sirius, and Ecora." Galactic North was also established, providing relative compass directions for the entire galaxy.

Among its other effects, the CNB forced the SFIC to realign all sector boundaries to the Federation's new coordinate system. This task, the most ambitious reorganization of the Command to date, was accomplished in less than 14 months. Though several new Operating Forces Sectors have been added since then, the sector boundaries for Sectors 1 through 4 have not changed greatly since the CNB's inception.

Star Fleet Intelligence Command's organization remained unchanged until Stardate 1/6009. Though the *USS Sentry* had discovered the Klingons in Stardate 1/5105, some intelligence experts still doubted that another hostile power existed. However, the spacejacking of the *USS Flying Fortress* in Stardate 1/6003 convinced even the most hard-headed skeptic. Star Fleet Intelligence created Klingon Sector Intelligence and Klingon Activities Units, and intelligence experts began to research this newest adversary.



Captain Ron Towers, serving with Sector 3 Intelligence in Stardate 1/51, was a leading skeptic on the existence of Klingons. He went so far as to place an unofficial wager on the subject. By Stardate 1/6003, Towers had been promoted to Commodore, and was a station chief. Nevertheless, after the Flying Fortress *incident, he underwent a radical career change. Many later said that the chromework on the station's shuttle never gleamed as brightly as it did after Towers got finished scrubbing it with a chamois-polymer polishing cloth.*

Captain Jon Huss, Dupuy Professor of Military History,
Star Fleet Academy

Ironically, the Klingon front was rather uneventful for the next three decades. Nevertheless, there were a few ship-versus-ship encounters and piracy attempts, some of which took Federation and Klingon lives. Many Klingon attacks were disguised as Orion pirate raids, confusing some intelligence agents. Although Klingon raiders promised a massive influx of Klingon forces into Federation space, the threat never materialized. Future intelligence reports, based mostly on Operation Dixie, determined that the Klingons were fighting a war on another front during at least five years of this period.

Meanwhile, political matters at home were heating up, as growing dissent among UFP members almost erupted into civil war. In Stardate 1/7009, the Andorian colony world of Th'allt appealed to the Federation Council for economic protection. Unscrupulous Tellarite merchants were taking unfair advantage of trade conditions there, and the colonists wanted action. Unfortunately, the Bureau of Interstellar Trade and Commerce, the responsible agency, did not take any action. An Independent Activities Unit codenamed the situation Operation Archimedes, but did not recommend a specific response.

Fourteen months later, Star Fleet's Admiral Hathari took matters into his own hands, initiating a blockade around Th'allt. When he went so far as to fire at Tellarite merchant ships, the media made the whole affair public. The Bureau's and the Intelligence Command's blunder became known as the Scandal of Archimedes, and emphasized the unwieldy bureaucracy of the Federation.

THE FOUR YEARS WAR

Without fanfare and after 30 years of minor skirmishes, the Klingons made their intentions painfully clear on Stardate 1/9212.21 by destroying the Arcanis IV Research Outpost and killing 112 Federation citizens. Klingon Sector Intelligence personnel were caught totally by surprise. In the next two months, as Klingon fleets maneuvered just outside the Federation border, the Federation Council held its breath, waiting to see if the Klingons would force a military response.

Although Star Fleet Command did not realize it, the Klingons had sent two task forces toward the planet Axanar, deep within the UFP. When Captain Garth located and crippled a straggling Klingon cruiser deep within Federation space, however, the Klingons' activity became clear. Though Admiral Kkorhetza of the Klingon garrison on Axanar was given the choice of peaceful withdrawal, he turned it down. War was officially declared on Stardate 1/9409.29, one day after Garth's victory at the Battle of Axanar.

Star Fleet Intelligence had three assignments during the Four Years War: to learn the Imperial Klingon Navy's military objectives, to find out whether any other races (known or yet unknown) were assisting the Klingons, and to deceive the Klingons about Federation strengths and weaknesses. Numerous intelligence missions took place, coordinating different aspects of these assignments.

Star Fleet Intelligence endured several very unpleasant events during the Four Years War. The first was the actual attack against Arcanis and the Klingons' mission to Axanar. The Romulan Star Empire was a big question mark, as it could be an ally of either side. Finally, the sudden appearance of the unconventional Klingon *K-23A* Class escort led Intelligence operatives to believe that the Klingons had acquired a powerful ally. All in all, however, Star Fleet Intelligence did a fine job providing intelligence-gathering assistance to the other commands of Star Fleet.

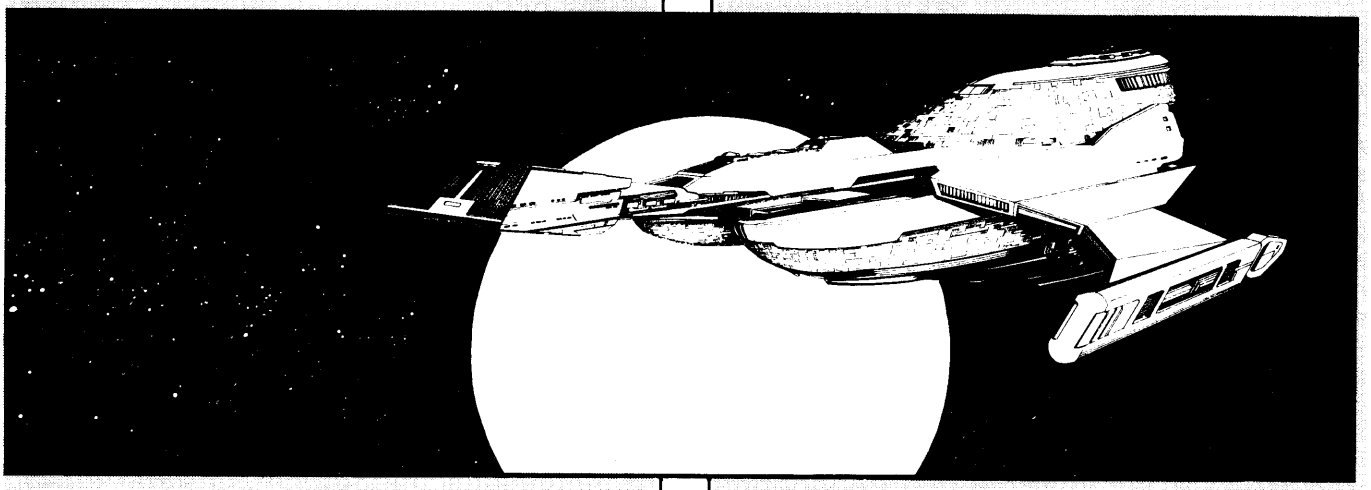
Intelligence Command has learned a great deal about the Klingon Empire since the Four Years War, thanks mostly to the efforts of Operation Dixie. Some information, specifically that regarding the balance of power within Klingon Imperial circles, has corrected older, inaccurate intelligence. Despite this, many facts obtained by Klingon Sector Intelligence during the Four Years War are still presumed to be correct.

The following excerpts give a concise summary of Klingon motives for starting the Four Years War, and the potential role of the Romulan Star Empire in that conflict. Both reports were written during the war and have not been altered or updated in any way. Additional information on the Four Years War is available through the Office of Public Affairs and Information, or from **The Four Years War**, available from FASA.

***Intelligence Analysis of the Klingon Empire**, Volume X, Star Fleet Intelligence Command, Klingon Sector*

Based on all available information, the Four Years War started when the Emperor and some Imperial Court members of the Klingon Empire were pressured by more militant factions to initiate open hostilities against the Federation. This pressure, combined with the need for territorial expansion and conquest of additional resources, led to combat. To understand fully the implications of this, it is necessary to know something of Klingon politics.

Members of specific, powerful lines of ancestry serve as the rulers in the Klingon Empire. If the ruling position on policy is opposed vehemently enough by other lines, important members of the ruling family are assassinated, and the assassins become the new ruling line. This ensures that political and military power remains in control of the most aggressive, and thus best, leaders possible. Unless the Empire's immediate future would be damaged by multiple assassinations, Klingons would continue to employ tactics of this nature to change policy, even during wartime.



More than four decades passed between the time of the initial encounter between the Klingon ship *Devisor* and the *USS Sentry* and the beginning of the Four Years War. During that time, the Klingons knew of the Federation, a potentially hostile government, yet did not declare open warfare against the UFP, as might have been expected.

Indeed, a war involving the Federation was postponed by a policy of aggressive expansion in areas of the Klingon Empire not near the Federation. As a result, the Klingon Imperial Forces turned coreward, apparently seeking an inexpensive but meaningful gain in territory there. From what little information we have, their efforts were presumably thwarted severely by another race or races occupying that region of space. As casualties mounted in "The Unknown War", the High Command was forced to reconsider its strategy. There was also pressure on Klingon leaders to launch a full-scale attack against the Federation, in hopes of a fast and inexpensive conquest.

For a number of years after the conclusion of the Unknown War, other family lines became angry at the Emperor's apparent cowardice, and threatened open warfare against the High Council itself. It is believed that the abortive Klingon sneak attack against the Federation transport *USS Flying Fortress* brought serious embarrassment to high-level officials of the Empire, prompting them to search elsewhere for glory and conquest. When enough time had passed for their failure to be forgotten, the Klingons resumed their hostility against the Federation. Apparently, they had been stymied in their attempt at coreward expansion, and so must have considered the Federation a less dangerous adversary.

The High Council planned an unexpectedly bold offensive against the Federation, in hopes of mollifying their enemies and remaining in control. Their goal was to seize and annex a large region of space currently under Federation control, so that they could then turn their energies toward the Romulan Star Empire and a region of space known as the Triangle. Assuming the Federation would relinquish control of the disputed area rather than enter a prolonged conflict, the Klingons believed the war could be over in a few months with minimal casualties.

Though apparently the High Command was concerned over the Klingon Empire's ability to wage a prolonged war, none believed it likely that such a war would last for more than two years. The Klingons were depending on a massive ship construction program begun about five years earlier to give them a quick victory through overwhelming fleet superiority.

However, another faction had its own plans that would have added considerably to the overall success of the primary goal. Their intention was to send a Klingon squadron secretly into the Federation, occupy a planet, construct a surface naval installation and complex fortifications, and then to operate within Federation space as long as possible. This would serve as a diversion, provide an installation with some limited repair facilities, and add to Star Fleet's confusion. After enough time passed for the first Klingon squadron to reach Axanar (their chosen planet), a second squadron would be dispatched immediately, provided no word came from Star Fleet of the first squadron's detection or destruction.

Apparently, they received information from non-Klingon sources regarding the location and nature of Axanar. An interdicted world under the protection of General Order Number One, Axanar was unusual in having such a status so close to the center of Federation space. The Klingon High Council must have judged this planet to be an excellent site for their military installation, provided the ships could successfully reach the planet without being detected. Using enormous fleet maneuvers and the unprovoked massacre at the Arcanis Four Research Outpost as strategic diversions, the Klingon Imperial Navy task force was able to secretly reach Axanar. Only after the discovery by (and subsequent destruction of) the *USS Gulliver* was their presence known there and the Four Years War actually declared.

Intelligence Analysis of the Romulan Star Empire, *Volume XXII, Star Fleet Intelligence Command, Romulan Sector*

To date (Stardate 1/9508.27), activity along the Romulan border has been reasonably quiet, with no Romulan ships detected in the Neutral Zone for a number of weeks. Though losses are reaching critical levels in other areas of space, particularly near Rigel, losses of shipping near the Romulan Neutral Zone have been light, generally attributable to non-combatant accidents or mishaps.

From Stardate 1/9502.10 to the present, there have been frequent, fleeting contacts with Romulan ships. In that time, a Romulan scout entered the Neutral Zone and was picked up by an automated, zone-intrusion detection satellite. As the vessel was of a previously unknown design, it was confirmed as Romulan only after a warp-train spectro-analysis. Later analysis identified the vessel as a *Graceful Flyer* Class scout, apparently checking up on Federation activities near their border. Aside from these intermittent encounters, the Romulan border has been relatively quiet.

Nevertheless, the situation can only be described as uneasy and tense. Many Star Fleet vessels normally on Romulan patrol duties have been redeployed to active service against the Klingons. That means an increase of more than 60 percent in the territory each Federation patrol ship must cover along the Romulan border. If any additional ships are withdrawn for combat, it will be impossible to assure adequate warning against any Romulan incursion. The border outposts are not heavily defended, and so we cannot depend solely on them to provide an early warning system.

Fortunately, there has been no evidence of aggressive Romulan ship movements against the Federation—at least, not so far. Nor has there been any sign of a Romulan attack against the Klingon Empire, another old rival. However, we have no doubt that the senior officers of the Romulan Imperial Navy are aware of the current war between the UFP and the Klingon Empire.

It seems likely that the Romulans will eventually side with either the Federation or the Klingons before the war is over. It is more likely, however, that the Romulans would be motivated by the desire to test new ships or equipment or to make territorial advances against their opposition than to create an alliance with one power over another. With the primary attention and resources of the UFP and Klingons pitted against one other, the Romulans could probably achieve a series of localized, convenient, and relatively inexpensive victories in an area close to the "enemy of their chioce".

Of course, the Star Empire may decide not to intervene at all, believing it better serves their own purposes not to show favoritism. Also, the Romulans have already conducted open warfare against both the Federation and the Klingon Empire. It is possible that any involvement in current hostilities may adversely affect their own long-range plans for combat against either, or both, governments.

RECENT DEVELOPMENTS

After hostilities with the Klingons ceased, the customary postwar appropriation cuts went into effect for most commands of Star Fleet. This time, however, Star Fleet Intelligence Command did not suffer much. The Federation Council and senior Star Fleet Command officials realized that the presence of two major, hostile neighbors required effective intelligence-gathering.

This was especially true in the area known as the Triangle, a wedge-shaped region lying between the Federation, Klingon, and Romulan borders. The three major powers had finally realized its potential, making the region one of the prizes battled over in both the Romulan and Four Years Wars. Despite this, the political situation in the Triangle has not permitted widespread Federation, Klingon, or Romulan rule. Though each of the major powers currently patrols certain areas of the Triangle, several small interplanetary alliances make up the bulk of the area's official government. Whether the major powers like it or nor, self-rule appears to be the current order of the day in the Triangle.

After evaluating the Triangle's 'environment' and value, high-echelon Intelligence personnel realized that it offered tremendous potential for covert operations, both initiated by and directed toward the Federation. When Triangle Sector Intelligence was formed in Stardate 2/0207, it removed responsibility for the area from Orion Operations.

For several years after its creation, Triangle Sector Intelligence suffered a disproportionate number of casualties among its agents. Command bigwigs realized that the Triangle 'natives' did not want to have the Federation sticking its nose into their business on every little matter. After reaching that conclusion, operatives maintained a lower profile and the casualty rate stabilized at a somewhat lower level.

Captain Jon Huss, Deputy Professor of Military History, Star Fleet Academy

On Stardate 2/0801.24, the *Constitution* Class *USS Enterprise* made first contact with the Gorns after a Gorn cruiser destroyed the Federation outpost on Cestus III. This led to the creation of Gorn Sector Intelligence and Gorn Activities Units on Stardate 2/0810. It also gave the Independent Activities Units another headache: the Metrons. (Additional background material on the Gorn Alliance is available in the FASA adventure **Demand Of Honor** and in the ***STAR TREK* III Sourcebook Update.**)

Finally, on Stardate 2/1003.01, the same *USS Enterprise* made first contact with the Tholians while responding to a distress call from the *USS Defiant.* Though the Vulcan Science Academy filed a report on a psionic contact between some Academy members and the Tholian race several months before, those findings were not considered sufficient evidence to be considered a 'contact'. Nevertheless, as a result of the *Enterprise* encounter, Tholian Sector Intelligence and Tholian Activities Units were officially added to Star Fleet Intelligence Command on Stardate 2/1007.

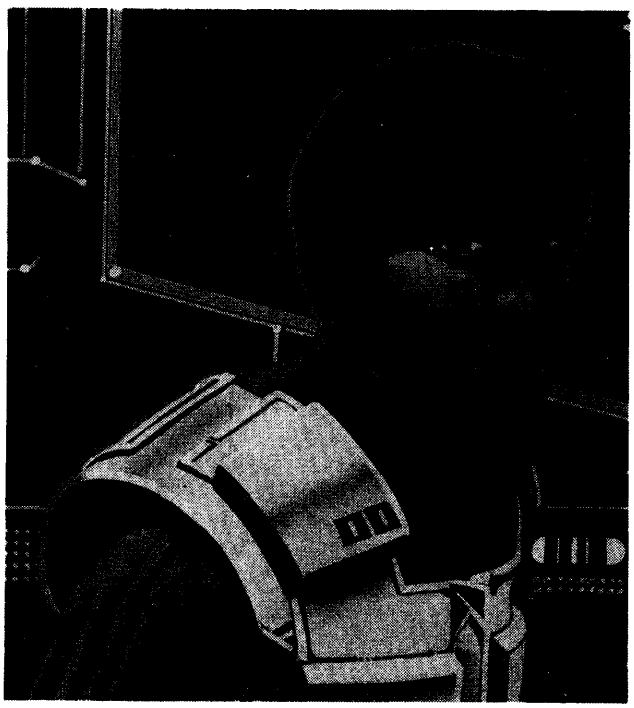
The addition of the Tholan Sector brought the number of Operating Force Sectors to ten. The Command's organizational structure has not changed since that time, and is fully described in the **Organization** Chapter.

Though SFIC's basic structure has remained stable, there have been a number of procedural changes and major administrative shake-ups during the last 13 years. At least three recent projects have led to disaster, due either to bureaucratic pressure or inadequate support.

Operation Purloin, involving the theft of a Romulan cloaking device in Stardate 2/1002, was a complete success. However, when the device was returned to Star Fleet Headquarters, researchers failed to discover how it worked. Nevertheless, political pressure forced Star Fleet to publicly test the stolen device. Engineers equipped a vessel with the captured device, and then UFP dignitaries and VIPs boarded the cloaking ship and the ship monitoring the experiment. Unfortunately, both ships vanished, and are still listed as missing.

Planning for Operation Dixie, whose mission was the deep-space reconnaissance of the Klingon Empire, began in Stardate 2/1408. As originally conceived, Dixie would involve sending a squadron of 15 ships deep into Klingon space to bring back as much relevant intelligence as possible. If the mission had not been rushed into effect because of an inter-sector rivalry beween Klingon and Romulan Sector Intelligence, the plan might have worked. As it was, however, only seven ships were dispatched but the mission's objective had expanded. Though the squadron did obtain some information, most of the ships were lost.

Begun in Stardate 2/21, Project Genesis was a top-secret scientific project designed to create Class M surface conditions on non-Class M worlds. Once this was accomplished, a pre-programmed selection of organic molecules, up to and including primitive life forms, would populate the new world. Though partially successful, the project came to a tragic end when the a design failure led to the disintegration of the Genesis Planet during the first full-scale test of the project's capabilities. Because of overwhelming popular opinion (at least, within Star Fleet) and the death of the Genesis Device's co-designer, continued research in this field is highly unlikely. The follow-up investigation is still not complete.



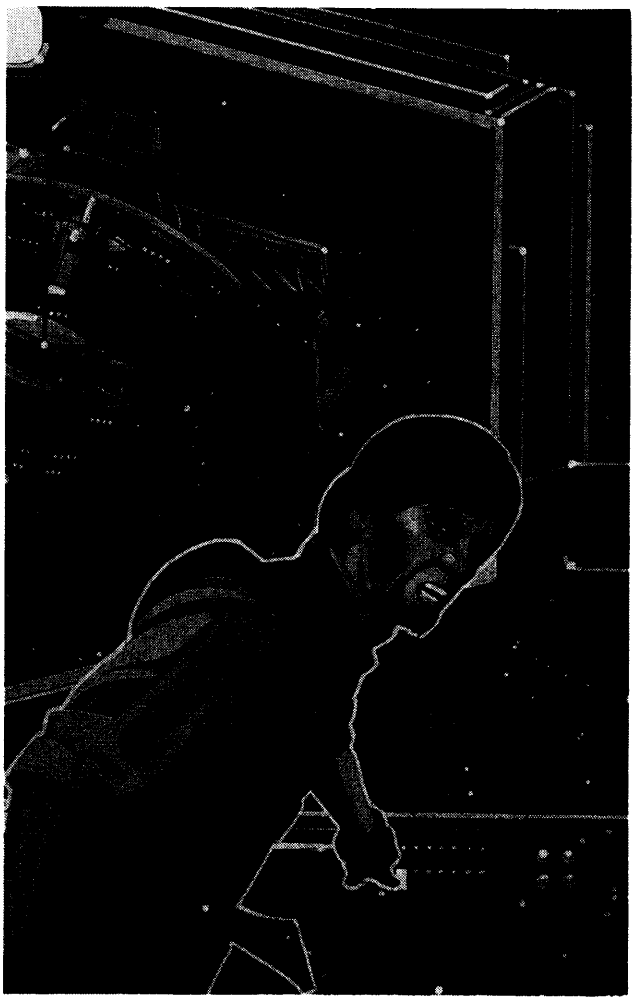
A number of serious questions have been raised by the phenomenal failure of Project Genesis. Did Star Fleet Intellgence Command mishandle the public relations of this project after the Genesis Planet exploded? Will any investigations, either secret or public, reveal the true causes for failure? Will civilians be used to develop and operate future Intelligence missions?

Commander Bishop Harwood, Wells Professor of Military History, Star Fleet Academy.

Of course, for every failure, there may be a dozen or a hundred successes, most of which are never heard about outside Intelligence circles. Regardless of past failures, Star Fleet Intelligence Command is continuing to undertake a large number of missions. Although inter- and intra-service rivalries have created some problems, as long as danger to the United Federation of Planets lies inside or outside its borders, Star Fleet Intelligence Command will remain in business.

A cliche among intelligence agents states that the better you or your areas of responsibilities are known, even by other agents in the same department, the less effective you become. Of course, bureaucrats love this, because they are encouraged to remain anonymous and obscure. Many of the best secrets in this Command are those known only by one person.

Captain Jon Huss, Dupuy Professor of Military History, Star Fleet Academy



TIMELINE

The following timeline lists major events in the history of Star Fleet Intelligence Command. Various other events are also mentioned to provide historical background or to show the chronological relationship between events. All stardates are Reference Stardates. (Information on specific Intelligence missions can be found in the **Famous Intelligence Missions** section.)

Stardate –1/9206 through –1/9609

The outbreak of the Eugenics Wars limits manned space efforts for a time, as resources are turned to global war.

During the Eugenics Wars, Terra's various national intelligence agencies fail to cooperate or exchange information. These blunders lead to several military defeats that lengthen the war, and also allow Khan Noonian Singh, the greatest dictator of the Wars, to escape.

Stardate –1/9609.22

SS Botony Bay, a converted *DY-100* interplanetary vessel with cryogenic sleep capsules, leaves Terra carrying the 97 genetic 'supermen' who initiated the Eugenics Wars. In command is Khan Noonian Singh.

Stardate –1/9704.18

The first permanent base on Terra's Moon is established, jointly funded by the United States of America and Japan. This marks the rededication of Terran peoples to space exploration in the era of reconstruction following the Eugenics Wars.

Stardate 0/0001.01

January 1, 2000, the base date for the Reference Stardate system. On this date, the Science Council of Luna declares itself independent of the governments of the United States of America and Japan and requests status as a United Nations protectorate. Such status is granted, forming the first interplanetary Human government.

Stardate 0/0310.15

Members of the United Nations of Terra sign the United Space Initiative. This landmark agreement focuses world attention on exploring and colonizing the Sol system.

As part of the Initiative, the United Nations Space Force is created, and several military installations for this service are constructed over the next three years. The UNSF's headquarters is on Titan, with smaller bases established on Luna, Ganymede, Phobos, and Ceres. Its goals are to coordinate exploration efforts, to enforce laws, and to protect people from the dangers of space.

Stardate 0/1811.15

The United Nations of Terra charter the Terran Intelligence Agency, which replaces all national and territorial intelligence-gathering services. This new agency's primary task is to ensure the security of the United Nations government. To do so, agents operate throughout the Sol system.

Stardate 0/35

An advanced, experimental fusion-powered spaceship, the *Prototype One*, explodes under suspicious circumstances, with all lives lost. This is a major setback for Terran interstellar travel capability. Colonel Green, a former United Nations Space Force officer, claims responsibility for sabotaging the prototype, and what is now referred to as Colonel Green's War begins. Though the war lasts less than one year, several major incidents of industrial sabotage and urban terrorism show the enormous danger from such groups.

Stardate 0/8706.06

The Articles of Federation are signed at the First Babel Conference, establishing the United Federation of Planets. The original signatory powers include Terra, Alpha Centauri, Vulcan, Andor, and Tellar. The goals of the UFP include ensuring interstellar security and improving economic trade, scientific research, and galactic exploration. In conjunction with these objectives, the Federation will create Star Fleet Command within the next three years, providing a unified military force for exploration and common defense. The Orion Colonies offer to join the UFP, provided they are paid ten trillion credits "in compensation". Their request is rejected, and so they remain outside the Federation.

Stardate 0/8910.10

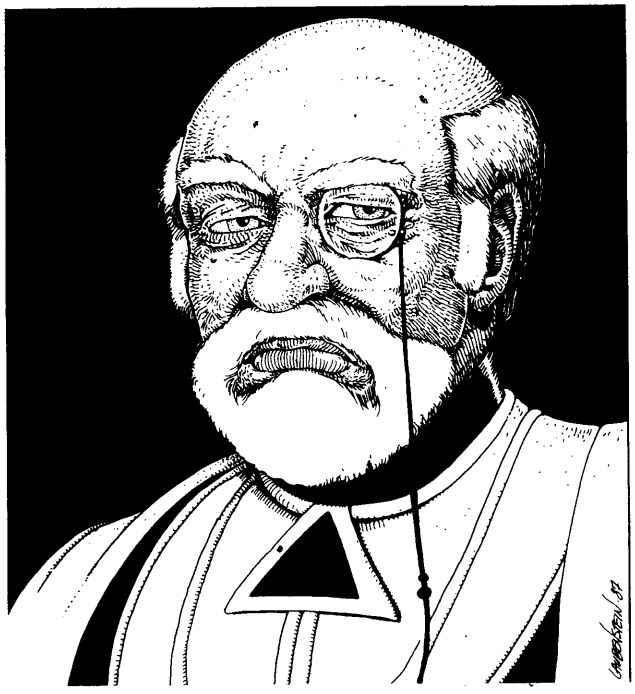
Star Fleet Command replaces the spacegoing forces of all member planets, with all starships redesignated as "United Space Ships". To discourage the possible misuse of military forces anywhere in space, General Order Number One is adopted as the most important regulation in Star Fleet. To provide Star Fleet Command with military intelligence-gathering capabilities, Star Fleet Intelligence is created. Its Operating Forces Subdivision initially consists of Sectors 1 through 4, and the Technical Services Subdivision contains Orion Activities Units as well as supporting branches.

Stardate 0/9211.17

The Federation cargo vessel *USS Atlas* is listed as missing after failing to arrive when scheduled. Later discoveries indicate that Romulan warships destroyed the vessel.

Stardate 0/9511.30

As a result of recent ship losses, the Federation Council passes a special directive to Star Fleet Command. In addition to new, massive appropriations for fleet construction, the directive orders several battle groups redeployed to strengthen defenses in the area where the *USS Atlas* was lost. Star Fleet Intelligence Command receives the go-ahead to create Romulan Sector Intelligence, the fifth Operating Forces Sector. Also, the Technical Services Subdivision adds Romulan Activities Units. Romulan Sector Intelligence immediately begins operations.



Stardate 1/0307

Admiral Threvan resigns after spending several frustrating and unproductive years as the Chief of Star Fleet Intelligence Command. This marks the only voluntary high-echelon resignation in the Command's history.

Stardate 1/0610.14

The Federation declares war on the Romulan Star Empire. In this unprecedented action, the UFP moves against an enemy whose planetary holdings, military bases, political structure, aims and philosophies, and even appearance are completely unknown.

Stardate 1/0909.09

After staggering losses on both sides, the Romulan War ends inconclusively. The Treaty of Peace, which is negotiated by subspace radio, establishes a Neutral Zone, and no Romulan or Federation ships are allowed to cross it. Despite Star Fleet Intelligence Command's best efforts, Federation personnel did not see a single Romulan face-to-face throughout the entire war.

Stardate 1/0910–2412

Peace reigns, but the Orion Colonies know that the Klingon Empire will soon discover the existence of the Federation. The Colonies sign non-aggression and trade treaties with the Federation, but still remain outside the UFP.

Stardate 1/0912.03

Federation colonists settle the planet Mantiev in the Triangle, followed by the other three planets in the Mantiev Colonial Association within the next year. These are the only real efforts at colonizing the Triangle until Stardate 1/40, 30 years later, when the success of the colonies spurs a major wave of settlement.

Stardate 1/1011

When the Orion Colonies sign trade and non-aggression treaties with the Federation, Star Fleet Intelligence Command increases surveillance of the Orions. In spite of postwar cutbacks, SFIC creates Orion Sector Intelligence, the sixth Operating Forces Sector, and expands the Technical Services Subdivision's Orion Activities Units. The Triangle comes under this new sector's jurisdiction.

Stardate 1/1301

Official membership of the United Federation of Planets reaches 100. Due to increasing UFP membership and the growing number of non-member worlds within the Federation, Star Fleet Intelligence officials push for a special Activities Unit to monitor these unaffiliated worlds. However, the rapid growth of the Intelligence Command leads Federation council members to deny the request.

Stardate 1/1509

Investigators on Maxwell's Planet, an independent world, notify Terran law enforcement officers of an assassination plot against President Sardix of the Federation Council. Terran security officials conduct a cursory investigation, which turns up nothing.

Stardate 1/1601.16

The assassins from Maxwell's Planet stage an unsuccessful assassination attempt against the Council President at a political rally. The President is unharmed, but all assassins and six bystanders are killed, including Federation Councilman Ehrenburg.

Stardate 1/1605

After receiving special appropriations from the Federation Council, SFIC adds Independent Activities Units to its Technical Services Subdivision.

Stardate 1/2601

A Federation commission proposes a new astrophysical coordinate system for the UFP, which is mathematically precise and discards Sol as the central reference point. The proposal stems from growing political implications about Terra being the 'center of the universe'. The Council immediately accepts the commission's proposal.

Stardate 1/2605.08

The Central Navigational Beacon, or CNB, begins operations. The borders of all Intelligence Operating Forces Sectors are realigned to conform to the Federation's new coordinate system.

Stardate 1/5105.02

First contact with the Klingon Empire occurs when the *USS Sentry* confronts the Klingon cruiser *Devisor* near Gamma Demetrius. Despite this, numerous Intelligence operatives deny the likelihood of another hostile race on Federation borders.

Stardate 1/6003.04

The *USS Flying Fortress*, carrying a prototype deflector shield, is crippled and spacejacked by a Klingon pirate vessel, which then tows it toward Klingon space. A Federation task force intercepts the Klingon ship, rescuing the *Flying Fortress*.

Stardate 1/6009

Star Fleet Intelligence adds its seventh Operating Forces Sector, Klingon Sector Intelligence. The Technical Services Subdivision adds Klingon Activities Units.

Stardate 1/8203 through 1/8703

Klingon activities near the Federation border decrease drastically during this period, with few Klingon warships seen and the number of routine confrontations dropping by more than 70 percent. Star Fleet Intelligence later learns from Operation Dixie that the Klingons are fighting a war with an unknown race along their coreward border.

Stardate 1/9212.21

The *USS Bohr* is diverted from picket duty, permitting a Klingon battle force to reach the Federation-manned Arcanis IV Research Outpost. Klingon marines massacre the entire crew of the base in the first major Klingon atrocity in more than three decades.

Stardate 1/9309

Star Fleet Intelligence later learns that a Klingon task force has arrived at the Federation world of Axanar.

Stardate 1/9409.29

In response to the Federation Council, Klingon Admiral Kkorhetza, commander of the Axanarian task force, refuses to withdraw from Federation territory. Instead, he issues a formal declaration of alliance with the natives on Axanar. The Four Years War begins.

Stardate 1/9502.10

A Federation-operated, automated, zone-intrusion detection satellite briefly tracks the presence of a Romulan *Graceful Flyer* Class scout in the Romulan Neutral Zone. This creates concern among Star Fleet Command regarding the possibility of Romulan intervention in the Four Years War. To the Federation's pleasant surprise, the Star Empire never actively participates in open hostilities during the conflict. Over the next several months, many Federation ships on Romulan Neutral Zone duty are gradually removed to fight against the Klingon fleets.

Stardate 1/9806.13

The Four Years War ends when dignitaries of the United Federation of Planets and the Klingon Empire sign the Treaty of Axanar. The Axanar Peace Mission negotiates the establishment of limited diplomatic channels between the two sides and obtains concessions to create new UFP/Klingon boundaries.

Stardate 2/0207

The Triangle's strategic location and population growth become apparent to Star Fleet Command. Star Fleet Intelligence adds its eighth Operating Forces Sector, Triangle Sector Intelligence.

Stardate 2/0801.24

The first Federation contact with the Gorn occurs.

Stardate 2/0810

Star Fleet Intelligence Command adds its ninth Operating Forces Sector, Gorn Sector Intelligence. The Technical Services Subdivision adds Gorn Activities Units.

Stardate 2/1003.01

The first Federation contact with the Tholians occurs, though the Vulcans were previously aware of their presence.

Stardate 2/1007

Star Fleet Intelligence Command adds its tenth Operating Forces Sector, Tholian Sector Intelligence. The Technical Services Subdivision adds Tholian Activities Units.

FAMOUS INTELLIGENCE MISSIONS

The following list is a partial compilation of famous, spectacularly unsuccessful, or especially interesting missions carried out by Star Fleet Intelligence Command personnel. The missions are listed in alphabetical order according to codename. Each entry contains the approximate time the mission took place, the Operating Forces Sector(s) where it occurred, a brief summary of its purpose, and its final status.

OPERATION ARCHIMEDES

This operation lasted from Stardate 1/7009 through 1/7201. Internal Activities Unit analysts discovered socio-political problems on Th'allt, but allowed them to develop instead of reporting them. The failure of Star Fleet Intelligence Command (and other agencies) to act led to armed intervention by Admiral Hathari. This was a major public relations setback for Star Fleet Intelligence as well as for the entire Federation Council.

OPERATION BLACKBEARD

Romulan and Klingon Sectors Intelligence conducted this operation during the Four Years War, from Stardate 1/9705 to Stardate 1/9808. It involved sending small scout ships into Romulan space to determine whether Romulans were providing any assistance to the Klingon war effort. The operation was a success, but found no evidence to suggest a secret Romulan-Klingon alliance.

OPERATION BRUTUS

In Stardate 1/0804, while the Romulan War was in full swing, Romulan Sector Intelligence began a surveillance operation to detect the Romulan fleet's objectives as they moved toward the Triangle. The operation was a success. As a result, Federation forces intercepted and engaged the Romulan fleet at the Battle of Gamma Hydra.

OPERATION BURGUNDY

Occurring in Stardate 0/9511, this was the newly established Romulan Sector's first operation. A scout squadron was dispatched into Romulan space to obtain information and to attempt diplomatic contact with the Romulans. It was a complete failure, with all ships lost and presumed destroyed.

OPERATION CASSANDRA

In Stardate 1/9712, Klingon Sector Intelligence began Operation Cassandra to verify the information that Klingon Admiral Komex provided to Star Fleet officials concerning Klingon fleet strengths and locations. The operation was a complete success, and Komex' information proved accurate.

OPERATION CALYPSO

In Stardate 1/0703, Romulan Sector Intelligence conducted this wartime operation to detect the Romulan fleet's objectives as it moved toward the Orion Colonies. The operation was a success, resulting in a Federation task force engaging the Romulan fleet at the Battle of Prantares.

OPERATION DIXIE

This Klingon Sector Intelligence operation officially began in 2/1702 and was charged with gathering intelligence on Klingon starship production, fleet strength, and territory. This operation was almost a complete failure, but one of the mission ships did eventually return with some valuable information in 2/23.

OPERATION DWARFSTAR

Lasting from Stardate 1/9301 through 9303, this Klingon Sector Intelligence operation involved monitoring Klingon fleets maneuvering within the Neutral Zone prior to war. Agents succeeded in keeping Klingon naval groups under constant surveillance, except for the two Klingon task forces en route ot Axanar.

PROJECT DARKPEARL

This project lasted from Stardate 1/82 through 1/87. Klingon Sector Intelligence monitored Klingon shipbuilding activities while the Imperial Klingon Navy responded to the Unknown War. Though this project did not uncover the fact that the Klingons were fighting another war, it did give the first clues that another war might be taking place.

PROJECT ECLIPSE

Begun in Stardate 1/10 and lasting through 1/38, Project Eclipse was the responsibility of Romulan Sector Intelligence. With permission from the Federation Council, scout ships entered the Romulan Neutral Zone. Intelligence stations reported that most vessels passed through the Neutral Zone, but were lost and presumed destroyed. The project was considered a failure.

PROJECT FOOTLOOSE

Project Footloose ran from the beginning of the Four Years Wars (in Stardate 1/9409) to the end (in Stardate 1/9806). This Klingon Sector Intelligence project monitored Klingon marine operations throughout the war. It was a nominal success.

PROJECT GENESIS

Begun in Stardate 2/21, Project Genesis was a top-secret scientific project coordinated by Star Fleet Intelligence's Research Section. It concerned the development and testing of the Genesis Device, which could transform barren planetoids into Class M worlds. The project failed because of design flaws.

OPERATION GOLDEN PHEASANT

In Stardate 1/0811, Romulan Sector Intelligence moved a prototype battle cruiser from near the Romulan border to a naval shipyard at Andor. The operation was a complete success.

PROJECT GREY GHOST

Project Grey Ghost began in Stardate 2/1708 and ended in 2/2206. The purpose of this Romulan Sector project was to gather intelligence on the capacities, commitments, and deployment of Romulan Star Empire forces. It was an unqualified success.

PROJECT HUNTER

From Stardate 1/94 through 2/03, Orion Sector Intelligence coordinated efforts to monitor Orion starship activities during and immediately following the Four Years War. It was partially successful.

PROJECT INTEGER

Begun in Stardate 1/61 and lasting for almost 20 years, Project Integer was the newly established Klingon Sector's first assignment. The project was devoted to obtaining general information on the Klingon Empire. Despite Klingon attempts to appear as Orion pirates, task force agents penetrated their disguise and obtained some valuable information on Klingon characteristics.

CASE LORELEI

From Stardate 1/9608 through 2/0710, Sector 3 Intelligence worked on Case Lorelei. Agents discovered valuable information on the Talosians's shape-changing ability.

PROJECT MERCURY

Project Mercury was Klingon Sector Intelligence's ongoing project from Stardate 1/9409 to 9806. It replaced Project Omnibus, and utilized data accumulated by Federation starships during the Four Years War. It also served as the overall Klingon fleet monitoring project throughout the war. The project was considered a nominal success.

PROJECT OMNIBUS

In Stardate 1/82, Klingon Sector Intelligence opened Project Omnibus to determine likely Klingon fleet strategies. It was deemed a failure in Stardate 1/9302, when two Klingon task forces unexpectedly moved near Federation space.

OPERATION PURLOIN

In Stardate 2/0910, Romulan Sector Intelligence and the Research Section recruited Captain Kirk of the *USS Enterprise* to capture a Romulan cloaking device. He succeeded in Stardate 2/1002, but the device failed in a particularly nasty manner.

PROJECT REARGUARD

Romulan Sector Intelligence conducted this project between Stardate 1/95 and 1/99. It coordinated all efforts to monitor the Romulan fleet and the Romulan Neutral Zone during the Four Years War. It was a nominal success.

PROJECT ROUNDTABLE

From Stardate 1/0610 through 0909, Star Fleet Intelligence's Romulan Sector coordinated Project Roundtable. It was developed to obtain information on the military potential of the Romulan Star Empire and the Romulan race. It was not entirely successful.

OPERATION SCIPIO

Star Fleet engineers and Intelligence's Equipment Section worked together to design a faster reconnaissance ship. Six years later, they presented the *Mosby* Class scout, which proved to be the fastest starship yet. The operation was a complete success. The assignment received its "operational" status in Stardate 1/1108, after the vessel was completed.

OPERATION THANATOS

This operation took place in Stardate 0/9402. Sector 3 Intelligence investigated the piracy attack on the Delta VII outpost. It was a complete success, and Intelligence determined that it was the Romulans who had attacked the outpost.

PROJECT VALEDICTOR

Lasting from Stardate 1/9212 through 9807, this Klingon Sector Intelligence project coordinated efforts to monitor Klingon fleet communications and to learn the identities of various Klingon commanders. The project was successful.

ORGANIZATION

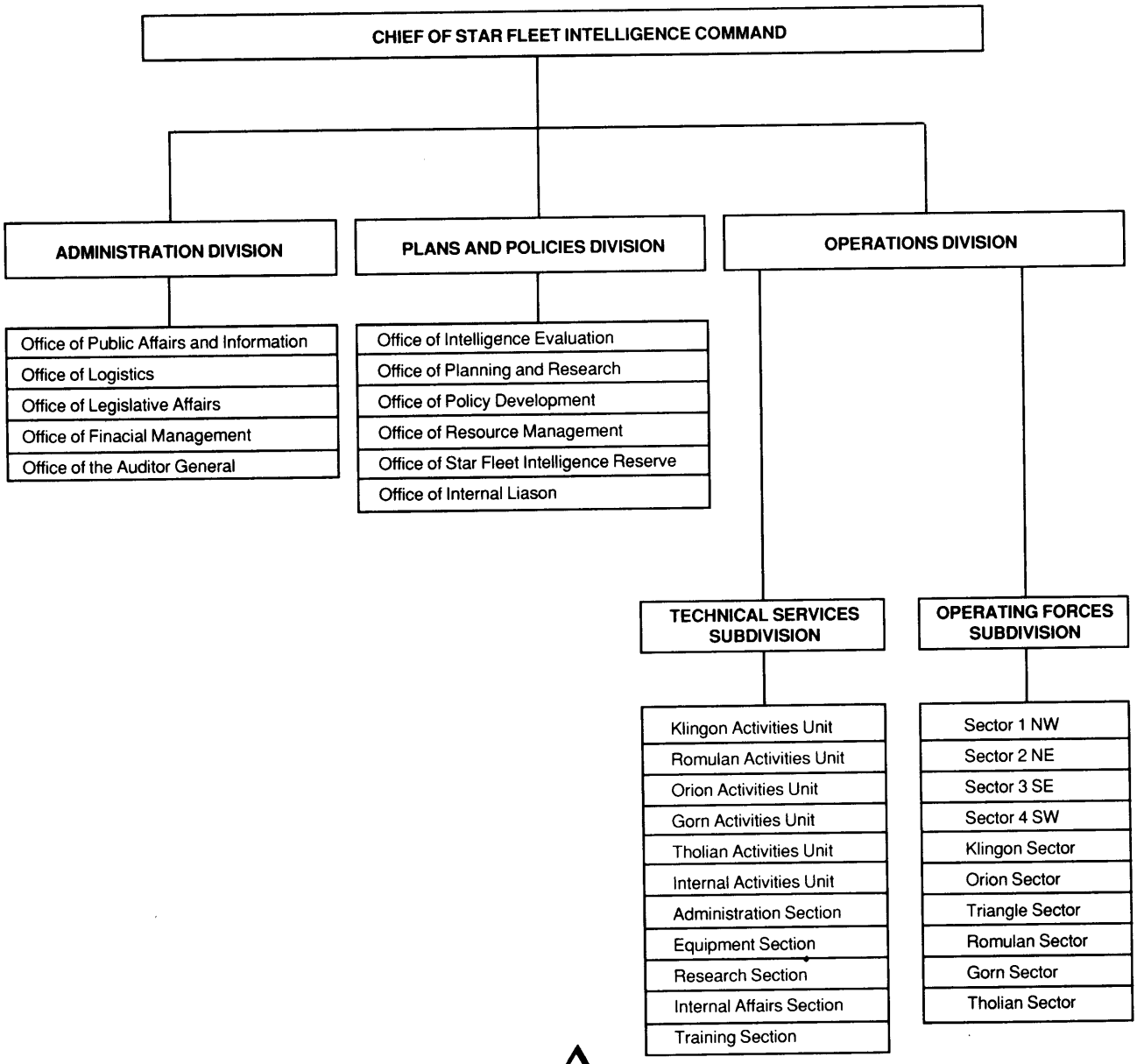
First, they told me that life was complicated. Then, they told me that business was complicated. Finally, they told me that the government was complicated. But no amount of forewarning could have prepared me for Star Fleet Intelligence Command.

Anonymous

The following charts and departmental descriptions explain the structure of Star Fleet Intelligence Command. This command is one of eight support commands for Star Fleet Operations, which is under the jurisdiction of the Chief of Star Fleet Operations.

Like Star Fleet Command itself, the Intelligence Command is broken into three divisions: Administration, Plans and Policies, and Operations. A Deputy Chief heads up each division and reports to the Chief of Star Fleet Intelligence Command. Brief descriptions are provided for the Administration and Plans and Policies Divisions, but the Operations Division is described more extensively.

STAR FLEET INTELLIGENCE COMMAND



ADMINISTRATION DIVISION

They smile and chortle, with chuckles and laughs
At piles of forms and heaps of bar graphs.
With their styli- and lap-comps, they wade with great patience
Through triplicate trash in the Administration.

Anonymous

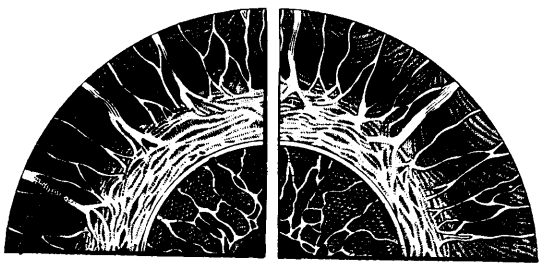
Headed by the Deputy Chief of Administration, the Administration Division consists of five offices. In general, this division is responsible for the Intelligence Command's daily, behind-the-scenes activities. Most of the division's personnel serve at the largest Intelligence stations or at installations on the major homeworlds. They go only rarely into the field, and then only to perform specific administrative assignments. The offices of the Administration Division are described below.

OFFICE OF PUBLIC AFFAIRS AND INFORMATION

The details of Star Fleet Intelligence's many activities are usually restricted to active Star Fleet personnel. Even so, some general information is occasionally distributed to the public through this office, which releases declassified intelligence material, with limited, non-specific information on Star Fleet Intelligence operations, and serves as a media-briefing clearinghouse. The Command's public relations bureau, or 'spokesperson', this office also works to ensure that Federation civilians are not adversely affected by Star Fleet Intelligence operations.

OFFICE OF LOGISTICS

Logistics organizes the requisitions and transportation of all supplies needed by Intelligence stations or personnel throughout space. This involves coordinating procurement and delivery between manufacturers or suppliers. Logistics personnel also arrange for interstellar transport, sometimes incorporating regular Star Fleet patrol route schedules. Serving as a quartermaster bureau, the office must get supplies to wherever they are needed.



OFFICE OF PUBLIC AFFAIRS AND INFORMATION

OFFICE OF LEGISLATIVE AFFAIRS

This office keeps the Federation Assembly informed of Intelligence operations and the needs of Star Fleet Intelligence, as well as preparing detailed, confidential reports for the council. Occasionally, the office also prepares joint reports with Star Fleet Command's own Office of Legislative Affairs when requesting additional appropriations. Staff personnel work closely with the Office of Financial Management.

OFFICE OF FINANCIAL MANAGEMENT

This office is responsible for predicting financial needs and disbursing all finances to Star Fleet Intelligence Command's various departments. Keeping complete and accurate records on appropriations, expenditures, and dispersals is the major task of this office. Personnel work closely with the Office of Logistics.

OFFICE OF THE AUDITOR GENERAL

This office is the smallest in the Administrative Division. It works to ensure the most cost-effective use of Star Fleet Intelligence resources. Also, personnel investigate and enforce all violations of military protocol and regulations committed by Intelligence personnel. Besides investigating any reports of fiscal irresponsibility or negligence, it makes recommendations to correct the situation. This office also evaluates proposed Intelligence operations in relation to Federation laws and Star Fleet regulations (including General Order Number One). Entire Intelligence operations may be restructured or cancelled after a negative report from the Office of the Auditor General. Finally, this office conducts court-martials of Intelligence personnel. As a result of these duties, this office has been unofficially nicknamed the 'watchdog' office.

You may well ask how we keep the Prime Directive and still perform our duties. Maintaining a workable balance between success at any cost and non-interference may be the hardest task to accomplish while in Intelligence. Like anything else involving Star Fleet Intelligence, it's a matter of not getting caught. Agents are extremely paranoid about the Office of the Auditor General, or OAG. We usually pronounce it 'ugh'.

Anonymous

OFFICE OF THE AUDITOR GENERAL

PLANS AND POLICIES DIVISION

"Evaluating incomplete summaries and theoretical reports...using insufficient data based on hypothetical resources and personnel to confront an enemy of unknown composition, strength, capabilities, and motives...it's just another planning session for the PAP Division."

Commander Ellis Landaker, Durant Professor of Political History, Star Fleet Academy

Headed by the Deputy Chief of Plans and Policies, this division consists of six offices. In general, it is responsible for evaluating trends that could seriously affect Star Fleet Intelligence and the Federation. Concerned with 'the big picture', the Plans and Policies Division synthesizes information from many diverse sources. Its personnel then distribute summaries of their findings and long-range projections for Star Fleet Intelligence Command. Most personnel in this division are headquartered at the largest Intelligence stations and at installations on the major homeworlds. The most desk-bound of any division, these staff members almost never operate in the field or outside their normal duty bases. The offices of the Plans and Policies Division are described below.

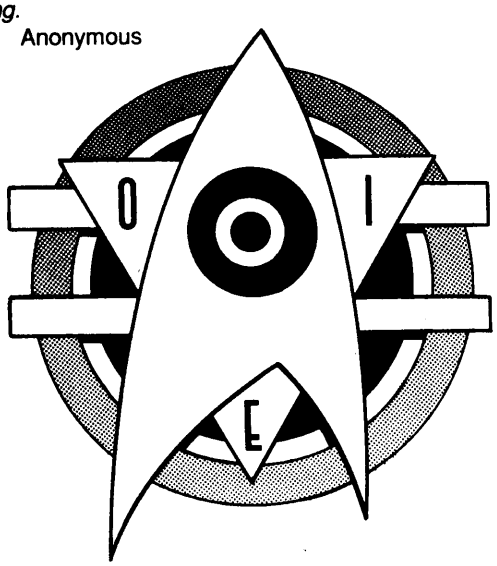
OFFICE OF INTELLIGENCE EVALUATION

This office must stay abreast of many subjects, such as recent advances in technology and governmental activities of the Klingons, Romulans, Orions, and other races. Personnel observe, record, and evaluate military, sociological, economic, political, and religious trends among Federation and non-Federation worlds for possible effects on military security. Even planetary epidemics, astrophysical phenomena, and astrographic coordinates receive close attention.

As new facts constantly come in, personnel compare the information to what is already known, and then examine it for overall reliability. As more reliable information becomes available, trends are detected and reported. When this office reaches a significant conclusion or confirms the accuracy of certain details, it issues a briefing to officers and stations who need to know. Because their methods are similar to those used in an ancient Terran recreation, personnel from this office are often called 'jigsaw' workers.

Those who refer to OIE personnel as 'jigsaw' workers privately believe that they may just have a few pieces missing.

Anonymous



OFFICE OF PLANNING AND RESEARCH

This office evaluates, designs, tests, and manufactures new equipment, including starships modified for Star Fleet Intelligence. These personnel also prepare and evaluate new operational procedures and field tactics incorporating new equipment. Finally, this office formulates new methods of operation when previous techniques lose effectiveness. The Training Documents Division publishes a number of equipment and training procedures manuals for Intelligence personnel.

OFFICE OF POLICY DEVELOPMENT

This office makes many of the Intelligence Command's long-term decisions based on information from the Office of Intelligence Evaluation. As military and sociopolitical conditions change throughout the galaxy, Star Fleet Command and the Intelligence Command must conform to new or different needs in certain sectors of operation. Personnel from this office decide how the Intelligence Command, and Star Fleet as a whole, can best meet the future challenges facing the Federation.

OFFICE OF RESOURCE MANAGEMENT

This office works with the Office of Policy Development to determine the most efficient use of Star Fleet Intelligence's personnel and resources. In conjunction with the Office of Intelligence Evaluation, this office studies the feasibility of proposed operations and makes recommendations for the establishment and deactivation of Intelligence stations.

OFFICE OF STAR FLEET INTELLIGENCE RESERVE

This office is responsible for maintaining the current addresses and information on former Star Fleet Intelligence personnel. Unlike other commands within Star Fleet, members of Intelligence Command never really retire. Though rare, it does happen that an Intelligence officer with special skills or experience may be recalled for a short-term assignment. This office ensures that SFIC can quickly contact former agents and other valuable staff members. To a limited extent, it also monitors the activities of former personnel. Such activities include involvement in interstellar politics, potentially subversive groups within the UFP, and any unofficial contacts with other major powers.

Through its Military History Division, this office also stores records of previous Intelligence Command activities. Usually confidential, these documents are kept separate from Star Fleet Command's main historical archives.

OFFICE OF INTERNAL LIAISON

This office has the enormous task of making sure that every office in every division of Star Fleet Intelligence knows everything it needs to know. Its goals are to decrease duplication of effort and to ensure the need-to-know principle while guaranteeing that all involved parties have enough information, cooperation, and resources to complete their objectives. This function is especially important when agents from more than one Operating Forces Sector are involved in a single mission. Although some bureaucrats ask why the Office of Internal Liaison is not under the jurisdiction of the Administration Division, the office works well with the Offices of Intelligence Evaluation and Resource Management. Therefore, no organizational change is expected.

OPERATIONS DIVISION

How could we surrender to the Klingons or Romulans and reveal who we work for? We don't even know who we work for! The best kept secret in the whole blinkin' Command is the chain of command.

Anonymous

Headed by the Deputy Chief of Operations, the Operations Division is the largest and most complex of the three Intelligence divisions. It is divided into two parts: the Operating Forces Subdivision and the Technical Services Subdivision. These subdivisions are further divided into several smaller, more specialized departments. In general, the division is responsible for data acquisition and preliminary analysis, as well as all field operations and appropriate field support services. Unconcerned with grand strategies or far-reaching consequences, the Operations Division is interested only in gathering intelligence and completing mission objectives.

OPERATING FORCES SUBDIVISION

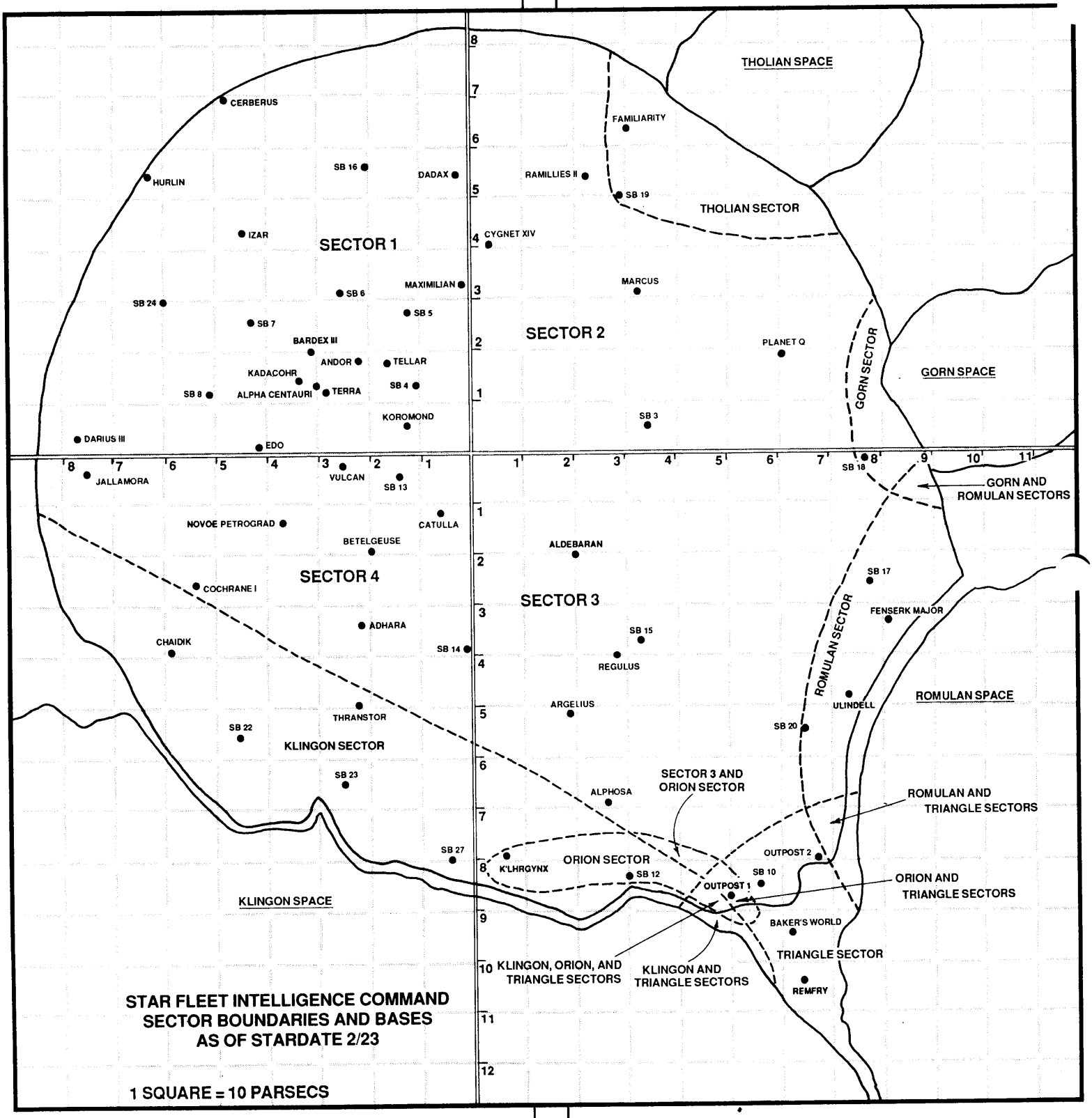
Star Fleet Intelligence Command operates throughout the United Federation of Planets as well as in the region known as the Triangle. This area of active operation is divided into ten semi-autonomous sectors. Though each sector encompasses different areas of space, the overall organizational structure for each is virtually identical. Each sector contains a Field Operations Department and a Support Services Department.

To add to the complexity of coordinating activities, some of the sectors' areas of operation overlap. For example, Triangle Sector Intelligence is responsible for all intelligence-gathering in the Triangle and on worlds that border UFP, Klingon, and Romulan space. Its sphere of influence partially overlaps those of the Klingon, Romulan, and Orion Intelligence Sectors. Coordinating operations involving agents from more than one Intelligence sector is the responsibility of the Office of Internal Liaison, though each Intelligence sector is encouraged to cooperate as much as possible.

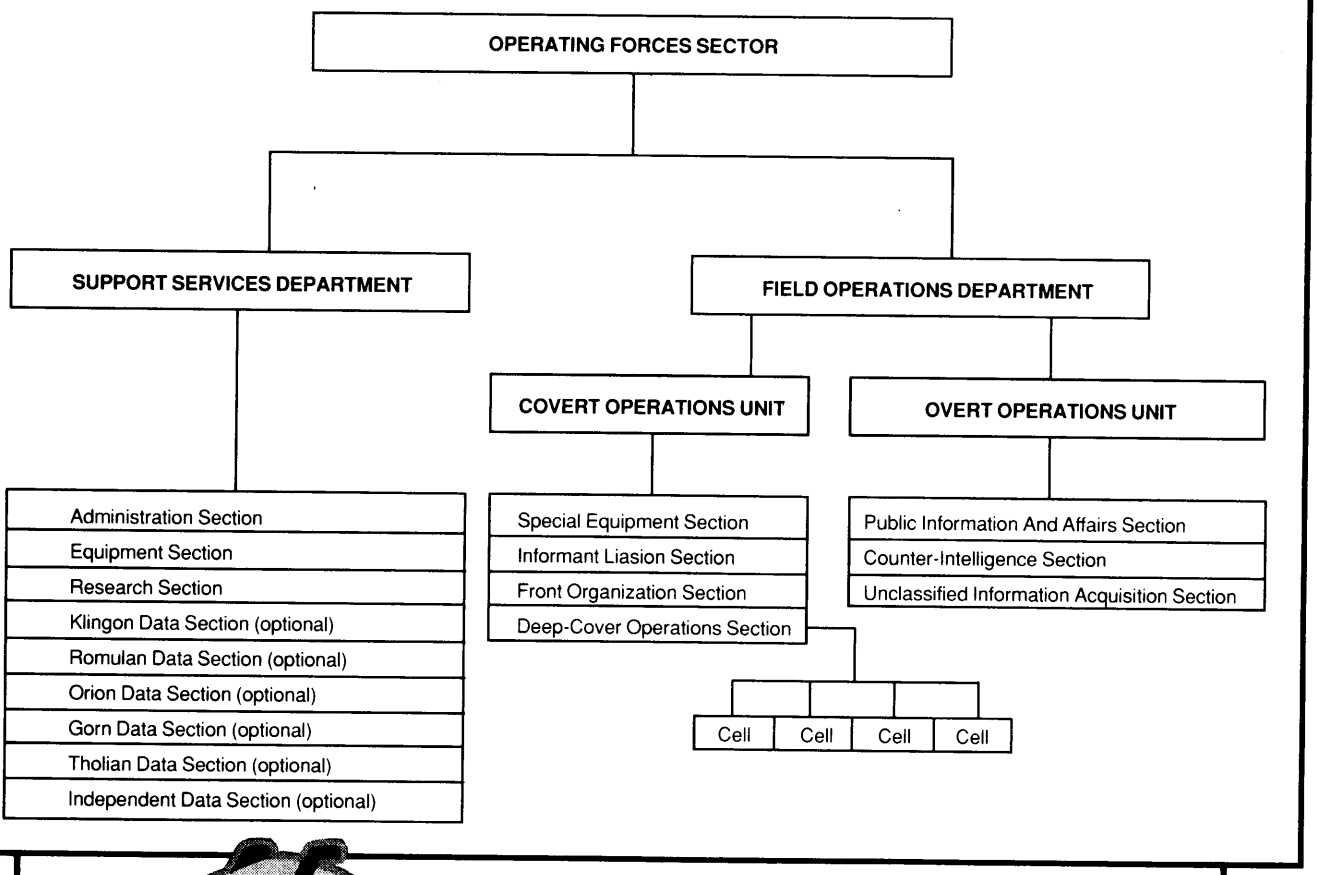
The ten sectors below are listed in chronological order from the dates of their creation.

Sector 1 (NW) Intelligence (Stardate 0/8910)
Sector 2 (NE) Intelligence (Stardate 0/8910)
Sector 3 (SE) Intelligence (Stardate 0/8910)
Sector 4 (SW) Intelligence (Stardate 0/8910)
Romulan Sector Intelligence (Stardate 0/9511)
Orion Sector Intelligence (Stardate 1/1011)
Klingon Sector Intelligence (Stardate 1/6009)
Triangle Sector Intelligence (Stardate 2/0207)
Gorn Sector Intelligence (Stardate 2/0810)
Tholian Sector Intelligence (Stardate 2/1007)

Personnel representing almost every section within an Operating Forces Sector will be present at every intelligence station within that sector. These field personnel are the agents whose exciting adventures have inspired so many romantic stories.


THOLIAN SPACE
CERBERUS
FAMILIARITY
HURLIN
SB 16
DADAX
RAMILLIES II
SB 19
THOLIAN SECTOR
IZAR
SECTOR 1
CYGNET XIV
MAXIMILIAN
SB 6
MARCUS
SB 24
SB 5
SB 7
SECTOR 2
BARDEX III
PLANET Q
GORN SECTOR
ANDOR
TELLAR
KADACOHR
GORN SPACE
SB 8
ALPHA CENTAURI
TERRA
SB 4
KOROMOND
SB 3
DARIUS III
EDO
SB 18
JALLAMORA
VULCAN
SB 13
GORN AND ROMULAN SECTORS
NOVOE PETROGRAD
CATULLA
BETELGEUSE
ALDEBARAN
SB 17
SECTOR 4
COCHRANE I
SECTOR 3
FENSERK MAJOR
ADHARA
SB 15
CHAIDIK
SB 14
REGULUS
ROMULAN SECTOR
ROMULAN SPACE
ULINDELL
ARGELIUS
THRANSTOR
SB 20
SB 22
KLINGON SECTOR
SB 23
SECTOR 3 AND ORION SECTOR
ALPHOSA
ROMULAN AND TRIANGLE SECTORS
SB 27
OUTPOST 2
K'LHRGYNX
ORION SECTOR
SB 12
SB 10
OUTPOST 1
ORION AND TRIANGLE SECTORS
KLINGON SPACE
BAKER'S WORLD
TRIANGLE SECTOR
KLINGON, ORION, AND TRIANGLE SECTORS
KLINGON AND TRIANGLE SECTORS
REMFRY
STAR FLEET INTELLIGENCE COMMAND
SECTOR BOUNDARIES AND BASES
AS OF STARDATE 2/23
1 SQUARE = 10 PARSECS

OPERATING FORCES SECTION—STANDARD SECTOR COMPOSITION



Glamour, excitement, beautiful women, powerful starships. Yeah, I read the recruiting posters, too. And I've been stuck behind this desk for 30 years...I've never even set foot on a starship.

Anonymous

Field Operations Department

The sector chief of Field Operations heads the Field Operations Department within his sector. This department is further divided into an Overt Operations Unit and a Covert Operations Unit.

Overt Operations Unit

The Overt Operations Unit is divided into three sections. Every Intelligence station within a sector will have at least two or three persons working in each of these sections.

The Public Information and Affairs Section is responsible for maintaining close relations with local law enforcement agencies, such as municipal or planetary police. This primarily consists of answering questions on low-level security topics and informing local agencies that an Intelligence operation is in effect on or near their planet. This helps to keep the conventional law enforcement services from accidentally interfering in Intelligence activities.

The Counter-Intelligence Section is responsible for preparing deliberately false information for use in intelligence operations in the area. This may include sending false subspace transmissions and creating fictitious or forged documents.

The Unclassified Information Acquisition Section is responsible for monitoring local newsfax or infonet reports, listening to local subspace traffic, and acquiring and examining any kind of easily obtainable information that might have potential intelligence value.

Covert Operations Unit

The Covert Operations Unit is divided into four sections. Every Intelligence station within a sector will have at least one or two persons working in each section, and perhaps many more if the station is coordinating numerous covert assignments.

The Special Equipment Section is responsible for creating and storing specially designed gadgets that are available to Intelligence agents operating from that station. Limited equipment and field training also comes under the jurisdiction of this section.

The Informant Liaison Section is responsible for coordinating rendezvous and financial compensations to non-Intelligence sources. These unofficial, yet indispensable, sources may include individuals working in sensitive fields of industry or even local police officials working on freelance assignments.

The Front Organization Section, or Shallow-Cover Section, is responsible for setting up entire companies. These companies may actually employ non-Intelligence workers and perform needed services, but their primary purpose is to serve as a 'front', an inconspicuous contact point for Intelligence agents. This section is also responsible for getting Intelligence agents hired with non-Intelligence companies as part of their cover.

The Deep-Cover Operations Section is the section that actually uses field operatives to perform Intelligence missions. It is divided into task groups, or cells, which are each capable of performing a mission. A task group leader usually heads a task group and works under the authority of a senior Deep-Cover Operations Intelligence officer known as the Contact Officer.

One other administrative unit, the Special Inquiries Section, deserves mention. This unit can be created to conduct intense, short-term investigations on any subject of interest. It serves as an ad hoc committee of specialists from many different fields for a particularly important mission. Because it is considered temporary in nature, the SIS does not appear on the standard organizational charts.

One Special Inquiries Section can be created for each sector, provided the Sector Chief of Field Operations, the Sector Chief of Overt Operations, and the Sector Chief of Covert Operations all agree to the need. These three Chiefs jointly command such a unit, which can exist for a period not to exceed six months. In practice, some sectors continually renew their SIS, but this is officially discouraged. More than one SIS can be created within a single sector, but this requires the permission of the Deputy Chief of Operations, which is rarely granted.

Support Services Department

The Sector Chief of Field Stations heads the Support Services Department within each sector. This department is divided into as few as four or as many as nine sections, depending on the needs of that sector and the Intelligence stations within it.

The Administration Section handles all routine administration, communication, and record-keeping tasks.

The Equipment Section maintains all intelligence equipment as well as supplies needed to maintain the Intelligence station itself.

The Research Section accepts reports from field agents suggesting new equipment, operational procedures, and any other feedback concerning Intelligence technology. This section is also responsible for preparing reports concerning the use of new equipment or tactics in the field.

The Klingon Data Section performs communication and surveillance, cryptology, and data acquisition on anything involving the Klingon Empire or members of the Klingon race. This section is present in any Intelligence Sector field station where Klingon activities are obvious or deemed likely.

The Romulan Data Section is identical to the Klingon Data Section, except that it monitors Romulans and the Romulan Star Empire.

The Orion Data Section is identical to the Klingon Data Section, except that it monitors Orions and the Orion Colonies.

The Gorn Data Section is identical to the Klingon Data Section, except that it monitors Gorns and the Gorn Alliance.

The Tholian Data Section is identical to the Klingon Data Section, except that it monitors Tholians and the Tholian Assembly.

The Independent Data Section is identical to the Klingon Section, except that it monitors neutral planets or planets unallied with any major power, and individuals from these planets.

TECHNICAL SERVICES SUBDIVISION

The Techinical Services Subdivision consists of six activities units, or desks. Each unit is responsible for collecting and coordinating the entire sector's intelligence information on its particular area of specialty. Moreover, there are another five sections, roughly corresponding to the sections within the Support Services Department of the Operating Forces Subdivision. Unlike their counterparts, however, personnel from these sections are present only at the largest intelligence stations within each Intelligence Sector. Operating only from their secure base, these staff members are responsible for coordinating the information coming from each field station within that sector. The entire Technical Service Subdivision serves as a backup technical support system for the Support Services Department. It also acts as a go-between for the Office of Intelligence Evaluation and other Administration or Plans and Policies Division offices.

Some Intelligence sectors have only one Intelligence Station. In this case, the functions of the Technical Services Subdivision are combined with those of the Support Services Department. For example, the Gorn Activities Unit would perform all analysis duties, and no Gorn Data Section would be present.

The Administration Section is the same as the Support Services Administration Section, except that it acts on a sector-wide level.

The Equipment Section is the same as the Support Services Equipment Section, except that it acts on a sector-wide level.

The Research Section is the same as the Support Services Research Section, except that it acts on a sector-wide level.

The Internal Affairs Section performs duties similar to the Office of the Auditor General, but on a more localized level. This is also the section that ensures that all intelligence activities and documents with high security ratings are treated accordingly.

The Training Section performs general equipment training refresher courses and relays information on topics of local interest, such as sociopolitical or military conditions.

The Klingon Activities Unit (Klingon Desk) acts in much the same way as the Klingon Data Section, but it performs its duties on a sector-wide level. The Klingon Desk receives information from all sector field stations, compiles it, and relays it to the Office of Intelligence Evaluation.

The Romulan Activities Unit (Romulan Desk) is identical to the Klingon Desk, except that it monitors the Romulan Star Empire.

The Orion Activities Unit (Orion Desk) is identical to the Klingon Desk, except that it monitors the Orion Colonies.

The Gorn Activities Unit (Gorn Desk) is identical to the Klingon Desk, except that it monitors the Gorn Alliance.

The Tholian Activities Unit (Tholian Desk) is the same as the Klingon Desk, except that it monitors the Tholian Assembly.

The Internal Activities Unit (Independent Desk) is similar to the Klingon Desk, except that it monitors 'third world' powers, or those worlds that are either neutral or are not very powerful.

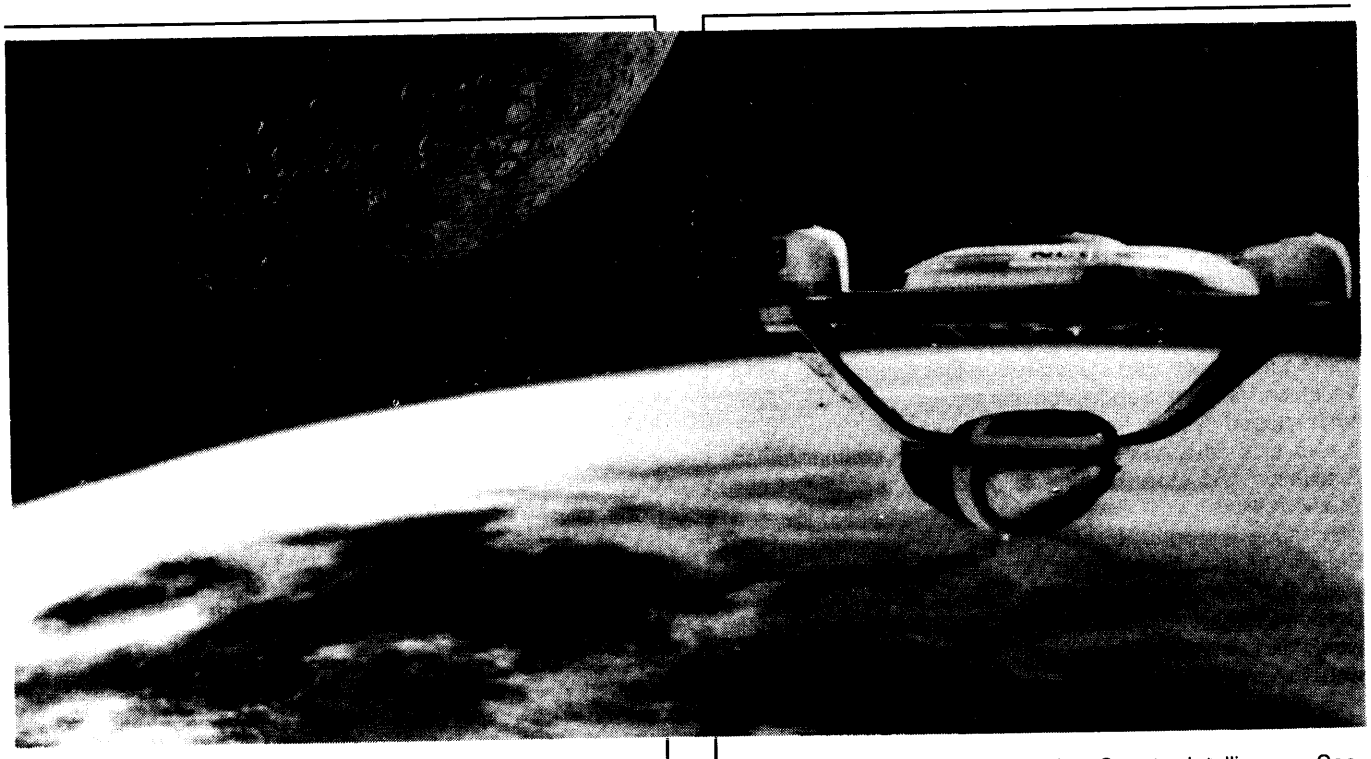
COMMAND STRUCTURE IN OPERATION

Because of Star Fleet Intelligence Command's complex structure, new agents may find it difficult to envision each department's role in a field assignment. Therefore, a fictitious intelligence assignment, arbitrarily codenamed Operation Corkscrew, is described below. By tracing how each part of the Intelligence Command handles this assignment, agents can grasp a better working knowledge of the organization. Though the locations and names of the bases mentioned in this example do exist, the assignment itself is completely imaginary, intended to serve only as an example.

The setting is the Baker's World Intelligence Field Station within Triangle Sector Intelligence. A staff member of the Baker's World Station Unclassified Information Acquisition Section (which is within the Overt Operations Unit of Triangle Sector's Field Operations Department) is performing a routine examination of newsfax and infonet reports. He finds an unusual report stating that an independent merchant captain glimpsed a new class of vessel near the Klingon/Triangle border. According to the report, the vessel was there for a few minutes, and then vanished. The vessel might have been of Klingon manufacture, but this fact has not been confirmed.

This information is turned over to the Klingon Data Section (within the Support Services Department) at the Baker's World Station. Personnel in this section then concentrate on picking up and decoding Klingon subspace transmissions in the general area of the ship sighting. Any intercepted communications are transferred to the Baker's World Station's Administration Section, which sends these reports to the Klingon Activities Unit of the Technical Services Subdivision at Star Base 10, the headquarters of Triangle Sector Intelligence.

From Star Base 10, the Klingon Activities Unit sends a copy of the information to the Plans and Policies Division's Office of Internal Liaison. That office contacts the Office of Intelligence Evaluation and any other offices that might need to know this information. If any Field Station has reported any similar information, the Star Base 10 Klingon Activities Unit will compile and relay this information back to the Baker's World Station.



Besides waiting for additional details or instructions, Lieutenant Commander Semak, the Station Chief at Baker's World, could follow some or all of the following courses of action:

1. He could have agents from the Baker's World Public Information and Affairs Section contact local law enforcement agencies to see if they know anything.

2. He could have agents from the Baker's World Informant Liaison Section check with their contacts to see if they know anything.

3. He could form and dispatch a task group of agents from the Deep-Cover Operations Section. At this point, the situation would receive its codename of Operation Corkscrew. (The "Operation" codename indicates an active field assignment with a limited duration. Refer to **Assignment Definitions** in the **Operating Procedures** section.)

The limited information contained in the infonet report might not justify activating a deep-cover task group at this time. Of course, if tangible evidence could be obtained form any source within the next few days or weeks, preparing such a task force would be the most logical option. Station Chief Semak could also send a task group if he received orders from a higher authority within Star Fleet Intelligence. If orders do not come from higher up, Semak has to notify the Sector Chief of Covert Operations before sending a task group. Such notification should allow the Covert Operations Chief enough time to cancel the operation before it is dispatched, if necessary.

Before beginning the operation, this group of agents would receive standard equipment from the Equipment Section of the Support Services Department and some unusual devices from the Special Equipment Section of Covert Operations. Their Case Officer and any other senior Intelligence officers who might have relevant information will brief them. The deep-cover agents and their superiors may then discuss several courses of action. To minimize confusion, such discussions should take place before the mission begins.

If deemed appropriate, the Counter-Intelligence Section could prepare certain misleading documents and subspace transmissions before the task group departs for its destination near Klingon space. The Baker's World Station and other Triangle Sector Field Stations would probably provide the agents with a contacts list of businesses operated by the Front Organization Sections. These contacts may help the group make further contact or to evade enemy agents. Otherwise, the agents are to work exclusively through their Contact Officer.

After leaving Baker's World, the group is on its own. Perhaps they discover that the Klingon ship was simply a Klingon *Bird of Prey* Class scout that the merchant captain had never seen before. Thus, Operation Corkscrew is now considered solved and closed.

When the group reports back to Baker's World, they are debriefed, and their activities evaluated for overall effectiveness. The Baker's World Research Section (under Support Services) makes a report on the success of the group's tactics, and adds it to the collection of information on operating procedures. In the future, procedure may be changed to reflect the way things worked, or did not work, on this particular mission. The Support Services Department's Administration Section posts the agents' field report and sends a copy to the Technical Services Subdivision's Administration Section, which may relay it to an appropriate Activities Unit or the Plans and Policies Division for further reference.

If several agents had been killed, enormous amounts of valuable equipment destroyed, or a severe violation of General Order Number One suspected, there would be an investigation. A Board of Inquiry would be held on Baker's World or at Star Base 10. The investigating panel would probably consist of personnel from the Triangle Sector Intelligence Internal Affairs Section. However, if the mission was exceptionally mishandled, inspectors from the Administrative Division's Office of Financial Management and/or Office of the Auditor General might also be present. If necessary, the agents would face a court-martial.

PLAYER CHARACTERS

CREATING PLAYER CHARACTERS

This section contains rules for creating characters serving with Star Fleet Intelligence Command. Although the character generation system is similar to that used for other Star Fleet personnel, the style of play may differ considerably from other ST:RPG adventures or campaigns. Therefore, several new skills for Star Fleet Intelligence personnel are included. Numerous new tables designed especially for Intelligence characters are also provided. Unless otherwise instructed, players will generate Intelligence officers characters the way they would more conventional Star Fleet officers are.

To begin, the gamemaster informs the players of what type vessel (if any) their characters will be using. He will also decide their ranks, positions, and sector, though most gamemasters will also want to consider reasonable suggestions by the players. Finally, the players may choose their race, but should do so carefully, as the characters may need to remain inconspicuous. (Few things would stand out more than a Vulcan deep-cover agent trying to pose as a trader on a Tellarite world.)

After making these decisions, players may create their characters' Attribute Scores. The process of generating Attribute Scores and endurance statistics is the same for Intelligence characters as it is for other Star Fleet characters. However, Vulcans and Romulans now have an INACT SAVE of 15, rather than the score of 20 given in the ST:RPG **Game Operations Manual**.

TRAINING PLAYER CHARACTERS

Like other ST:RPG characters, Intelligence personnel gain skills in a step-by-step fashion. There are differences between training characters in this system and the one given in ST:RPG, however. These differences are fully explained in the following sections. Although players will find a shortened form for creating Intelligence characters at the end of this book, they should be familiar with the full procedures before using the shortened system.

All skills and skill descriptions given in ST:RPG also apply to Intelligence character generation. As with those rules, a skill preceded by a star requires further definition. Players must choose a specific specialty or class as well. Record Skill Ratings on the UFP Star Fleet Intelligence Character Dossier in the appropriate spaces.

Several additional skills not included in the ST:RGP Star Fleet character generation system are available to Star Fleet Intelligence characters. Some of these skills are completely new, while others were previously available only to trader characters, Klingons, or NPCs. For descriptions of these skills, see **New Skills**.

BACKGROUND

Intelligence characters receive background skills as described in the **Training Player Characters** section in ST:RPG rules. All Intelligence personnel attend Star Fleet Academy and experience the same academic curriculum, outside electives, and advanced study. Therefore, generate Intelligence characters according to the ST:RPG character generation system up through their completion of Star Fleet Academy.

After graduating from the Academy, characters can become Intelligence officers in two ways. The first is recruitment of graduating cadets by Star Fleet Intelligence Command. These characters are referred to as enlistees. The second way is by entering a conventional Star Fleet service branch, serving with various commands of Star Fleet, and then later transferring to Star Fleet Intelligence. These characters are referred to as transferees (see p. 34). Depending on the nature of the adventure, the gamemaster might specify which method each character uses to join Star Fleet Intelligence, or he might allow each player to choose his character's method.

NEW SERVICE BRANCHES

Star Fleet Intelligence Command contains four service branches offering special emphasis on intelligence-oriented subjects. Because most player characters will be field agents, the majority should train in the Field Operations Branch school. A small percentage of field agents are trained in the other Intelligence Branch Schools. Finally, some player characters may be transferees from a conventional service branch.

The Administration Branch teaches administrative, clerical, trading, and passive surveillance skills. These Include: *Administration, Bribery, Clandestine Operations, Forgery, Interrogation, Languages, Social Sciences, Stealth, Surveillance, Trade and Commerce,* and *Value Estimation.*

The Analysis Branch stresses analytical and shipboard support skills for field task groups, including *Computer Operation, Computer Technology, Cryptology, Negotiation/ Diplomacy, Small Vessel Piloting, Starship Combat Strategy/Tactics,* and *Streetwise.*

The Field Operations Branch provides field agents with ability in many skills related to field work. These include: *Carousing, Communication Systems Operation, Communication Systems Technology, Disguise, Gaming, Instruction, Intelligence Procedures, Leadership, Marksmanship, Modern, Security Procedures, Stealth,* and *Vehicle Operation.*

The Technical Services Branch teaches skills directly related to maintaining and operating a starship and its equipment: *Environmental Suit Operation, Mechanical Engineering, Physical Sciences, Starship Helm Operation, Streetwise, Transporter Operational Procedures,* and a variety of different *Technology* skills.

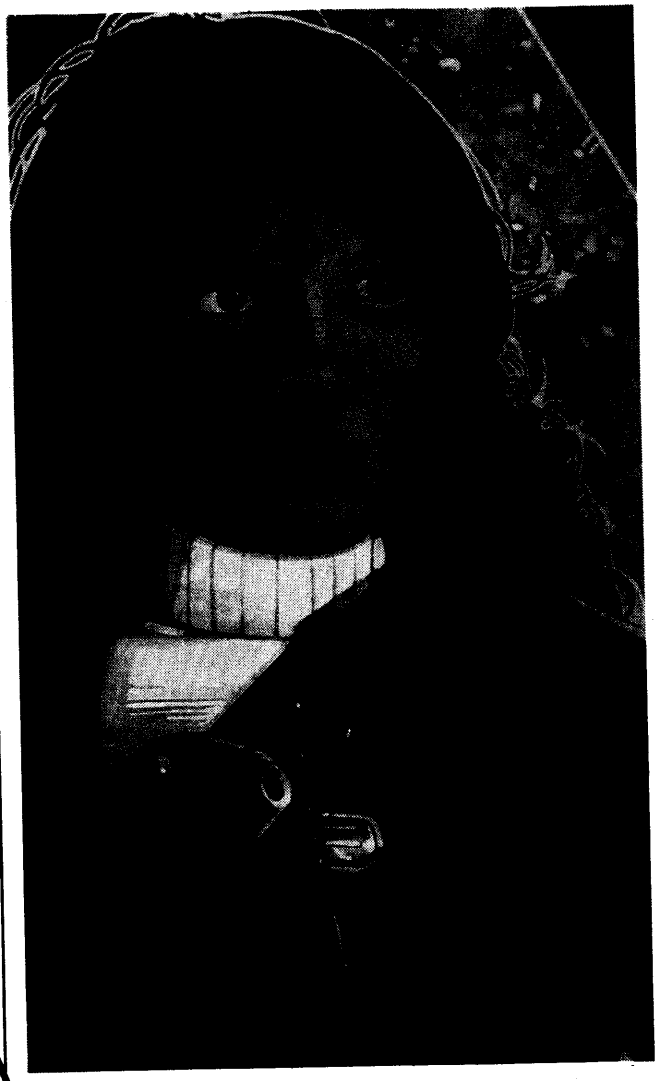
INTELLIGENCE BRANCH SCHOOL

If Star Fleet Intelligence Command recruits a cadet immediately after his graduation from Star Fleet Academy, the recruit will choose to enter either the Administration Branch, the Analysis Branch, the Field Operations Branch, or the Technical Services Branch. This selection does not influence a cadet's future career and rank, as it does other Star Fleet officers. Nevertheless, the choice of branch will have an enormous impact on a character's assignments with Star Fleet Intelligence Command.

If a cadet is a transferee who has served with other commands of Star Fleet before joining Star Fleet Intelligence, he should choose a service branch from the ST:RPG list (Engineering, Helm, and so forth) and proceed with that branch's character generation system. After completing the character's normal cadet cruise(s), Department Head and/or Command School training, and post-Academy assignments, refer to the **Transferees** section.

Field Operations Branch and Field Operations Department. Technical Services Branch and Technical Services Subdivision. Administration Branch and Administration Division. What imagination! What creativity! I hope the special equipment is more interesting...

Trainee Michael Higgins, Retired.



CURRICULUM

Intelligence Branch School gives Academy graduates additional training for their specialties. Complete training in Administration, Analysis, and Field Operations Branch Schools each takes two-and-a-half years. Training in the Technical Services Branch School takes three-and-a-half years, because the curriculum teaches a greater number of skills.

ADMINISTRATION BRANCH SCHOOL CURRICULUM

Administration	20
Bribery	10
Clandestine Operations	10
Communication Systems Operation	5
Computer Operation	10
Computer Technology	5
Forgery	15
Interrogation	15
*Languages	45 total, used in any way
Leadership	5
Negotiation/Diplomacy	5
Small Unit Tactics	5
*Social Sciences	30 total, used in any way
Stealth	10
Streetwise	5
Surveillance	20
Trade and Commerce	20
Value Estimation	15

ANALYSIS BRANCH SCHOOL CURRICULUM

Administration	15
Cryptology	10
Computer Operation	20
Computer Technology	20
Intelligence Procedures	5
*Languages	5 total, used in any way
Negotiation/Diplomacy	10
Security Procedures	5
Shuttlecraft Pilot	5
Small Equipment Systems Operation	5
Small Equipment Systems Technology	5
Small Vessel Engineering	5
Small Vessel Piloting	15
*Social Sciences	15 total, used in any way
*Space Sciences	5 total, used in any way
Starship Combat Strategy/Tactics	10
Streetwise	20
Trade and Commerce	5
Value Estimation	5

FIELD OPERATIONS BRANCH SCHOOL CURRICULUM

Administration	10
Carousing	10
Clandestine Operations	5
Communication Systems Operation	10
Communication Systems Technology	10
Computer Operation	10
Computer Technology	10
Disguise	5
Electronics Technology	10
*Gaming	10
Instruction	10
Intelligence Procedures	10
*Languages	5 total, used in any way
Leadership	10
Marksmanship, Modern	5
Negotiation/Diplomacy	5
*Planetary Survival	10 total, used in any way
Security Procedures	10
Shuttlecraft or Small Vessel Piloting	10
Small Unit Tactics	5
Stealth	5
Streetwise	5
Surveillance	5
Trade and Commerce	10
Value Estimation	10
*Vehicle Operation	10

TECHNICAL SERVICES BRANCH SCHOOL CURRICULUM

Administration	15
Communication Systems Technology	5
Computer Operation	10
Computer Technology	10
Deflector Shield Technology	10
Electronics Technology	25
Environmental Suit Operations	5
Intelligence Procedures	5
*Languages	5 total, used in any way
Life Support Systems Technology	25
Mechanical Engineering	25
Negotiation/Diplomacy	5
Personal Weapons Technology	5
*Physical Sciences	60 total, used in any way
Shuttlecraft or Small Vessel Piloting	5
Shuttlecraft Systems Technology	5
Small Equipment Systems Operation	5
Small Equipment Systems Technology	5
Small Vessel Engineering	5
*Space Sciences	5 total, used in any way
Starship Helm Operation	5
Starship Weaponry Technology	5
Streetwise	20
Transporter Operation Procedures	5
Transporter Systems Technology	5
Warp Drive Technology	15

OUTSIDE ELECTIVES

Branch School outside electives are handled the same way for Intelligence characters as they are for other Star Fleet personnel. A player character may acquire any two new skills, rolling 1D10 to determine the Skill Rating for each. Alternately, a player character may improve two skills from his skill list, adding 1D10 to each of his previous Skill Ratings.

ADVANCED TRAINING

Branch School advanced training is handled the same way for Intelligence characters as for other Star Fleet personnel. The player character may improve up to five skills that he already possesses. The remainder of his advanced training will be in skills he learned in Branch School.

The number of Branch School skills a character improves depends on his intellect. To find this number, subtract 50 from the character's INT, divide by 10, and round down. Each skill chosen must be one the character learned or improved in Branch School; the Skill Rating for each is improved by 1D10 points.

CADET CRUISE

Upon completing an Intelligence Branch School, the cadet is sent on a six-month probationary assignment in the field (not necessarily aboard a starship), where superiors evaluate his performance. During this period, the officer-in-training carries the rank of Trainee. It is a mark of special achievement to be passed and promoted to Ensign after only one cadet cruise. Sometimes, a cadet does not demonstrate sufficient ability in a single assignment, and so will have to take a second or possibly even a third six-month assignment. This is neither unusual nor a mark against him. Use the procedure below to determine in which division or subdivision a cadet serves his assignment and the results of his assignment. The information about the cadet cruise is recorded on the Character Dossier in the spaces provided.

CRUISE ASSIGNMENT

The choicest assignments for Intelligence cadets are usually in the Operating Forces Subdivision of the Operations Division. Technical Services Subdivision assignments are also highly desirable, as are assignments in the Plans and Policies Division. Assignments in the Administration Division and the Military Operations Command are the least desirable. A character's luck and intelligence, as well as his selection of Branch School, help him land the better assignments.

Trainees assigned to the Operating Forces Subdivision will have differing cruise duties, depending upon their particular branch. Administration, Analysis, and Technical Services cadets will serve in the Support Services Department of an Operating Forces Sector. Their duty station would probably be at the Sector's Headquarters Station, performing valuable but low-priority tasks. Alternately, they might serve at a Field Station, but only where their relative inexperience does not endanger their lives or the lives of others. Under no circumstances would these cadets be assigned to hazardous undercover field assignment.

On the other hand, Field Operations cadets could serve in the Field Operations Department of the Operating Forces Subdivision. They might actually work on a relatively safe, low-clearance covert field assignment, probably under the guidance of several senior Intelligence officers. Even in this instance, special effort is made to ensure the survival of the young officers-to-be.

To find out the character's cadet cruise assignment, roll percentile dice, apply any modifiers, and consult the following table.

CADET CRUISE ASSIGNMENT

Die Roll	Assignment
15 or less	Operating Forces Subdivision
16–25	Technical Services Subdivision
26–50	Plans and Policies Division
51–75	Administration Division
76+	Military Operations Command

Modifiers for Cadet Cruise Assignment

LUC 70+	–10
LUC 60–69	–5
LUC 40 or less	+5
INT 70+	–10
INT 60–69	–5
Per Previous Cadet Cruise	+10
Field Operations Branch	–10
Technical Services Branch	–5
Analysis Branch	+5
Administration Branch	+10

CRUISE RESULTS

A cadet's cruise assignment has an effect on his ultimate performance. After all, a cadet must be something special to get assigned to the Operations Division, especially the Operating Forces Subdivision. Furthermore, a cadet in the Operations Division has more opportunities to distinguish himself because the field presents more dangerous but potentially more rewarding conditions. To find out the results of a character's cadet cruise, roll percentile dice, apply any modifiers, and consult the following table.

CADET CRUISE RESULTS

Die Roll	Result
5 or less	Passed with High Honors; promoted to Lieutenant, j.g.
6–15	Passed with Honors; assigned as Ensign
16–60	Passed; assigned as Ensign
60+	Repeat Cruise Procedure

Modifiers For Cadet Cruise Results

Operating Forces Subdivision	–20
Technical Services Subdivision	–10
Plans and Policies Division	–10
Administration Division	No Modifier
Military Operations Command	+10
LUC 70+	–10
LUC 60–69	–5
LUC 40 or less	+5
For Any Previous Cruise	+10

INTELLIGENCE COMMAND SCHOOL

Unlike other Star Fleet Commands, there are no department heads in the Intelligence Command. Senior Intelligence personnel of Lieutenant Commander rank or higher attend a one-year Intelligence Command School that functions as both Department Head and Command Schools. Station Section Heads and officers in positions of greater responsibility are required to attend the school, informally referred to as ICS. An officer will attend ICS only once during his career. Transferees who have attended Command School and/or Department Head School may also attend ICS, at the gamemaster's discretion. Characters are automatically promoted one rank after completing ICS. The gamemaster will determine which characters, if any, will attend Intelligence Command School.

INTELLIGENCE COMMAND SCHOOL CURRICULUM

To meet the various needs of characters from different branches, this school has no established curriculum. Instead, the character may choose any five skills learned during Branch School and add 25 points to each Skill Rating. The player character cannot increase the same skill twice, however. In addition, every ICS graduate receives a single 20-point Skill Rating increase in his choice of either *Administration, Intelligence Procedures,* or *Security Procedures.* Characters may apply this bonus to any of the three choices, even if that skill was also increased by 25 points, as described above.

If the character attending ICS is a transferee and did not attend an Intelligence Branch School, then he may increase skills from any Intelligence Branch School skill list. The skills do not have to come from the same Branch School. This applies only to transferees.

ADVANCED TRAINING

While attending Intelligence Command School, a character may take advanced training in any skill previously acquired. To find the number of skills he may improve, divide the character's INT score by 10 and round up. Players may increase the same skill more than once. Increase the Skill Ratings by 1D10 + 1. [NOTE: This is slightly different from advanced training in Command and Department Head Schools, where the INT score is rounded *down* and Skill Ratings are increased by only 1D10 points each.]

POST-ACADEMY EXPERIENCE

The process of gaining post-Academy experience for Intelligence characters is similar to that for other Star Fleet personnel, except that the modifiers for determining the number of terms served and the nature of tour assignments may differ.

NUMBER OF TOURS SERVED

The number of tours that a character serves is modified by his Attribute Scores, his destined rank, and his destined position. To find out how many tours the character served, roll 1D10, divide the result by 2, and round down. If the result is 0, consider it a 1. Modify the result according to the following table to find the total number of postings.

MODIFIERS TO NUMBER OF TOURS SERVED

INT	60+	–1 tour
LUC	60+	–1 tour
LUC	40 or less	+1 tour
For Destined Rank		
Ensign		–1 tour
Lieutenant, j.g. or Lieutenant		No modifier
Lieutenant Commander or Commander		+1 tour
Captain		+2 tours
Commodore or above		+3 tours
For Destined Position		
ICS graduate		+1 tour
Station Chief or greater		+1 tour

TOUR ASSIGNMENTS

The posting for each tour is determined by a character's luck, the results of his previous tour, and his branch. Select the appropriate Branch Tour Assignment Table, roll percentile dice to determine the tour assignment, and then apply modifiers for LUC and the Officer Evaluation Report (OER) results. Several results on the various Tour Assignment Tables refer to Operating Forces Sectors. In this case, make a second percentile roll on the Operating Forces Sector Table to determine which sector the particular tour assignment occurs. Use any LUC or OER modifiers that apply to the Tour Assignment Table to modify the Operating Forces Sector Table result.

The gamemaster has a complete list of all Intelligence Field Stations in every Operating Forces Sector. If necessary, the gamemaster may determine in exactly which stations the character has served. This would be important only if the group found itself in that sector. Characters who previously worked in the sector would have some knowledge about local conditions, which might prove helpful to the group's chances for survival.

First Tour Assignment

Unlike other Star Fleet characters, Intelligence characters use the same Tour Assignment Table for all tours. There is no special Tour Assignment Table for the first tour of duty. However, there is a table of modifiers for the first tour, and this table is the one used for other Star Fleet personnel. All characters consult this table of modifiers for the first tour only, applying all results on the Tour Assignment Table (and also to the Operating Forces Sector Table, if necessary).

Finally, players should reroll any modified result of 80 or greater on the Tour Assignment Table during a character's first term (only).

MODIFIERS FOR FIRST TOUR ASSIGNMENT

For Attributes

LUC	70+	–10
LUC	60-69	–5

For Cadet Cruise Results

High Honors	–20
Honors	–10

Officer Efficiency Reports

Determine Officer Efficiency Reports for Intelligence characters the same way as for other Star Fleet personnel. To find the results of any tour, roll percentile dice, adding or subtracting any modifiers for INT or LUC, and consult the following table.

OFFICER EFFICIENCY REPORT RESULTS

Die Roll	Report
10 or less	Outstanding
11–25	Excellent
26–75	As Expected
76–90	Fair
91 +	Poor

Modifiers To OER Results

INT	60+	–10
LUC	70+	–10
LUC	60–69	–5

Other Tour Assignments

For every tour after the first, there is a chance that the officer will be posted to a Star Base Headquarters, at the Academy, or with another division of Star Fleet Intelligence. The officer may even be sent on detached duty, to serve with another command within Star Fleet. Officers who are lucky and have good OER results will have a better chance at serving within an Operating Forces Sector.

ADMINISTRATION BRANCH TOUR ASSIGNMENTS

Die Roll	Assignment
40 or less	Support Services Department, Operating Forces Sector
41–50	Technical Services Subdivision, Operating Forces Sector
51–60	Plans and Policies Division
61–80	Administration Division
81–85	Star Fleet Headquarters Command
86–90	Star Fleet Material Command
91 or more	Star Fleet Academy

ANALYSIS BRANCH TOUR ASSIGNMENTS

Die Roll	Assignment
40 or less	Support Services Department, Operating Forces Sector
41–50	Technical Services Subdivision, Operating Forces Sector
51–70	Plans and Policies Division
71–80	Administration Division
81–85	Star Fleet Communications Command
86–90	Star Fleet Security Command
91 or more	Star Fleet Academy

FIELD OPERATIONS BRANCH TOUR ASSIGNMENTS

Die Roll	Assignment
60 or less	Field Operations Department, Operating Forces Sector
61–70	Technical Services Subdivision, Operating Forces Sector
71–75	Plans and Policies Division
76–80	Administration Division
81–85	Star Fleet Military Operations Command
86–90	Star Fleet Marine Corps Command
91 or more	Star Fleet Academy

TECHNICAL SERVICES BRANCH TOUR ASSIGNMENTS

Die Roll	Assignment
40 or less	Support Services Department, Operating Forces Sector
41–60	Technical Services Subdivision, Operating Forces Sector
61–70	Plans and Policies Division
71–80	Administration Division
81–85	Star Fleet Merchant Marine Command
86–90	Star Fleet Engineering Command
91 or more	Star Fleet Academy

OPERATING FORCES SECTOR TABLE

Die Roll	Assignment
15 or less	Triangle Sector Intelligence
16–30	Klingon Sector Intelligence
31–40	Romulan Sector Intelligence
41–50	Orion Sector Intelligence
51–55	Gorn Sector Intelligence
56–60	Tholian Sector Intelligence
61–70	Sector 3 SE Intelligence
71–80	Sector 4 SW Intelligence
81–85	Sector 2 NE Intelligence
86 or more	Sector 1 NW Intelligence

Modifiers For Tour Assignment and Operating Forces Sector Tables

LUC	70+	–4
LUC	60–69	–2
LUC	40 or less	+2
Outstanding OER		–6
Excellent OER		–4
As Expected OER		0
Fair OER		+4
Poor OER		+8

Special Final Tour Posting

The last tour can be figured differently, if the gamemaster desires. This would be the perfect opportunity for characters destined to work together in a task force to have some service time operating as a team. In this situation, the gamemaster should declare the particular region of space (i.e., Operating Forces Sector) where the group's upcoming adventure or campaign will occur. Officers should spend this tour serving in either the Field Operations, Support Services Department, or the Technical Services Subdivision of the sector, whichever is appropriate for their branch.

TOUR LENGTH

Tour length for Intelligence officers is handled as it is for other Star Fleet personnel. Each tour of duty may last from one to five years. Roll 1D10, divide by 2, and round down to find the tour length in years. A character must spend a minimum of one year in each tour.

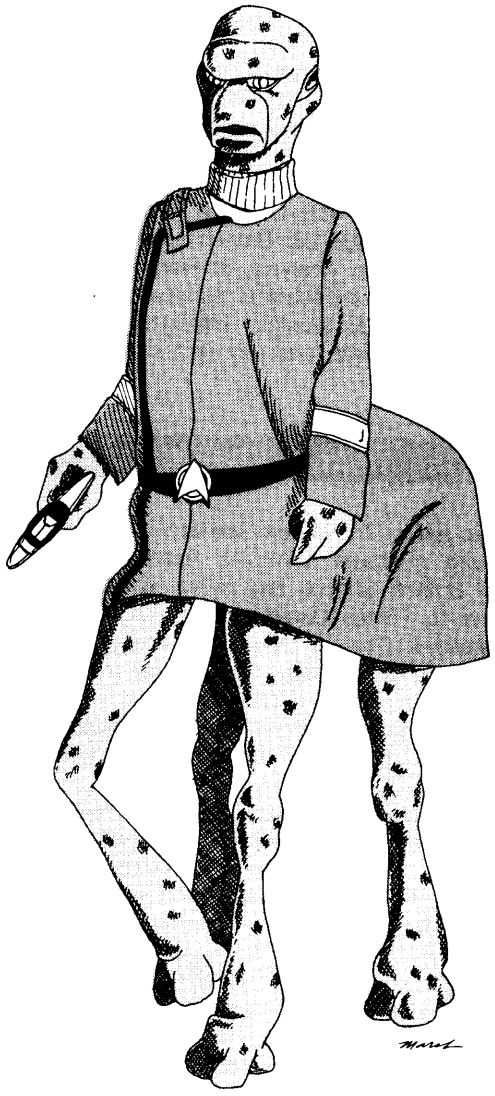
SKILL ADVANCEMENT

A character may improve his skills during his time spent in service. For each two years of service (round down), he may increase his skill rating in one of the skills listed below, depending on his division. In addition, for postings to Star Fleet Academy, a character's skill rating in *Instruction* is increased, and for postings to Star Base Headquarters, his skill rating in *Administration* is increased. For Merchant Marine or Star Base Headquarters assignments, skills in *Carousing* or *Streetwise* may be improved during the increased shore leaves that these duties bring.

Terms in the Administration Division permit skill improvement in *Administration* or *Intelligence Procedures*. Terms in the Plans and Policies Division allow a character to increase his skill rating in either *Intelligence Procedures, Federation Law,* or *Leadership*. A character's intelligence and luck also add to the number of skills that may be improved.

Unlike other Star Fleet personnel, Intelligence cadets do not receive additional experience in *Carousing* or *Streetwise* if they complete more than one cadet cruise. Due to their training in the less-refined skills of their trade, they do not receive the same Academy-instilled 'ivory-tower' perception of the world as other cadets.

Finally, for each year that a character serves in an Operating Forces Sector, he may improve his ratings in three skills. He may increase the skill ratings of either *Bribery, Cryptology, Clandestine Operations, Language, Leadership, General Medicine, Psychology, Marksmanship, Modern, Negotiation/Diplomacy, Personal Combat, Unarmed,* any specialty from the *Social Sciences, Stealth, Surveillance,* or *Streetwise*. However, the character can only improve those skills that he has previously acquired. A skill may be chosen as many times as desired. For each skill chosen, increase the Skill Rating by 1D10 points.



POST-ACADEMY SKILL ADVANCEMENT

Per 2 years of service	1 roll
Per tour as Academy Instructor	1 extra roll in *Instruction*
Per tour on Star Base Duty	1 extra roll in *Admininstration*
Per tour on Merchant Marine or Star Base Duty	1 extra roll in *Carousing* or *Streetwise*
Per tour in Administration Division	1 extra roll in *Administration* or *Intelligence Procedures*
Per tour in Plans and Policies Division	1 extra roll in *Intelligence Procedures, Federation Law,* or *Leadership*
Per year in an Operating Forces Sector	3 rolls in either *Bribery, Cryptology, Clandestine Operations, Language, Leadership, General Medicine, Psychology, Marksmanship, Modern, Negotiation/Diplomacy, Personal Combat, Unarmed,* any specialty from the *Social Sciences, Stealth, Surveillance,* or *Streetwise*

INT	70+	2 rolls
INT	60–69	1 roll
LUC	70+	2 rolls
LUC	60–69	1 roll

COMBAT STATISTICS AND CHARACTER AGE

Generate all combat statistics, including AP, base To-Hit Numbers, and Bare-Hand Damage for Intelligence characters in the exact same manner as for other Star Fleet personnel.

Intelligence characters are also assumed to enter Star Fleet Academy from high school at age 18 and to graduate from the Academy at age 22. Branch school takes three years for Administration, Analysis, or Field Operations officers, and four years for Technical Services officers. Each cadet cruise takes six months. Intelligence Command School adds another year, and any post-Academy experience adds to this total.

TRANSFEREES

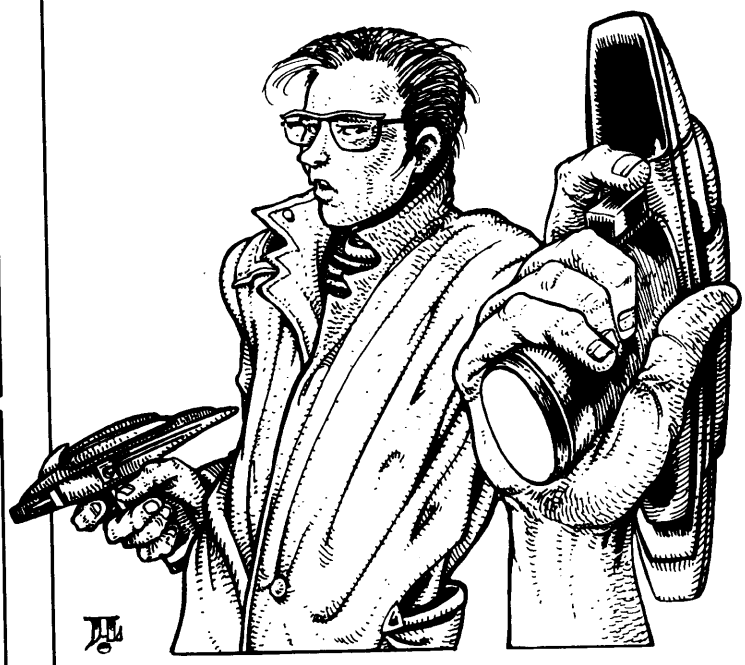
As stated earlier, transferees are Star Fleet Command personnel who graduate from the Academy, attend a conventional Branch School, and serve initially with Star Fleet's Operating Forces Commands (Galaxy Exploration, Military Operations, Colonial Operations, Merchant Marine, Headquarters, and Marine Corps Commands). In recognition for especially outstanding service, or if an Intelligence mission requires someone versed in certain valuable skills, the transferee is reassigned to Star Fleet Intelligence Command.

Player character transferees could have been serving with Star Fleet Intelligence Command since the beginning of their careers, or they could be transferred immediately before the start of play. The key question is: At what point during the character's career is he transferred to Intelligence? To solve this problem, three possible methods for transfer are described below. Unless the gamemaster expresses a preference for one method, the choice should be left up to the player. Characters transferring into Star Fleet Intelligence Command should attend Intelligence Command School, so that they will have at least some of the skills relevant to their new assignments.

METHOD 1

After determining his number of tours served, a transferee remains with the 'conventional' commands until he receives an Outstanding OER result from a tour assignment. At that point, the transferee attends Intelligence Command School, receiving his promotion and all skill improvements. (As skill improvements are normally based on the character's Intelligence Branch, refer to the next paragraph to determine which skills the character can increase.) The year the character spends in ICS does not count toward the number of tours served. He completes the number of unresolved tours as Intelligence assignments, using the Tour Assignment Table to determine his character's previous branch.

Navigation and Helm personnel who have not attended Department Head School use the Field Operations Branch Table and Tour Assignment Table. Navigation and Helm personnel who have attended Department Head School use the Administration Branch Table and Tour Assignment Table. Communications/Damage Control, Medical, and Science personnel who have not attended Department Head School



use the Analysis Branch Table and Tour Assignment Table. Communications/Damage Control, Medical, and Science personnel who have attended Department Head School use the Administration Branch Tour Assignment Table. All Security personnel use the Field Operations Branch Table and Tour Assignment Table. All Engineering personnel use the Technical Services Branch Table and Tour Assignment Table.

METHOD 2

If desired, or if the character did not receive an Outstanding OER result in any of his tours with the conventional commands, he serves his final tour at Intelligence Command School. Determine the length of the final tour using the normal procedure. If the final tour lasts longer than the one year necessary for Intelligence Command School, then the character spends the remaining time on a regular Intelligence tour assignment, chosen in the manner described above. Optionally, the gamemaster may choose the final tour assignment.

METHOD 3

After determining the number of tours served and before beginning any post-Academy experience or receiving post-Academy skill advancement, transferees evaluate their transfer point total. For every skill rating of 80 points or more (i.e., Expert Level skill), the character receives 10 transfer points. For every skill rating of more than 39 and less than 80 points (i.e., Professional Level skill), the character receives 5 transfer points.

After each conventional command tour assignment, roll percentile dice. If the roll is less than or equal to the transfer point total, the character then attends Intelligence Command School, and resolves any remaining tour assignments as described in Method 1.

If a character cannot transfer to Intelligence in this manner, the character is transferred according to Method 2.

NON-ACADEMY PERSONNEL

Not everyone who works for Star Fleet Intelligence Command belongs to Star Fleet Command. A number of private citizens also provide information and occasional assistance to Intelligence Command field agents. These may include local law enforcement officials, businessmen, merchants, and petty criminals. Most of these serve as contacts, local guides, or informants, and are administered on a local level by each station's Informant Liaison Section. Some receive small retainer fees for their aid, while criminals remain free from prosecution for minor crimes in exchange for their services. Officially recognized informants do receive certain limited training from Star Fleet Intelligence Command in specific fields. They are reasonably trustworthy and fairly reliable, though this may not always be the case.

Other non-Academy graduates who work with the Intelligence Command include scientists, historians, and researchers developing secret high-tech projects. Star Fleet Command sometimes funds skilled research teams and places them under Star Fleet Intelligence Command jurisdiction. This is especially true if the technology involved has potential as a military weapon or could somehow endanger Federation security. Unfortunately, scientists working under such conditions often resent governmental interference.

All player characters are assumed to be Star Fleet officers and Academy graduates. Therefore, these non-Academy contacts and researchers will usually be NPCs.

NEW SKILLS

ASSASSINATION

This skill encompasses the knowledge of the many and varied methods and tactics designed to terminate a target individual or group that has some form of protection (such as bodyguards). Training includes the study of assassination techniques and specialized weapons and devices.

This skill is used to attempt assassinations and for recognizing and using any weapons or devices designed specifically for assassination.

BRIBERY

This skill involves subtle negotiation of bribes, kickbacks, and other quasi-legal and illegal payoffs. Training includes the art of tact, interpersonal dynamics, and knowing the correct sum to offer in situations. A character uses this skill whenever he must make a secret payoff or find a corruptible individual who can be 'bought'.

CLANDESTINE OPERATIONS

This skill encompasses the techniques used to conduct undercover police work, espionage, or any activity where a character must obtain information or perform any other acts under a concealed identity. This skill is used whenever a character attempts to infiltrate an organization's membership, to pretend to have skills not actually possessed, or to perform similar acts of bluffing to carry out his assignment.

CRYPTOLOGY

This skill involves knowledge of and ability to use subspace communication encryption procedures, conventional codes and ciphers, symbols, and body language for secret communication. Individuals with professional-level skill, combined with skill in the appropriate language, have some aptitude in decoding subspace transmissions, given time and adequate computer facilities. This skill is used to prepare and read high-security coded messages, to estimate someone's emotional attitude based on body language, or to break an unfamiliar code or cipher.

DEMOLITIONS

This skill involves knowledge and ability in using and defusing explosive materials for industrial and demolitions purposes. This includes theory, handling of explosive materials, construction of timing devices, placement for maximum effect, and safety precautions. The skill is used whenever a character tries to detonate or deactivate explosives or explosive devices, or when estimating the effectiveness of a quantity of explosives against a specific target.

DISGUISE

This skill involves the ability to camouflage or change an individual's natural appearance. The purpose may be to impersonate another individual or to avoid detection by authorities during a clandestine mission. Depending upon the availability of sophisticated disguise equipment (and within certain limits), a person may even appear to be of another race or sex than his own. The skill is used whenever a character attempts to assume a guise different from his own natural appearance.

FORGERY

This skill involves the ability to prepare false documents and to forge signatures without detection, ranging from altering simple forms to changing official records. Depending upon the availability of sophisicated deception equipment (and within certain limits), electronic ID cards and computer carts containing synthesized voices can also be created. This skill is used whenever a character forges or examines the authenticity of false documents, ID cards, or computer carts.

INTELLIGENCE PROCEDURES

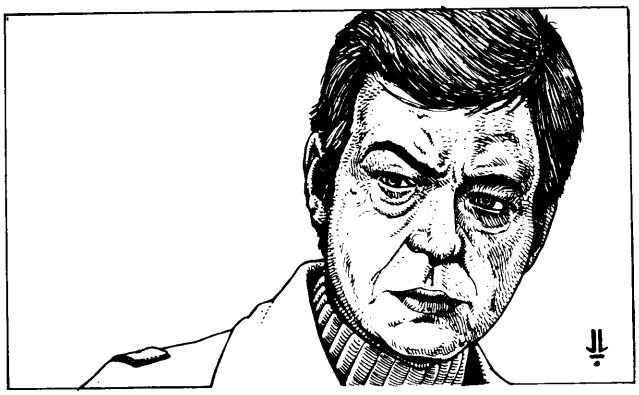
This skill provides knowledge of standard operating procedures in an intelligence-oriented environment, including all normal SFIC operating procedures and special Intelligence training that becomes second nature to Intelligence officers. These techniques include the ability to conceal oneself, to locate concealed electronics recording and transmitting equipment, and to arrange meetings with contacts and informants. The skill teaches characters with the best ways to enter an unknown and potentially hostile environment and likely methods for handling adverse conditions. This skill is used whenever a character is concealing or searching for hidden electronics equipment, establishing contact with local assistance, or reasoning out a way to solve an unexpected problem.

INTERROGATION

This skill governs the questioning of prisoners, sometimes under duress or torture. Some degree of privacy, and possibly special equipment, is required for best results. This skill is used whenever a character subjects a prisoner to interrogation.

MINING

This skill includes knowledge of techniques used in mine and tunnelling operations, both on planets and within asteroid belts. It allows characters to locate especially rich veins of metallic ores, and to be familiar with the most effective techniques to process ores and the commercial value of mineral deposits. This skill is used for evaluating a mining operation or process.



MEDICAL SCIENCE, PHARMACOLOGY

This skill involves the chemical and physiological effect of all drug types. Training includes study of the properties and reactions of various drugs, with particular attention to their effect on different species and races. This skill is used to determine the success or failure of drug-related experiments or research, and to provide the character with knowledge of drugs used in medicine, security work (poisons, truth serums, and so forth), and other related fields.

PHYSICAL SCIENCE, DRAFTING

This skill involves the preparation of professional drawings, including deck plans, building blueprints, wiring or circuit diagrams, simple topographic maps, and similar printed or computer-enhanced technical illustrations. This skill is used to convey information in graphic form.

PHYSICAL SCIENCE, GRAVITICS

This skill involves knowledge, both practical and theoretical, of gravitics and gravitically powered devices. The character learns the theoretical basis for anti-gravity and the knowhow to maintain and repair gravitic (and anti-gravitic) devices, including many forms of land transportation and various A-grav platforms. Graviticians can use their skill to identify gravitic propulsion systems or to repair or modify a conventional gravitic device for special use.

PHYSICAL SCIENCE, METALLURGY

This skill teaches knowledge, both practical and theoretical, of metals and their inherent properties. Training consists of metalworking, using tricorders for metal analysis, and experience with various metals. Metallurgists can use their skill to identify certain metals without a tricorder, to design new applications for metallic alloys, and to determine the metal's characteristics under field conditions.

SMALL VESSEL ENGINEERING

This skill covers the general systems repair and maintenance of small starships of a non-military nature, usually piloted by a single person. It comes into use on smaller vessels in every situation where *Space Science, Astronautics* would be used on larger vessels.

SMALL VESSEL PILOTING

This skill allows a single individual to operate and navigate small starships of a non-military nature. It is used on smaller vessels in every situation where *Starship Helm Operation* or *Space Science, Astrogation* would be used on larger vessels.

STEALTH

Stealth involves the ability to move inconspicuously through darkened areas or crowds. This skill is needed whenever a character attempts to go unnoticed by authorities or others.

SURVEILLANCE

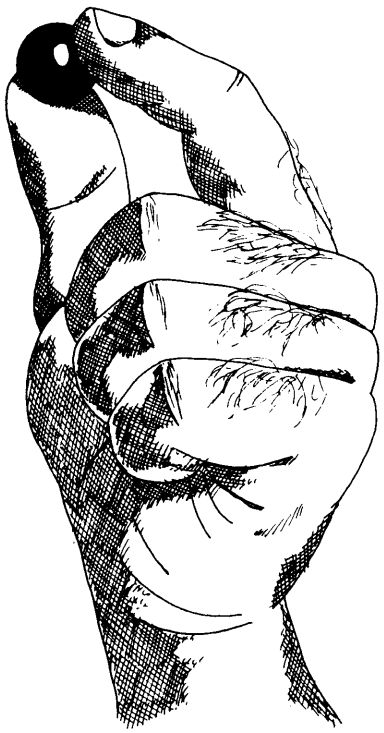
This skill gives the abilities to secretly observe a person or location through visual or audio techniques and to organize (or evade) search parties. Training allows a character to enhance his observation skills, to use and repair observation equipment, to employ search party tactics, and to maintain a low profile. A character may use these talents in any reasonable setting during a clandestine operation. This skill is used to recall details of an observation, to make accurate visual and written records of observations, or to establish and maintain covert observation.

TRADE AND COMMERCE

This skill teaches buying and selling commodities on the open market, including (and especially) interstellar commerce. Using *Trade and Commerce,* a character will be able to sell or purchase trade goods at the most favorable prices or (when combined with *Bribery*) to locate a black market.

VALUE ESTIMATION

With this skill, a character can estimate the approximate worth of valuable items, including trade items such as luxury goods (jewelry, collector's items, and so forth) and bulk commodities (grain and foodstuffs, among others). The skill also enables a character to determine which art objects or luxury goods are fakes, and thus worthless. This skill is used when determining the value of an item or trade shipment or to identify a phony or synthetically produced collectible.



SKILL SPECIALTIES

The following table of skill classifications categorizes a Star Fleet Intelligence officer's abilities. Some officers may hold more than one skill classification, while those who do not fit into any of the following categories receive the title of General Technician. Though not all-inclusive, these classifications are provided so that characters serving in a task force will know their mission's unique skill needs. Players may wish to examine this table before generating their characters. For more information, refer to the **Mission Classifications** section of **Operating Procedures**.

SKILL SPECIALTIES TABLE

Skill Classification	Minimum Skill Ratings Required
Administrator	
Administration	40
Leadership	20
Intelligence Procedures	20
Deep-Cover Connoisseur	
Trade and Commerce	20
Clandestine Operations	20
Value Estimation	40
or Value Estimation and Negotiation/Diplomacy	20 each
Cryptologist	
Any Language	40
Cryptology	40
Documents Fabricator	
Forgery	40
Driver	
Any Vehicle Operation Skill or Shuttlecraft Pilot	40
Streetwise	20
Guardsman	
Marksmanship, Modern	40
Security Procedures	40
or Small Unit Tactics and Intelligence Procedures	20 each
Impersonator	
Clandestine Operations	20
Disguise	40
Interpreter	
Any Two Languages	40 each
Interrogator	
Interrogation	40
General Medicine, Psychology, or Security Procedures	20
Marksman	
Marksmanship, Modern	60
Mechanic	
Small Vessel Engineering	40
Deep-Cover Merchant	
Value Estimation	20
Clandestine Operations	20
Trade and Commerce	40
or Bribery and Trade and Commerce	20 each
Deep-Cover Miner	
Demolitions	20
Clandestine Operations	20
Mining	40
or Mining and Carousing	20 each
Monitor	
Surveillance	40
Negotiator	
Administration or Carousing	20
Bribery or Negotiation/Diplomacy	40
Ordnance Specialist	
Demolitions	40
Pharmacologist	
General Medicine, Pharmacology	40

SKILL SPECIALTIES TABLE

Skill Classification	Minimum Skill Ratings Required
Pilot	
Small Vessel Piloting	40
Administration or Security Procedures	20
Racial Analyst	
Any Three Racially Specific Skills (all three must apply to the same race)	40 each
Single-Skill Specialist	
Any Technology, Operations, or Sciences Specialty Skill	60
Dual-Skill Specialist	
Two Technology, Operations, or Science Specialty skills	40
Deep-Cover Specialist	
Same as Single-Skill or Dual-Skill Specialist	
Clandestine Operations	20
Sensor Technician	
Starship Sensors	40
Field Technician	
Clandestine Operations	20
Streetwise or Surveillance	20
Terminator	
Assassination	40
Marksmanship, Modern or Personal Combat, Unarmed	40
Surveillance or Stealth	20

CHARACTER DOSSIER

The UFP Star Fleet Character Data Record is not used for Star Fleet Intelligence Command characters. Instead, they should use the UFP Star Fleet Intelligence Character Dossier. Although the two forms are similar, there are some differences.

The *Current Assignment* category replaces the *Assignment* category, and is used to record the character's current Star Fleet Intelligence Command tour at the beginning of play. Most characters serve in a specific division or subdivision instead of within a large, unspecific command. Although some Intelligence agents may serve aboard a starship, they are more often attached to a sector of the Operating Forces Division. Record the character's specific sector and position (most likely that of deep-cover agent).

The category *Cover Name/Assignment* refers to the character's current or primary alias for intelligence assignments. The *Title/Position* column is used to record additional information on the character's alias. Finally, record the character's SECLAR, or security clearance. The gamemaster will determine and inform each character of his current SECLAR.

An intelligence character's service experience is recorded somewhat differently from that of regular Star Fleet personnel. Because there are so many different possible department, subdivision, and command assignments, characters should simply write the names of their assignments in the spaces provided. Unless the character has an unusually diverse background, there should be enough rows for all necessary entries. Log *Cadet Cruise Results* in the normal manner.

The Star Fleet Intelligence Character Dossier includes one additional column for Intelligence Command School. In addition, it is important to list Field Operations Department, Support Services Department, and Technical Services Division assignments separately. Though all three are handled through Operating Forces sectors, they are each quite different.

Characters serving cadet cruises or tours in Operating Forces sectors should mark a number or letter in the appropriate box to indicate in which sector the character served. For Sectors 1 through 4, simply record the appropriate number. Klingon Sector Intelligence is represented by a *K*, Romulan Sector Intelligence by an *R*, Triangle Sector Intelligence by a *T*, Orion Sector Intelligence by an *O*, Gorn Sector Intelligence by a *G*, and Tholian Sector Intelligence by an *H*.

All skills are recorded as they are on the regular Data Record, and space is provided to record skill classifications, as described in **Skill Specialties**. All attributes, endurance statistics, combat statistics, and AP are recorded normally.

UFP STAR FLEET INTELLIGENCE CHARACTER DOSSIER

Name: SHAR THERAIN
Rank: CAPTAIN
Current Assignment/Division DEEP-COVER OPERATIONS/OPERATIONS DIVISION
Sector: KLINGON Position: NEGOTIATOR/MARKSMAN

Age: 38
Sex: MALE
Race: ANDORIAN
SECLAR: 6

Cover Name/Assignment: FASH THANASHAR/SOUTHERN SKIES STARLINES
Title/Position: CAPTAIN/PASSENGER LINER COMMANDER

STR 69	END 67	INT 64	DEX 72	CHA 52	LUC 31	PSI 54
INACT SAVE 20	UNC THRESH 5	MAX OP END 67	CURR OP END 67	TO-HIT, MOD 67	TO-HIT, HTH 46	TO-HIT, FIRPA 50
WOUND HEAL RATE 3/DAY	FATIGUE HEAL RATE 6/HALF HOUR				BARE-HAND DAMAGE 1D10+3	DAMAGE 4D10

Service Experience Chart

Assignment:
OPERATING FORCES SECTOR
MILITARY OPERATIONS COMMAND
PLANS AND POLICIES DIVISION

	Cadet Cruise 1	Cadet Cruise 2	Cadet Cruise 3	Cadet Cruise 4	Cadet Cruise 5	Branch School	Department Head	Command School	LC.S	Tour 1	Tour 2	Tour 3	Tour 4	Tour 5	Tour 6	Tour 7	Tour 8	Tour 9	Tour 10
	K									3		4	H						
Star Fleet Academy	✓					✓			✓										
Tour Length (years)	4	5				3	1	1	1	1	4	2	1	3					
Officer Efficiency Report (%)										02	54	29	39	80					

Cadet Cruise Results
Passed ✓
Honors
High Honors

SKILL LIST

Administration	10	*Life Sciences BIONICS	10	Small Unit Tactics	5
*Artistic Expression				Small Vessel Engineering	
Assassination				Small Vessel Pilot	25
Bribery	6	Life Support Syst. Technology		*Social Sciences	
Carousing	28	*Marksmanship, Archaic			
Cryptology		Marksmanship, Modern	63	Federation Cult./Hist.	15
Clandestine Operations	12	Mechanical Engineering		Federation Law	19
Commun. Systems Operation	10	*Medical Sciences		*Space Sciences ASTROGATION	20
Commun. Systems Technology	10	General Medicine FIRST AID	14	Astronomy	15
Computer Operation	32			ASTRONAUTICS	10
Computer Technology	10	Mining		*Sports	
Damage Control Procedures	10	Negotiation/Diplomacy	48	Starship Combat Strat./Tactics	
Deflector Shield Operation		*Personal Combat, Armed	29	Starship Helm Operation	
Deflector Shield Technology		Personal Combat, Unarmed	20	Starship Sensors	10
Demolitions		Personal Weapons Technology	5	Starship Weaponry Operation	
Disguise	29	*Physical Sciences GRAVITICS	10	Starship Weaponry Technology	
Electronics Technology	10			Stealth	48
Environmental Suit Operation	11			Streetwise	60
Forgery	23	*Planetary Sciences GEOLOGY	10	Surveillance	15
*Gaming POKER	35			Trade and Commerce	30
Instruction	20			Transporter Operation Proc.	10
Intelligence Procedures	36	*Planetary Survival ARCTIC	5	Transporter Syst. Technology	
Interrogation		COOL TEMPERATE	5	*Trivia	
*Language KLINGONAASE	26				
ORION	41	Security Procedures	10		
		Shuttlecraft Pilot	10	Value Estimation	10
Leadership	55	Shuttlecraft Syst. Technology		Vehicle Operation GROUND	10
		Small Equip. Syst. Operation	10	Warp Drive Technology	
		Small Equip. Syst. Technology		Zero-G Operations	10

AP
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OPERATING PROCEDURES

Star Fleet Intelligence Command has four code names to distinguish among its various intelligence assignments. Even before a mission begins, it is named appropriately. In unofficial references, these terms may often be used interchangeably, but each does have a specific meaning. In addition, the term mission refers to any Star Fleet Intelligence assignment, no matter what type.

OPERATION

An operation is an intelligence assignment of short duration that requires field agents (Field Operations Department personnel) to complete. Such an assignment will have of a single objective and is usually expected to take less than a year to complete.

PROJECT

A project is an intelligence assignment of long duration, requiring field agents to complete. It may consist of two or more closely related objectives, or may be expected to take a year or more to complete.

CASE

A case is an intelligence assignment of any duration, not requiring field agents to complete. These are usually 'maintenance' assignments, not worked upon actively, but still considered open.

FORCE TASK

This is a secondary designation that refers to any intelligence assignment chosen by a group of intelligence agents, or force, whose job it is to handle a variety of assignments. Note that with force tasks, the agents themselves use the term "Operation" or "Project" in connection with their assignment, but that the Contact Officer and other administrative personnel refer to the assignment as a force task.

SECURITY CLASSIFICATIONS

Certain documents, facts, and related intelligence materials are more important than others. For this reason, security is not just a matter of labeling things as "common knowledge" or "secret". Star Fleet Intelligence uses a numerical scale to describe the security classification rating, or SECLAR, of an intelligence briefing or mission. All briefings and missions use this 10-point scale, and all Star Fleet personnel have a clearance of 1 or more. Personal clearance ratings are based on position, rank, service command, and service branch.

An important principle related to security classifications is that of need-to-know, which states that "only those officers or enlisted personnel who have a legitimate and current need to possess information of a classsified nature should be permitted access to such information." In other words, access to intelligence is based on the individual's clearance and his need to know. No field operative will ever have access to all the data in the Intelligence logs. For example, an officer with a clearance of 4 may be entitled theoretically to know about everything with a SECLAR of 4 or less, but this is not the case in practice. Instead, the officer is allowed to know about some missions bearing a SECLAR of 4 if they deal directly with his duties.

In another situation, a starship commander with a clearance of 5 may be operating right along the Organian Neutral Zone. If higher authority deems it appropriate, that commander may receive information on a SECLAR 6 project if the commander needs to know. This does not mean that the commander now has a clearance of 6; he simply knows about one SECLAR 6 project. The same commander may not even have any knowledge of SECLAR 5 projects, even though he holds a clearance of 5.

Any status change of a Star Fleet officer or enlisted person may have an effect on his clearance. In some situations, a change in duty or assignment area requires a new, higher rating. On the other hand, security ratings may also be reduced, or converted from active to inactive status, if a change in assignment or responsibility makes such a rating no longer necessary.

RATING 0 – UNCLASSIFIED

Unclassified information is common knowledge, widely available to civilians or other non-military personnel through the media or other public sources.

RATING 1 – RESTRICTED

This information may be available through certain public sources with limited access, such as political or military affairs analysis publications. Rating 1 information is often available to interstellar merchants and explorers through sometimes-unreliable sources. All Star Fleet personnel have at least a Rating 1.

RATING 2 – CLASSIFIED

Classified information is available only through official Star Fleet channels. All security personnel and many officers have a Rating 2.

RATING 3 – CONFIDENTIAL

All Star Fleet Intelligence Command personnel, most Security Officers, and most department heads have Rating 3.

RATING 4-5 – SECRET

Most senior Security Officers and most command-rank officers have a Rating 4. The Captain and First Officer on major Star Fleet vessels may have a Rating 5. Most Intelligence officers of low rank have a Rating 4 or 5.

RATING 6-7 – TOP SECRET

Most Intelligence officers of medium rank and most flag-rank officers have a Rating 6. Most Intelligence officers of high rank and certain flag-rank officers have a Rating 7.

RATING 8 – MOST SECRET

The Most Secret Rating is used only on a case-by-case basis. Individuals with a Rating 8 are limited to top-echelon officers of Star Fleet Command and Star Fleet Intelligence Command.

RATING 9 – ULTRA SECRET

This rating exists only for situations of extreme importance to Federation security.

INTELLIGENCE LOGS

One of the duties of Sector Intelligence's station office is to post the Intelligence Log of past events, adding Intelligence Evaluations received from Star Fleet Command.

FIELD REPORTS

After receiving a field report, a sector's Administration Section posts it, with no attempt to evaluate its significance. The field agent assesses the reliability of his source and adds that to his report. At some later date, the appropriate Intelligence Desk rates the real intelligence value of the field report. Field reports include the name (usually the code name, and not the real name) of the agent filing the report, the sector where the report was filed, the exact date (in Reference Stardate) in which the report was filed, the Source Reliability Rating, and the actual text of the report.

DATA RELIABILITY RATINGS

After receiving intelligence from a field operative, Intelligence analysts in the Plans and Policies Division assess the data for its intelligence value, and assign it a Data Reliability Rating, according to the following criteria.

BRIEFINGS

After Plans and Policies Division Intelligence analysts have thoroughly evaluated incoming information, they assign it a Data Reliability Rating. The information, in the form of a briefing, is then relayed back to the sector that sent the original report. The Plans and Policies Division also contacts other divisions and/or sectors, if appropriate. Unlike reports, the information in briefings is considered accurate until proven otherwise.

Briefings can take a number of different forms. The longest, the Sector Status Briefing, describes the overall conditions within an entire sector. Even in summarized form, these briefings may run into many pages of text. They are usually prepared by the Sector Chief of Field Operations, and presented during a staff conference between field assignments.

Rarely longer than one or two pages, Case Officer's Briefings describe background information on one particular assignment. The Case Officer usually prepares this information for each task group, and presents it to the task force during a pre-assignment conference.

Finally, there are Field Briefings. These messages consist of accurate, to-the-minute updates on one assignment currently in progress. They are rarely longer than several paragraphs, and all are dated to assure timeliness. These are generally transmitted via scrambled subspace radio from the Contact Officer to the task group working on the assignment.

DATA RELIABILITY RATING TABLE

Class A:	Hard data gathered from physical examination by a Class A source.
Class B:	Intelligence projection based on hardcopy, photos, plans, or repeated scans/encounters over protracted periods by a Class A source.
Class C:	Intelligence projection based on repeated scans/encounters by a Class A source, or on hardcopy, photos, plans, or repeated scans/encounters over protracted periods by a Class B source.
Class D:	Intelligence projection based on five or fewer scans/encounters by a Class A source, on repeated scans/encounters by a Class B source, or on hardcopy, photos, plans, or repeated scans/encounters over a protracted period by a Class C source.
Class E:	Speculative projection based on hearsay/transmissions from official/semi-official sources, on five or fewer scans/encounters by a Class B source, or on repeated scans/encounters by a Class C source. No hardcopy, photos, or plans are available.
Class F:	Speculative projection based on hearsay/transmissions from unofficial sources.

SOURCE RELIABILITY RATINGS

When submitting an intelligence report, field agents are required to assess the reliability of their information source using the guidelines given below. This assessment may have considerable bearing on the final Reliability Rating that Intelligence analysts give the data.

SOURCE RILIABILITY RATINGS TABLE

Class A:	Active or retired Intelligence operatives, Star Fleet officers and enlisted personnel, or UFP diplomats, employees, and contractors with active Top Secret clearance or greater.
Class B:	Active or retired Intelligence operatives, Star Fleet officers and enlisted personnel, or UFP diplomats, employees, and contractors with active Secret clearance.
Class C:	Active or retired Intelligence operatives, Star Fleet officers or enlisted personnel, or UFP diplomats, employees, and contractors with active Classified or Confidential clearance or inactive Top Secret clearance.
Class D:	Active or retired Intelligence operatives, Star Fleet officers and enlisted personnel, or UFP diplomats and employees with inactive Secret clearance; executives from major corporations, particularly those with government contracts; private citizens with official, semi-official, or prominent positions who are engaged in travel, correspondence, or communication.
Class E:	Freetraders or corporate executives from lesser corporations; citizens engaged in travel, correspondence, or communication; known or suspected enemy agents; defectors.
Class F:	Street informants; captured enemy personnel.

TASK FORCE COMPOSITION

Almost all player characters will be taking the roles of field agents, and usually those of deep-cover agents operating semi-independently under Star Fleet Intelligence Command orders. Each group of characters, known as a task force, task group, or cell, will have the training and equipment to perform a variety of missions. The term *task group* is interchangeable with *task force*, though the term *cell* is reserved for task groups that only operate on one planet throughout their entire service period. Depending upon local conditions (and at the Case Officer's discretion), a task force may have a starship assigned to them. Otherwise, its members may need other transportation arrangements to reach their destinations.

NORMAL COMPLEMENT

Any task force containing more than two agents will have one individual designated as the Senior Mission Officer, or more informally, the Task Force or Mission Group Leader. Possessing the highest service rank of anyone in the group, this agent is responsible for the task force's success or failure. On rare occasions, an officer with a lesser rank will be the Senior Mission Officer. This only occurs if the lower-ranking officer has special knowledge about the mission, unusual background information on the location of the assignment, or a similar reason. There may also be an officially designated second-in-command as well, known as the Assistant Mission Officer.

The Mission Communications Officer is responsible for relaying any transmissions between the Mission Contact Officer (located at the Intelligence Field Station) and the task force. The other members of the task force use their skill classifications to describe their position within the group. If the group is operating from a starship, Intelligence officers may also hold the various titles of Engineer, Navigator, and so forth.

An agent's title can vary from mission to mission as well. A commander may serve as a Senior Mission Officer on one assignment, a Mission Communications Officer on the next assignment, and an Assistant Mission Officer on the assignment after that. A great deal depends upon the availability of personnel and their respective skills.

The standard task force contains no fewer than three members, and no greater than eight. Thus, the group has safety in numbers without being overly conspicuous. A few terminators and especially well-trained investigators prefer to operate alone, but that practice is not widely encouraged. The complements from two task forces might be combined to work on a single mission, but this is rather uncommon.

Not all task force members come from the Field Operations Branch. In some cases, professional-level skills may be needed that are not possessed by Field Operations personnel. For this reason, other branch personnel (including transferees) may join the task force. Because many of them do not have the training or experience for field work, personnel from branches other than Field Operations will only be present in a task force when their expertise is needed. Their safety must not be jeopardized. Although it is standard procedure for Field Operations Branch agents to operate on a planet's surface, other branch personnel perform their duties from the relative safety of an orbiting starship.

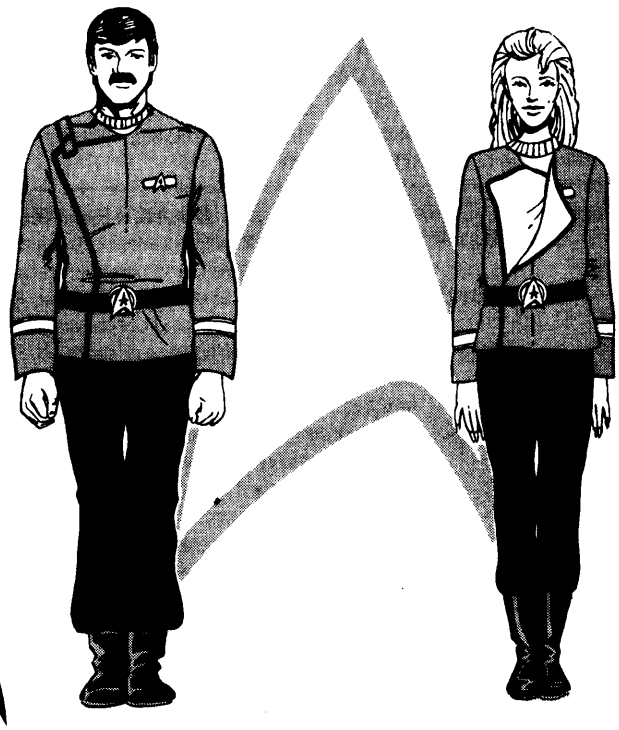
RANK AND POSITION

Though still an important factor, rank is not as vital in Star Fleet Intelligence Command as it is elsewhere within Star Fleet. Although all Intelligence Command player characters will be Ensign-grade or above, it is equally possible for a Lieutenant, junior grade, or a full Captain to be an Intelligence field agent. Although discipline is maintained and rank still has its privileges, a stronger feeling of camaraderie exists in Intelligence than in other branches of Star Fleet—probably due to the number of occasions they have to save each other's lives. One significant advantage of having high-ranking officers in the field is the amount of practical and theoretical experience they can apply to missions. Any officers who have worked their way up through the ranks while in the field accumulate a great deal of skill.

The individual's position is crucial. For example, a Field Station Chief for a fairly small or quiet installation may be a Lieutenant Commander, or just a Lieutenant. However, it would not be impossible to have the Commander-grade field agents operating at such a station. A Captain might have authority over the officers in his own task force, but the Field Station Chief Lieutenant, by virtue of position, has command authority. Of course, the Captain could appeal to the Field Station Chief's superior, but he had better have good reason to do so. Those in a postion of high authority rarely have their orders countermanded by a superior. For this reason, Section Chiefs, Station Chiefs, and all commanders are carefully selected.

UNIFORMS, DECORATIONS, AND INSIGNIA

Unlike other Star Fleet personnel, undercover Intelligence officers rarely wear standard uniforms during an assignment, even while aboard ship. Due to the ever-present possibility of being boarded, many do not even include standard uniforms in their equipment. However, it is mandatory for Intelligence personnel to wear a uniform while serving in an administrative assignment with another command. The standard uniform consists of the typical wrap-around maroon tunic with a gray inner panel, black and silver-trimmed trousers, and black boots.



The dress uniform, which is used by all Intelligence officers for appropriate occasions, is similar to the standard uniform but carries decorations and service marks. These marks, or 'hash lines', are a half-centimeter wide and spaced one centimeter apart. Each line represents one year of Intelligence Command service and is color-coded to reflect a particular Division. Administration marks are white, Plans and Policies are red, and Operations are dark blue. Service marks signifying training in any non-Intelligence Command are gold. Rank insignia is identical to that used by other Star Fleet officers.

Most decorations and awards in Star Fleet Command are triangular, though each has a different color. These awards are worn in a single grouping in various geometric patterns on the left breast, and are allowed only on ceremonial and dress uniforms. With one exception, only the highest awards or those awards presented by other governmental entities are non-triangular.

The exception is the metallic Command insignia pin, about four times larger than a normal decoration. Colored blue, black, silver, and white, the Intelligence Command pin consists of three straight sides and a fourth semi-circular side. The Star Fleet Command logo is embossed in the center, with two escutcheons (heraldic shields) below and flanking the logo, and the word *INTELLIGENCE* at the base of the pin.

Although the backs of most insignia pins have an interlocking fabric-bind or magnatomic adhesion strip for fastening to the uniform, a traditional pin fastener is also available. This pin may be worn over the left breast on standard or dress uniforms. It is most often worn at high-echelon staff conferences where representatives from numerous commands of Star Fleet are present.

CHAIN OF COMMAND

This chain of command gives the order of seniority as it applies to a covert task force serving with a Deep-Cover Operations Section. Personnel not involved in the chain of command as it applies to covert agents are not listed. Note that although a task force in the field reports to a Contact Officer, the station-based Case Officer holds actual responsibility for the task force.

CHAIN OF COMMAND

Chief of Star Fleet Intelligence Command
Deputy Chief of Operations
Assistant Deputy of Operating Forces
Sector Chief of Field Operations
Sector Chief of Covert Operations
Station Chief
Deep-Cover Operations Section Chief
Case Officer
Senior Mission Officer
Assistant Mission Officer

PRE-MISSION PREPARATIONS

After all player characters have been generated, they meet with their Case Officer to discuss an assignment. He provides them with a brief summary of background information as well as the mission's possible characteristics, as defined below. It is quite common for task groups to have less information than they would like. Still, it is the Case Officer's duty to relate as much information as Star Fleet Intelligence knows.

Incidentally, an assignment's Case Officer may or may not be the same person as the assignment's Contact Officer, depending upon the availability and workloads of Case and Contact Officers. If the Case Officer is not the same person as the Contact Officer, then the task group's only direct contact with the Case Officer would occur during conferences, before the assignment actually begins. After that, the Contact Officer will be the group's only direct link with Star Fleet Intelligence Command, even though the Case Officer still bears the responsibility for the mission.

After meeting the Case and Contact Officer(s), the group is equipped by the Special Equipment Section. The Case Officer or the Special Equipment Officer will explain any limitations on equipment selection.

If appropriate for the mission, the player characters will be assigned a starship or other means of transportation to the site of the assignment. They will receive false documents, a list of contacts, and various other resources, depending on their anticipated needs. The Case Officer is the final judge for the distribution of resources to field agents.

After receiving their briefings, equipment, special instructions, and transportation, the group is ready to embark upon their assignment. If everything goes according to plan, Star Fleet Intelligence Command's agents in gray will be on their way to another successful, though unheralded, mission.

MISSION CLASSIFICATIONS

There are several different types of intelligence missions, and some of the most common are described below. The Case Officer categorizes each mission before it begins so that the mission task group is forewarned of what to expect. Mission classifications may be changed during the course of the mission.

In addition to the mission personnel recommendations given below, relevant skills in starship-related areas will be useful if the task group is operating from a starship. Single-skill and dual-skill specialists are always useful, and general technicians usually are, too.

SURVEILLANCE MISSION

Surveillance missions consist of passively observing individuals, locations, or starships without making direct contact or being detected or caught. Surveillance missions often include gathering intelligence data, tracking the movement of subjects of interest, and detecting starship fleets.

Personnel Recommendations

The following skill classifications are the most useful for this mission: cryptologist, driver, monitor, racial analyst, and sensor technician.

Equipment Recommendations

Communication, data collection, deception, electronic, location detection, and sensory enhancement equipment will be necessary for this mission. Because this is a passive, non-contact mission, weapons are discouraged.

INFILTRATION MISSION

Infiltration missions involve active deception to gain entrance into an organization, group, or culture for purposes of surveillance, subversion, or arrest. Infiltration missions could deal with joining an organization to determine if its actions are illegal or any variety of entrapment-style 'sting' assignments.

Personnel Recommendations

The following skill classifications are the most useful for this mission: any deep-cover specialist, documents fabricator, impersonator, racial analyst, and field technician.

Equipment Recommendations

Access, communication, deception, environment survival, and personal security equipment will be important for an Infiltration Mission. Agents may bring weapons, but they will have to conceal them to prevent breaking cover.

DECEPTION MISSION

Deception missions are similar to infiltration missions, but they do not require direct contact or active infiltration into a group or organization. Instead, false data is sent via subspace radio, or phony, meaningless documents are substituted for valuable stolen documents. Deception missions are passive, and do not directly endanger the lives of agents (unless they are caught making the switch).

Personnel Recommendations

The skill classifications most useful for this mission are: cryptologist, documents fabricator, interpreter, monitor, and procedures specialist.

Equipment Recommendations

Access, communication, deception, environment survival, mechanical, and sensory enhancement equipment and kits are useful for this type mission. Weapons use should be restricted.

TRANSPORTATION MISSION

Transportation missions involve moving a prisoner, dignitary, scientist, or other individual or cargo that has great importance to military intelligence. The person or cargo may not be valuable in itself, but could be subject to kidnapping, hijacking, defections, and so on. In transportation missions, the persons or cargo to be transferred start out in the task group's safe possession.

Personnel Recommendations

The skill classifications most useful for this mission are: driver, guardsman, marksman, negotiator, and procedures Specialist.

Equipment Recommendations

Personal security systems and any transportation devices needed to accomplish the assignment are necessary for transportation missions. Weapons may be brought for defensive purposes only.

RECOVERY MISSION

Recovery missions involve retrieving stolen documents, kidnapped dignitaries, captured agents, hijacked cargoes, or similar items of value. They are similar to transportation missions, except that the persons or cargo is in enemy hands and must be returned to Star Fleet's (and/or the Federation's) control. Captured individuals may have been subjected to brainwashing, and may actively resist any attempts to free them.

Personnel Recommendations

The skill classifications useful for this mission are: driver, interrogator, marksman, ordnance specialist, pharmacologist, and field technician.

Equipment Recommendations

Anything goes, except for assassination weapons.

LIQUIDATION MISSION

Liquidation missions deal with reducing or eliminating something or someone's overall effectiveness. The target could be a company, factory, small business, underground communications system, military target, or anyone or anything that needs to be taken out of action without bloodshed. The objective is to demoralize the opposition through the most peaceful means possible. Destroying supply depots, communications centers, or grounded starships reduces an enemy's effectiveness without directly costing lives. Simple assaults, short-term kidnappings, and similar tactics are permitted against targeted individuals, but liquidation mission operating procedures strongly discourage killing.

Personnel Recomendations

The skill classifications most useful for this mission are: driver, guardsman, marksman, ordnance specialist, pharmacologist, procedures specialist, and field technician.

Equipment Recommendations

Anything goes, except for assassination weapons.

TERMINATION MISSION

The objective is to eliminate a specific individual or small group. Permanently.

Personnel Recommendations

The skill classifications most useful for this mission are: driver, guardsman, marksman, ordnance specialist, terminator.

Equipment Recommendations

Anything goes.

INVESTIGATION MISSION

Investigation missions deal with gathering information on a particular subject of interest, and is a catch-all term for missions that have no other classification. Missing people, an unsuccessful rendezvous, secondhand rumors of clandestine activities, and anything else deserving a further look falls into this category.

Personnel Recommendations

Any skill classification is useful.

Equipment Recommendations

Any equipment except unusual equipment (designed by or for other races) and assassination weapons. In general, weapons are discouraged.

COMMON PROCEDURES

Star Fleet Intelligence Command provides all field agents with guidelines for their work. Because every situation and assignment has its own unique characteristics, a task group frequently finds itself dealing with an exception to established procedure rather than the rule. Nevertheless, the official guidelines do offer valid suggestions on how to handle certain situations. Prepared by the Office of Planning and Research, these procedures are accurate as of Reference Stardate 2/2306.

OPERATING ENVIRONMENTS

Friendly Worlds

On UFP member worlds, Intelligence personnel operate with the freest hand. Though they must obey many local laws, agents are not in danger of losing their lives to an angry populace should something go wrong. Although some planetary governments may not be completely sympathetic to SFIC's methods or goals, it is an official arm of Star Fleet Command, "sworn to protect the lives, property, and interests of the UFP". The locals have to provide at least some assistance or support, if requested. Fortunately, their assistance is needed only rarely.

If time and need-to-know permits, the Office of Public Affairs and Information will notify responsible planetary authorities of assignments in progress. In fact, many Intelligence agents stationed on UFP worlds have shallow-cover assignments or friends in municipal or planetary law enforcement agencies. This allows agents freer access to information.

Neutral Worlds

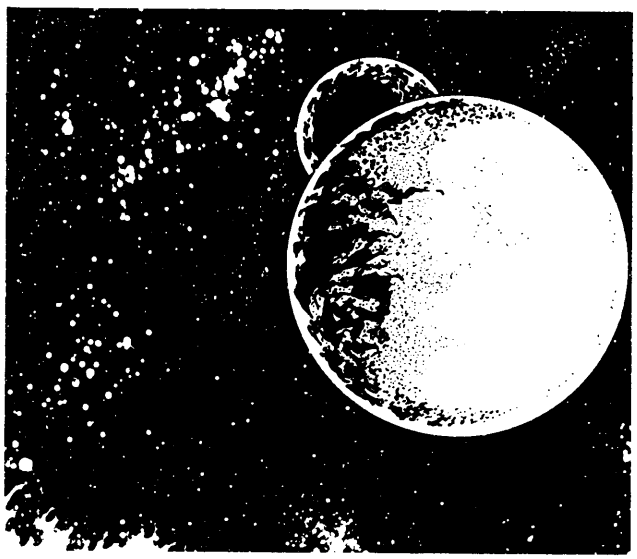
Field agents operating on neutral or independent worlds must exercise caution. Because Intelligence agents are not operating on their 'home turf', they must take care that their activities do not become too conspicuous.

Depending on the planet, the local government's official position on Star Fleet Intelligence may range from polite acceptance to cautious support to overt hostility. Often a neutral world's desire for independence relates to trade or economic conditions, proximity to other major powers, or an unwillingness to conform to Federation policies. Regardless of the reason, they may not respect Star Fleet Command's authority. Agents who operate on these worlds cannot expect the Federation to use force to help them achieve their goals, as such an act would probably stiffen local resistance to UFP membership. If planetary authorities discover field agents in violation of local laws or customs, the agents will have to pay the penalties for such violations. The Federation cannot create a possible interstellar incident just to bail out a single task group.

Enemy Worlds

Anything goes on enemy worlds. In most cases, if a field agent is discovered, the enemy will kill him, with or without a court-martial. However, the capture of Federation deep-cover agents within enemy space does not threaten interstellar peace. After all, the UFP did not declare war after a Klingon scout penetrated Federation space during the Genesis Incident.

All three major powers realize enemy agents operate intermittently in their territories. Rather than using this as a pretext for war, each power uses the enemy's clandestine



activities as diplomatic leverage to gain the upper hand in any negotations. Also, Klingons and Romulans prefer not to admit that Star Fleet agents have been successful in penetrating their territory and so would be reluctant to make the discovery of one public.

FILING REPORTS

Under ideal conditions, active task groups file reports to their field station every two or three standard days. Often sent by subspace radio using methods described in **Communication Protocols**, these reports generally contain nothing more than simple progress updates. They include the names of contacts actually contacted, front organizations or new cover aliases used, requests for information, problems or casualties, and other basic data. Field reports are the Mission Communication Officer's responsibility.

It is vitally important that each task force send in these field reports whenever possible. Though the sheer volume of data coming in from all over the galaxy makes Star Fleet Intelligence Command's job difficult, the Command's job would be impossible *without* the data.

Unfortunately, ideal conditions do not always exist, especially if the task group is operating from a neutral or enemy-controlled location. Weekly or even monthly reports might be all that conditions permit. If the group happens to be operating deep inside enemy space, they might even have standing orders to maintain total radio silence, regardless of the mission's success or failure.

If the task group is operating from a starship but is not on active assignment, then a standard weekly report is sufficient. However, most task group leaders rarely enjoy the luxury of inactivity, as starship-based task groups keep quite busy from one assignment to the next.

REGULATIONS

The very nature of their duties means that Star Fleet Intelligence Officers may often break laws related to trespassing, document forging, bribery, and assorted weapons and starship flight plan violations. The rule of thumb is: do not break any more laws than necessary. Agents are supposed to be on the side of law and order, using illegal tactics only when necessary to accomplish their goal. Obviously, terminators often violate General Order Number Two, which prohibits the taking of intelligent life, but it is done strictly in the line of duty.

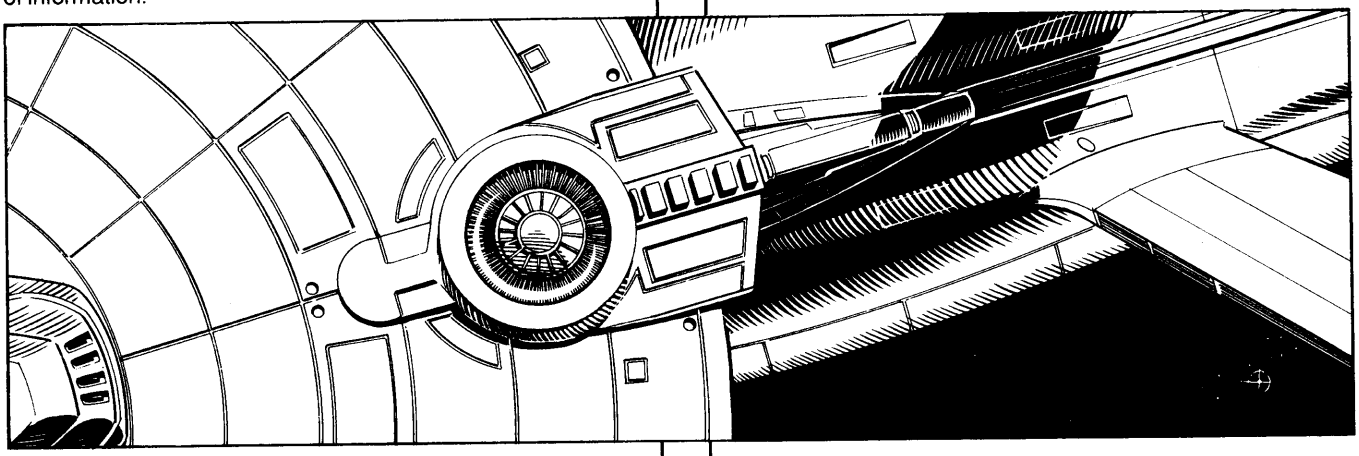
STARSHIP CONTACTS

First Sensor Contact

Intelligence personnel aboard a starship are almost always en route to a specific destination, except when performing surveillance of a region in space. As a rule, vessels used by Star Fleet Intelligence are not heavily shielded, well-armed, or suitable for spaceship combat. This is true whether the ship is a specially modified Model Q Intelligence starship or a conventional freighter on which the agents are mere passengers using cover aliases.

If the agents are passengers aboard a freighter, they should take no action upon discovering the presence of another vessel. It is the captain's problem. However, if they decide that the freighter captain is incompetent and they are willing to risk breaking cover to save their necks, the agents may take temporary command of the ship and do as they think best.

If the agents' ship is an Intelligence vessel, it should attempt to disengage inconspicuously, unless the task group is deliberately tracking the other vessel. Sudden increases in velocity, radical course changes, and other drastic maneuvers are not inconspicuous. In any event, all shipboard data collection equipment should be operating as long as possible to provide agents with the greatest amount of information.



If the Intelligence ship is shadowing another starship, beware of sudden changes in the target's status, and do not forget to maintain vigilance in other directions as well. Unfriendly starship task forces have surprised more than one Intelligence ship while it was tracking a single ship.

Identification

Unless the Intelligence ship is making a prearranged rendezvous, ignore the presence of friendly vessels. Proper recognition signals may be exchanged, but avoid extended communication if possible. If a Star Fleet starship commander demands lengthy recognition procedures, then Intelligence personnel should comply. Intelligence ships should not be a menace to navigation or a source of annoyance to other Star Fleet vessel commanders.

Avoid neutral, unfriendly, and unknown ships unless the mission is to track and observe them. The most important point is to remain alive, especially if the group's assignment is complete or nearly so. Collected data is useless if it never gets home.

Other information on this subject is included in the **Encounters In Space** section of the ST:RPG **Cadet's Orientation Manual**. Keep in mind each starship's particular strengths and weaknesses when applying these tactics.

STARSHIP SECURITY PROCEDURES

An individual aboard a starship may be assigned to completely separate areas of the ship for Battle Stations, Vessel Evacuation Stations, Damage Control Stations, Intruder Alert Stations, Assembly and Inspection Stations, General Quarters or other degrees of vessel readiness. There are several different levels of General Quarters, a term describing the crew's readiness for combat aboard the vessel itself. On Star Fleet vessels, the degree of readiness ranges from General Quarters One through Six, sometimes called Security One through Six. Each level has its own tactics to protect the ship and its personnel from capture or destruction. As with other procedures, the preparations for General Quarters are modified occasionally to take new technology and security procedures into consideration.

As of Reference Stardate 2/2306, the procedures described below are complete and correct. Minor adaptations may be made, depending on the Security personnel and equipment aboard each vessel. Unless specified, the conditions described for each level include all conditions in the levels below it.

General Quarters One

This level always occurs when the starship is on Yellow Alert. There is no obvious change in ship's routine, though one Security Officer may be stationed on the bridge. All Security Officers are issued Phaser II sidearms from the ship's armories. Phaser sidearms are locked on stun.

General Quarters Two

This level always occurs when the starship is on Red Alert. One or two Security Officers are stationed on the bridge, and one to four Security Officers take up stand-by positions on each non-engineering deck. Fully equipped detachments of four or more Security Officers each may be sent to the transporter rooms and hangar bays.

General Quarters Three

This level is most often used during an Intruder Alert. Pairs of armed Security Officers patrol every corridor on every deck. Two Security Officers are stationed on the bridge, and the bridge Communications Officer routinely checks corridors via audio-visual and/or infrared sensor monitors. If the ship is so equipped, its Automatic Bridge Defense System is activated. Phaser sidearms are locked on heavy stun.

General Quarters Four

This level and above are reserved for major boarding attacks or hijackings. Pairs of armed Security Officers wearing security armor patrol every corridor on every deck. Security Officers are dispatched to guard sensitive areas, including the bridge, auxiliary bridge, engineering, hangar bay, and life support. The hangar bay doors are usually locked shut, and some security bulkheads may be closed, isolating selected areas of the ship. Phaser sidearms may be set to kill.

General Quarters Five

All turboelevators are shut down, and all security bulkheads and hangar bay doors are closed. Security Officers are issued personal breathing apparatus, and some or all decks may be flooded with neural gas, a powerful, fast-acting tranquilizer.

General Quarters Six

Vents from the engineering fusion chambers are opened, releasing fatal quantities of radioactive gas throughout most decks of the ship. Total crew casualties may run as high as 70 percent.

Star Fleet Regulation 2005 is sometimes called General Quarters Seven. This regulation outlines some of the criteria used to determine when a starship's senior officers should implement the vessel's computerized self-destruct system.

Finally, there is Emergency Defense Plan B, a special 'security' procedure first used by Lieutenant Commander Montgomery Scott and Commander Spock of the *Constitution* Class cruiser *USS Enterprise*. In honor of its creators, the technique is occasionally called the Scott-Spock Defense Procedure. ED Plan B consists of beaming a large quantity of tribbles into the engine room and other large-volume areas of a Klingon warship. The distraction created provides the Federation vessel with time to take other measures. This plan has only limited applications in the field.

SECURITY CLEARANCES

Task groups must accept the principle of need-to-know. Field agents should not become frustrated when refused access to certain information due to insufficient security clearance. It sometimes happens that field agents come across data, documents, or situations about which they are not supposed to know. Also, if pressed, field agents may reveal classified information to police officials, other Star Fleet officers, or even troublesome locals who happen to be in the wrong place at the wrong time.

If field agents have reason to believe that they are handling documents or have accidentally discovered a situation exceeding their SECLARs, they are to notify their Senior Mission Officer, who, in turn, must notify their Contact Officer. If highly classified documents, data carts, or other tangible property are involved, the group must secure them without examining them further. Preferably, records should go into a starship's cabin safe, armory, or other similarly locked area.

If field agents are forced to reveal classified information to anyone, they should reveal the least possible amount, and express it in the vaguest of terms. When possible, refer local officials demanding information through official channels, usually the Office of Public Affairs and Information. In general, only Case Officers and their superiors have the authority to provide briefings of any kind. This applies even when dealing with other Star Fleet officers, unless those officers can prove that they have a SECLAR high enough to receive complete information. Star Fleet Intelligence officers should not let themselves be bullied by local officials with insignificant authority (on a galactic scale), but they should also not appear deliberately uncooperative. There is a very fine line between the two.

Star Fleet officers from non-Intelligence branches are allowed to confide their knowledge of classified subjects to carefully selected subordinates. Normally, a starship commander would reveal information of specific interest to certain department heads. As a general rule, any such privileged discussions are limited to officers whose SECLARs are no more than one less than the topic's security rating. For example, if the topic being discussed has a rating of 4, no officer with a rating of less than 3 should be included in the discussion.

TASK GROUP CASUALTIES

Intelligence Command field agents get killed more often than any other Star Fleet personnel. Mistakes happen, covers are broken, and agents suffer a result. As a rule, individual agents are considered expendable, but only if the mission can be completed without them. Below is a set of criteria that may prove useful.

If task group members have suffered serious injuries and they are on or near a Federation member world or friendly neutral planet, the injured parties may be treated at a Federation facility using conventional admitting procedures.

If task group members have suffered serious injuries and they are operating on an unfriendly neutral world, the Senior Mission Officer will have to decide whether or not to risk bringing the injured parties to local facilities. He must weigh the effect on the group's cover and the overall significance of the mission against the importance of the wounded agents' lives.

If task group members have suffered serious injuries while in enemy territory, Star Fleet Intelligence Command will send the customary condolences to their next of kin.

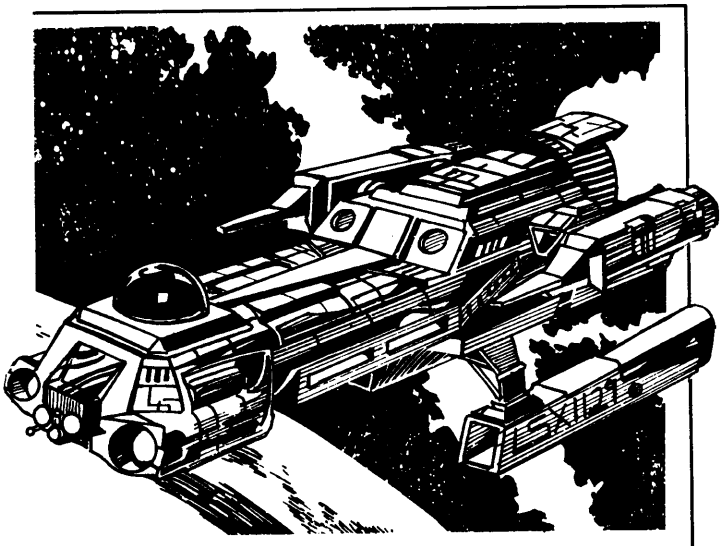
Use the following guidelines if the mission does not have a high priority, or if there are no time limitations.

If the task group can continue to function despite its casualties, then the mission should proceed.

If the task group may have problems continuing, the senior mission officer will notify the Contact Officer of the situation and then wait to hear whether the task group should proceed or stand by for further instructions.

If the task group cannot continue, they must notify the Contact Officer. Usually, he will order the task group to return immediately to the nearest field station for a Board of Inquiry and debriefing.

On the other hand, if the mission has either a very high priority or must be completed by a fixed deadline, then a task group suffering casualties will not be allowed to withdraw. The only exception is if the mission is clearly suicidal for the remaining personnel. SFIC does not care to waste valuable agents on futile and impossible assignments, but they must make every effort to accomplish their objectives.



REINFORCEMENTS

Once a task group has been briefed, equipped, and assigned to a mission, it will rarely receive reinforcements. Sometimes, a local contact may act as a guide and make suggestions on how to deal with the natives. If they are forewarned, local police may also assist agents. Occasionally, after a task group suffers casualties or if it needs a larger force to complete its mission, a second Intelligence task group will be dispatched, and both teams will work together on the project.

Normally, however, there is no 'cavalry to the rescue', to use a 19th-century Terran analogy. Because of the SFIC's secretive nature, squads of battle-ready Star Fleet marines and heavy cruisers rarely arrive to save the day. Such action may occur to assure success in extremely vital projects (SECLAR 7 or higher), but blatant displays of force are strictly against preferred procedure. For the most part, Intelligence agents are on their own.

BREAKING COVER

Most Intelligence field agents use a false identity, known as a cover. The Case Officer will provide complete documents supporting the cover during the pre-mission preparations. The nature of an agent's cover is often based on his real skills so that he can act out his cover identity with some degree of competence. In some cases, however, the individual's true identity may be discovered. Usually this occurs when the agent makes an error that reveals his true motives or abilities. Sometimes, another person reveals the agent's cover, either after checking up on the agent or as the result of interrogation. When this happens, the agent's cover identity is no longer effective; it has been 'broken', or blown. The revelation itself may not adversely affect the agent's ability to continue. As long as he can still operate effectively, he should continue.

When a field agent is forced to break cover or learns that his cover has been broken, his first duty is to separate himself from the other members of his task group. Guilt by association can be avoided if the agent acts promptly. The remainder of the group may be able to proceed with the mission.

The agent should then go to the nearest available installation (listed below) and seek safety there. Not all installations will be present on all worlds. In some cases, it may be impossible to get to any of them, but the act of trying may provide a possible diversionary tactic away from the rest of the group. Upon reaching the most suitable installation, the agent should send a transmission to the Mission Contact Officer, informing him of recent developments. From that point on, the agent should remain at his current location and stand by for further instructions.

Agents must make some trade-offs when deciding where to go. If the best choice is halfway around the world and transportation is a problem, then the most prudent course would be to travel to the second or third choice. Each agent must make his own decisions in such a situation.

In order from best to worst, the following are an agent's choices for possible refuge:

Any Star Fleet Intelligence Sector Headquarters Base

Any Star Fleet Intelligence Field Station

Any Star Fleet Command installation

Any Federation Embassy (present on all UFP member worlds and numerous neutrals as well)

Any Star Fleet Intelligence Front Organization office

Any major law enforcement agency, if potentially friendly

Any Star Fleet Intelligence contact

The office of any major Federation military contractor or supplier

If the mission was of low priority or the cover was not broken in a dramatic manner, chances are good that the agent would be reassigned to another field station within the same Operating Forces Sector. However, if the mission was of high priority or if the agent would likely be identified in the future because of the broken cover, he would probably be transferred to another sector entirely. Agents often begin their careers in the frontier sectors, and move inward after problems of this nature develop.

SURRENDERING

Sometimes Intelligence agents are captured by enemy forces. They may surrender if their capture does not jeopardize high-priority Intelligence operations. As a rule of thumb, anyone with a SECLAR of 5 or less may surrender. Anyone with a SECLAR of 6 or more should consider more permanent methods of keeping secrets, so that the information they possess does not fall into enemy hands. Of course, it is possible that captured agents may learn information to which they would otherwise not have access. This reason alone may discourage agents from acting prematurely. Agents operating in sensitive areas or on vital assignments are usually provided with small capsules capable of causing a quick, painless death.

MAKING CONTACTS

The contact list provided by the Case Officer contains names, addresses, places of employment, rendezvous locations and times, and certain codewords or phrases. If agents intend to meet contacts on such a list, they must report all rendezvous that take place. Encounter schedules are often changed so that the contact does not lose his effectiveness.

If a contact misses a pre-arranged rendezvous, someone should remain on hand in case the contact is unusually late. If the contact does not show, the group should appear at the next pre-arranged rendezvous (if there is another) and act as if nothing had happened. If a regular contact misses two successive rendezvous, the agents should notify the Contact Officer immediately. Additional instructions may be forthcoming.

If the contact does not know the correct sign/countersign, the group should assume that the person is not the real contact, and they will have to take appropriate measures. Such measures could include kidnapping or killing the 'contact', accepting the fact that the agent(s) who made the contact have had their covers broken, and taking evasive actions.

There should be no major problems when contacting front organization offices. These are staffed by intelligence agents, reliable civilians, or both. The only difficulty might occur when making contact after normal business hours.

HOSTAGE SITUATIONS

Innocent bystanders will sometimes become involved in conflicts between Intelligence Command agents and their opposition. In hostage and/or extortion-demand situations, Intelligence agents should act to safeguard the lives of hostages to whatever extent possible. However, one person or even a large number of people is not more important than the plans for a weapon that could kill millions or billions. People are more important than credits, and ransoms (if strictly economic) should be paid if it assures the safe return of hostages. No such deals will be made for classified data, armed starships, or other drastic extortion demands. In any event, if innocent hostages are seriously injured or killed, every Intelligence agent has the authority to act as a terminator until the responsible parties are tracked down and dealt with.

TAKING PRISONERS

Intelligence agents will rarely have the opportunity to take prisoners. If working on a friendly or UFP member world, Star Fleet personnel should turn over to the local authorities any wrongdoers whom they have located and subdued. On the other hand, if the task group is operating from a neutral or enemy world where such criminals might not be prosecuted for their actions, the agents should transport the guilty parties to the nearest Federation installation or world. Because of diplomatic relations, they may have to do this secretly. This is especially true if Tholians, Gorns, Romulans, Orions, or Klingons are captured. Returning them for 'study' should be a high priority, as little is known about them.

If the task group does not have adequate facilities to transport prisoners securely, they must take some other action. Under no circumstances should a Senior Mission Officer risk his starship, crew, equipment, or data to transport enemies or aliens, unless there is absolutely no chance that the aliens can take over the ship. If necessary, notify the Contact Officer of the situation so that he can make alternate arrangements.

COMMUNICATION PROTOCOLS

SECURING TRANSMISSIONS

Star Fleet Intelligence Command may use a number of techniques to send secret messages. Any type of communications can be secured, including subspace transmissions, conventional printed documents, and oral messages carried by courier.

Ciphers

A cipher is a one-to-one substitution system in which a single letter of a message is changed to another letter. This is the least sophisticated form of message concealment and by far the easiest to penetrate. For example, in the most simple form of cipher, the name "KIRK" might appear in a secret message as "LJSL". In this example, each letter in the original message is substituted by the letter coming after it in the alphabet. The message could also have been changed to read as "JHQJ", or other similar cipher pattern.

The pattern remains constant throughout the entire message, though pre-arranged alterations may occur, usually after a certain number of characters. More complex cipher combinations would change the pattern so that repetition of letters would not make the content quite so obvious. The cipher method is suited especially well to computers, because they can handle the massive numbers of possible permutations and combinations. The process of disguising a message by cipher is known as enciphering, and the process of reading the same message is known as deciphering.

Codes

A code is a common number, word, or word phrase that has another, prearranged meaning. It could represent another word, word phrase, or even an entire sentence or paragraph. For example, the word "FLAG" could mean "Klingon forces are advancing" and the word "DOG" could refer to the world of Argelius. In this case, the two-word phrase "FLAG DOG" would mean "Klingon forces are advancing to Argelius."

The advantage of a code is that it provides a harmless-looking message with an entirely different meaning to anyone who knows the code. An infinite number of prearranged code words is possible, all of which are equally difficult to break. The biggest disadvantage is that both the sender and the receiver must have copies of the necessary code book, a collection of phrases that explains the code words' true meanings. Of course, each code is different, and so words or phrases would have different meanings in different codes. Codes can be broken, but only after painstaking efforts and when the same code is used too often. The process of using a code to disguise a message is known as encoding, and the process of reading the message is known as decoding.

Subspace Transmissions

After a message has been enciphered or encoded, there are a number of ways to send it to its destination. One common method is by subspace radio, which offers four different means of transmission.

In *broad-band clear transmissions*, the message can be received (but not understood) by any starships in the vicinity, including its intended destination. This is the normal procedure for subspace messages.

Pinpoint clear transmissions are beamed directly from a stationary object (such as a star base or a motionless starship) toward another stationary object (its intended destination). Other ships in the direct path of the signal can

also receive the transmission. The advantage of this simple technique is that it does not require sophisticated unscrambling equipment aboard the receiving vessel. The main disadvantage is that neither sender nor receiver may be travelling at warp-speed, though both may be travelling at sublight speed (pinpoint accuracy is relative). For this technique to work, transmission coordinates must be predetermined.

In *scrambled transmissions*, the sender electronically garbles a subspace message before sending it. Both sender and receiver must have special equipment aboard their vessels to unscramble the transmission. The scrambling process is distinct from the encoding or enciphering process. In other words, subspace messages might be encoded, scrambled, or both. All Star Fleet combat vessels of Class VI or larger come equipped with scrambling and unscrambling equipment. All vessels used by Star Fleet Intelligence also have the necessary equipment. Scrambled transmissions may be either pinpoint or broad-band, as described above.

Encrypted transmissions are so important that they contain more than just the message. At the start of the transmission, before the text of the message actually starts, a portion of computer data gives specific instructions. When a vessel receives this message, the communications computer automatically ties into the ship's main computer and evaluates the data. If certain parameters described in the data are not met, the ship cannot receive the remainder of the message.

The most typical parameters used are those that change course to a new heading, alter speed, or modify the starship's alert status and/or deflector shields. Sometimes, a combination of parameters are used to place the starship under the main computer's complete navigational control. The vessel might then travel at a specific speed to a certain destination for a rendezvous. Encrypted transmissions can also tie into a ship's command console computer, allowing the prefix code to be entered in this way, just as Admiral Kirk did to the *USS Reliant* during the Genesis Incident. Other parameters are also possible.

For example, the *USS Enterprise* receives an encrypted transmission. The data portion of the message requires that the starship raise its deflector shields and go to red-alert status. The Communications Officer learns the data portion's parameters only, and then notifies the Captain of the specific requirements. The Captain must then follow the parameters to receive the message. Depending on how the data portion is encrypted, shields may be raised automatically, even without the Captain's consent.

Every major Star Fleet Command installation (including all star bases), all Star Fleet cruisers and battleships, and some specially modified Star Fleet Intelligence ships have the equipment for sending encrypted subspace communications. Any vessel equipped with a Federation starship computer of L-12 or larger can receive an encrypted transmission. It is very difficult—and probably impossible—to alter an encrypted transmission and to nullify the special ship instructions. Indeed, the message instructions are often rigged through the engineering consoles to destroy the vessel rather than deactivate the parameters.

Documents and Computer Carts

Three of the best and most commonly used methods of securing documents and/or computer carts are: the security-encoded data cart, the security document binder, and the deluxe security system briefcase. (See *Equipment* chapter.)

Couriers and Informants

Couriers sometimes carry documents or computer carts or memorize oral messages for delivery to a field agent or senior starship officer. In almost every case, the courier himself does not know the specific nature of his message or cargo. That discourages the loss of information when couriers are captured and interrogated. Informants have similar information derived from rumors, observations, or stolen documents. Their information tends to be somewhat less reliable or timely, but valuable nonetheless.

Both couriers and informants will have a password or phrase to identify themselves when making contact. In turn, the agent must identify himself by giving the appropriate countersign, usually another password or phrase.

COMMON CODES AND CODEWORDS

Star Fleet Command uses a number of different codes, codewords, and coding systems for communications and security. Some of the common designations and codewords are listed below.

Common Subspace Radio Regulations

Regulation 46-A: During battle, no uncoded messages are to be transmitted on an open (monitored by the enemy) channel.

Regulation 710: Also called Code 710, this is a general warning not to approach the sender (usually a planet, outpost, or starship) under any circumstances.

Regulation 998, Section 7: Circumstances related to the transmission of a signal of distress that are violations of civil laws and/or Star Fleet regulations, to be prosecuted under Federation law, include:

1. The transmission of a signal of distress that constitutes a deliberate falsification of the condition of distress.

2. The transmission of a signal of distress that would result, directly or indirectly, in the violation of Star Fleet regulations or civil laws.

3. The failure of Star Fleet personnel or resources to respond to a legitimate signal of distress, pursuant to Regulation 998, Sections 1-5.

4. Falsely responding to a signal of distress when no signal of distress was received.

Regulation 3121: Any personnel operating from a Star Fleet vessel or installation of any kind must have access to functional subspace equipment.

Regulation 3194: Star Fleet personnel may not send transmissions of a personal nature via subspace radio while on duty.

Class A Security Subspace Transmission: The highest possible priority for a scrambled transmission. Priorities of less urgency include Class B, C, and D security transmissions, all of which are scrambled.

Class A Security Prime Subspace Transmission: A scrambled message that requires the senior officer present to decode it in secrecy. The message contents may not be shared with anyone, and the senior officer cannot call the sender to confirm the message's contents.

Class 1 Subspace Transmission: An encrypted message placing a starship on red or yellow alert. Also known as a "Communications Priority 1", "Code Factor 1", or "Priority A-1 Distress" message, this message is so important that it usually places an entire quadrant on defense alert. If the message is "Code Blue 1-A", then the content is 'merely' extremely important. If the message is Code Red 1-A, then the content is so serious that the entire Federation may be affected. In practice, Red 1-A messages are used only to notify Star Fleet personnel of the beginning of an interstellar war.

Class 2 Subspace Transmission: This is a message of some importance, and demands a direct response. If the message is Code Blue Two, then the content is urgent but not immediately imperative. If the message is Code Red Two, then the content is extremely urgent and potentially life-threatening. Warships of other major powers often send the latter type of transmission to Federation vessels when making direct contact, and vice versa.

Class 3 Subspace Transmission: These are routine messages. They may be enciphered or encoded, but they will not be scrambled or encrypted.

Common Codewords

There are several hundred Star Fleet codewords used to describe specific conditions. In addition, members of starship crews and Intelligence Command agents create numerous passwords to validate their identities. One of the most common involves the use of three-dimensional chess moves as a sign/countersign. Every cadet who is familiar with 3D chess knows there are literally millions of possible combinations, any of which might be a possible pre-arranged codeword.

One of the most common sets of codewords, known and used by almost all Star Fleet Command personnel, uses the names of colors. Officially designated as the SFC.CDL 421/223, this set is referred to informally, and appropriately enough, as the Standardized Color Codelist. It is a low-SECLAR code, used mostly for convenience or in situations where speed and some element of secrecy is needed. It is not designed for relaying technical information or details of a highly complex nature. Instead, it is commonly used by landing parties to convey certain conditions regarding their status. All phrases are described in terms of the landing party in contact with an orbiting starship. Twenty-five terms included in this codelist are given below.

Condition Amber: An emergency situation may be developing. Have transporter technicians and Security Officers on alert in all transporter rooms and the hangar bay. Stand by.

Condition Black: This code can be used for prearranging any specific message that might be needed during a particular mission. The landing party and senior officers decide what this message will mean, and change it before every landing party assignment.

Condition Blue: The landing party has suffered casualties (wounded or killed). Have transporter technicians and Medical Officers on alert in all transporter rooms and the hangar bay. Stand by.

Condition Bronze: Everything is going well, and the landing party plans on making another routine contact at the next scheduled check-in.

Condition Brown: This is an emergency. Beam up (or have a shuttle pick up) the landing party at the communicator's current coordinates immediately.

Condition Copper: The landing party will be out of communication for a short time. Contact the landing party at the next scheduled check-in.

Condition Crimson: The starship should prepare for the possibility of trouble, including combat situations. Take no offensive action unless fired upon. Maintain all necessary defenses.

Condition Cyan: An emergency situation may be developing. No one else is allowed to beam down or land by shuttle under any conditions. Stand by.

Condition Gold: The landing party has made contact with hostile life forms (Klingon, Romulan, or others). Beam everyone up, and hold all non-landing party personnel in transporter stasis until the landing party arrives. Dispatch Security Officers to the transporter room.

Condition Green: The landing party is in danger, but the starship's crew should not attempt a rescue. Take no direct, obvious action. General Order Number One is in effect.

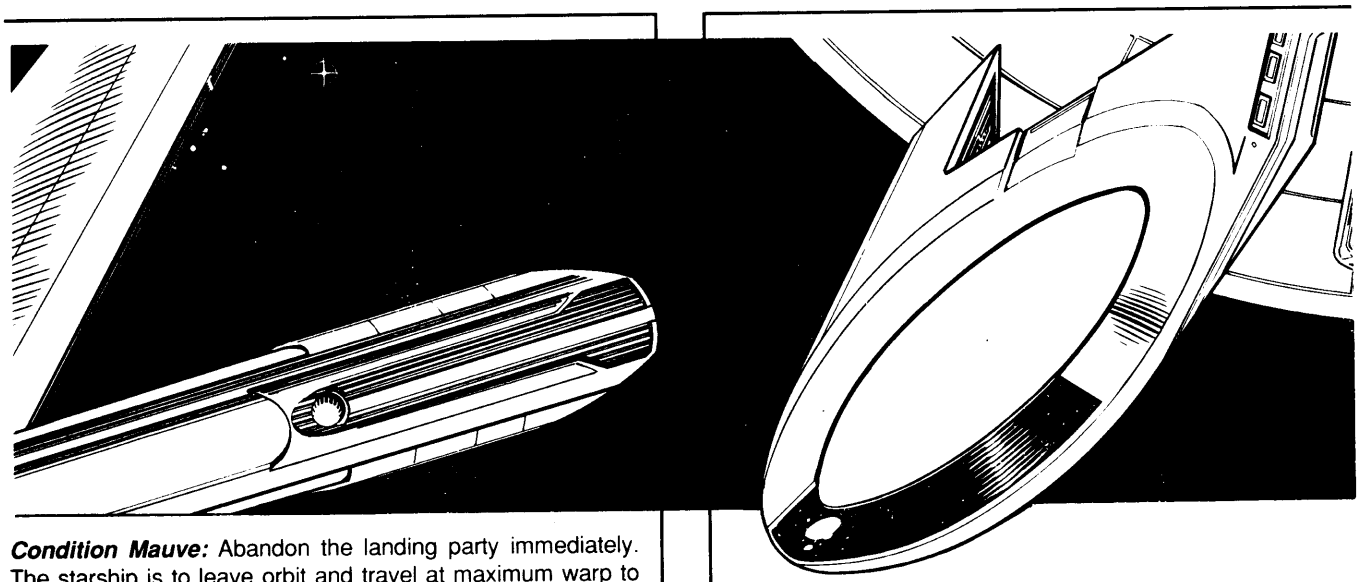
Condition Grey: The landing party has been captured, and the starship's crew should attempt a rescue. Use any amount of force, including bombarding the planet with starship weapons fire.

Condition Indigo: Do not make contact with the landing party under any conditions until further orders.

Condition Ivory: The landing party has been captured, and the starship's crew is free to attempt a rescue. Use the minimum amount of force necessary. General Order Number One is not in effect in this situation.

Condition Magenta: Stand by for a change in orders.

Condition Maroon: There may be an intruder, imposter, or other undesirable person or object aboard the starship. Go to General Quarters Three (Intruder Alert).



Condition Mauve: Abandon the landing party immediately. The starship is to leave orbit and travel at maximum warp to its appropriate Field Station or Star Base. All members of the landing party are to be considered killed in action.

Condition Olive: This world (installation, starship, or wherever the landing party is) has been exposed to an extreme medical disaster. It is to be quarantined, effective immediately. No other starships are to be allowed into or out of the area. Use any degree of force necessary to maintain a blockade. If necessary, request reinforcements from Star Fleet Command. No one else is allowed to beam down or land by shuttle under any conditions.

Condition Orange: This is an emergency. Beam up (or have a shuttle pick up) the landing party at the prearranged coordinates. If no coordinates were planned in advance, then beam up (or pick up) the landing party at the coordinates where the landing party initially beamed down (or landed).

Condition Pink: An emergency situation may be developing. If the landing party does not respond at the next scheduled check-in, begin surface and orbital sensor search procedures. Search parties and shuttlecraft may be used if other circumstances permit.

Condition Red: The starship should go to Red Alert. Raise shields, arm weapons, and take all precautions to protect the starship. Leave orbit and abandon the landing party. The landing party is considered expendable; the starship is not.

Condition Silver: The landing party has been captured, and the starship's crew is free to attempt a rescue. Use the minimum amount of force necessary. General Order Number One is in effect in this situation.

Condition Tan: The starship should warp out of surface-based weapons or communication range (to roughly 250,000 kilometers) and remain there. Return to orbit in time to make the next scheduled check-in.

Condition Violet: Members of the landing party have become separated. Beam up (or have a shuttle pick up) everyone at these coordinates right now, and have search parties standing by in the transporter rooms and hangar bay.

Condition White: The landing party has been captured, but no rescue efforts are to be made. The starship is to leave orbit and immediately report back to its appropriate field station or star base. All members of the landing party are considered killed or missing in action.

Condition Yellow: The starship should go to Yellow Alert. Raise shields and take all defensive precautions. Leave orbit and abandon the landing party, if necessary. Make contact at the next scheduled check-in.

Subspace Codes

The subspace codes used by Star Fleet vessels as of Stardate 2/2306 are listed below. Normally, individual codebooks are recorded on computer data carts and given out as needed to starship Security Chiefs or Intelligence field agents. All starships do not carry all codes. At this time, all codes included here are believed to be secure from enemy decoding and evaluation. Additional bulletins regarding recently broken codes and new substitutes may appear at any time.

Klingon border: Code Gamma, Code Epsilon, Code Zeta, Code Theta
Romulan border: Code Three, Code Four, Code Six
Gorn border: Code Alif, Code Bay
Tholian border: Code Aleph, Code Beth, Code Gimel, Code Daleth
Triangle region: Code Three, Code Epsilon
Federation space: Any Code listed above

Sending a coded subspace transmission is simply a matter of inserting the appropriate code computer data cart into the communications console, preparing a message, and transmitting it. Receiving a coded subspace transmission works the same way, and the first piece of data from any message usually reveals the correct code to use. If necessary, several codes may be checked through trial and error.

POST-MISSION DEBRIEFINGS

After the Intelligence task group has returned to its Field Station, there will be a short post-mission debriefing and evaluation. This is the group's chance to provide feedback to superior officers on the effectivness of various tactics and equipment. Complaints, comments, and recommendations can be given. On the other hand, it is also the Case and/or Contact Officer's chance to make some comments and provide criticism or praise. Boards of Inquiry or court-martials may also take place at this time. After completing these formalities, a short period of shore leave is usually granted, generally one to two days for every week of mission time. Members of the group will then be re-equipped, and given a briefing on their next mission.

EQUIPMENT

This section describes some of the equipment Star Fleet Intelligence Command personnel use in the line of duty, including information on the equipment's appearance and how it is used. Several pieces of equipment are capable of widely diverse functions, which places them in more than one category. In such an instance, use the category that most closely fits the device's primary purpose. Familiarity with the equipment should reveal any other potential uses.

Some equipment listed here is of non-Federation origin, and only limited supplies of these devices may be available to Intelligence personnel. The Contact Officer should reveal which devices are available for any given assignment.

ACCESS EQUIPMENT

FEDERATION

Sonic Lock Deactivator

This device is a cylinder about twice the length and width of a Medical Feinberger, with a single off-on control set into its side. It uses a highly focused beam of subsonic pressure to deactivate standard ultrasonic or even old-fashioned mechanical locks. Though the deactivator makes a slight whining sound while operating, this is only to let the operator know that it is functioning. It uses one standard small-equipment energy cell, good for twelve hours of continuous use.

Mechanical Lockpicking Set

This is a set of small plasticene strips several centimeters long that are used to manipulate the inner workings of old-fashioned mechanical locks. Though outdated, such locks are still used on many worlds. The advantage of this set over more sophisticated devices is that metal detection equipment will not discover it.

Precision Microwelder

Originally created for engineering and electronic component repair, this tool is commonly used for disabling electronic alarm and sensor detection systems. It produces a tiny jet of plasma capable of fusing sophisticated alarm circuitry before the system has time to react. It uses one high-output energy cell, which is good for three uses.

Orientine Acid

This volatile chemical easily dissolves glasilica, thin chromesteel, and other common building materials, thus permitting access through non-standard entrances. It must be stored in a special vial or flask of resin-compound, one of the few materials that can withstand its effect. After the orientine acid has dissolved an object, the user pours a second chemical (Compound ED 161) over the orientine acid, rendering it totally harmless and safe for contact. (A quantity of ED 161 comes with each vial of orientine acid.)

Grapnel Projector

This device is about the size and shape of a 20th-century Terran rifle grenade launcher. It possesses a gunstock-style grip and a barrel, into which a multi-pronged grapnel may be inserted. The projector can be used to launch explosive pitons when mountain climbing or to shoot a grapnel up the side of a building.

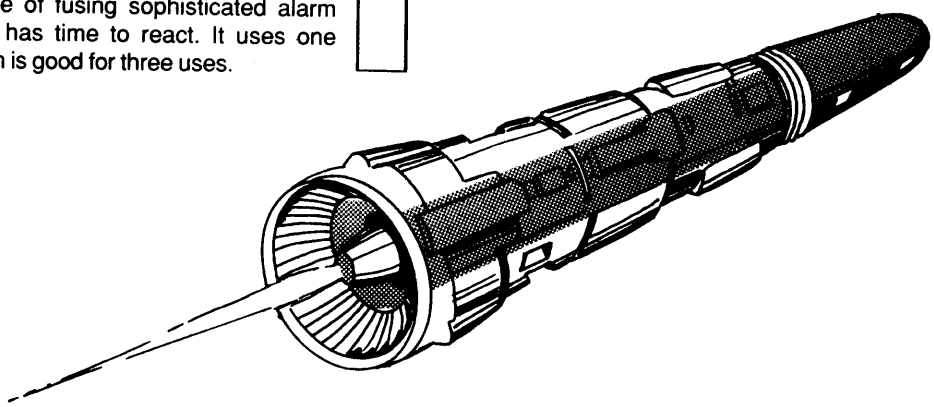
The projector operates on an efficient electrostatic charge from two internal high-output energy cells, but its accumulators must recharge for two minutes between uses. One set of batteries is good for 30 uses.

Monofilament Solvent

This is an alcohol-based, polymer-dissolving chemical that is dispensed in small pump-spray or aerosol applicators. The solvent dissolves all monofilament strands that are strung in door entrances or other locations to cut anyone who runs across them. One applicator contains enough solvent to clear approximately five man-sized entryways.

Phaser Cutting Torch

This device is similar in size and shape to a Phaser II, but it is equipped with a small sighting scope and only a single cutting setting. It is designed for penetrating duralloy and plasteel bulkheads, and uses a standard Phaser II power pack.



CLOTHING

Star Fleet Intelligence's material fabrication units can provide clothes, jackets, footwear, headgear, and accessories of almost every known variety. This includes complete uniforms for any current or historical military force. Because many smaller starships do not have extensive fabrication facilities, most agents have any special garments prepared in advance. Clothes that are resistant to specific climates or working conditions may also be manufactured.

FEDERATION

Industrial Gloves

These gloves provide full insulation from high electrical voltages, and resist most chemicals as well. However, their clumsiness in use affects an individual's manual dexterity.

Special Combat Uniform

This uniform consists of a charcoal grey jumpsuit with an attached hood and matching gloves and boots. These jumpsuits are individually tailored to ensure maximum comfort with minimum bulk. The suit provides limited combat protection. A light iridium mesh woven into the jumpsuit affords limited protection from energy weapons, in much the same manner as the mesh in security armor (but not to the same degree). The suit itself is made of a ballistic neo-leather that provides some protection against projectile weapons and excellent protection against cuts and abrasions.

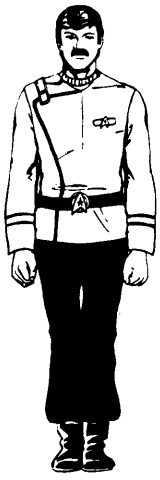
The suit also provides limited environmental protection. It will resist the effects of most chemical weapons and corrosive atmospheres. By activating a control plate on the suit's left shoulder, the iridium mesh acts as a heat induction system, thus partially regulating body temperature.

During operational missions, a sleeveless thigh-length smock is worn over the jumpsuit. This smock provides excellent ballistic protection as well as limited protection against energy weapons. The smock has numerous pockets for stowing equipment, rations, and miscellaneous items. On the smock's front chest and thigh areas are magnatomic adhesion strips (similar to those used on the handles of older Phaser IIs), which greatly assist climbing.

Other possible accessories include a variety of supplemental headgear and protective life-support masks called 'breathers'.

Standard Uniform

The standard uniform is the long-sleeved, red-maroon, wrap-around tunic with a gray inner panel, ribbed collar, and ribbed cuffs; a white band encircles the left arm three inches above the cuff. Uniform pants are black with silver trim. A right shoulder strap edged in thin gold braid secures the tunic flap, and a wide black belt with a brass buckle is worn over the tunic. The buckle and a smaller brass pin, worn atop a white, oblong tab on the left breast, prominently display the Star Fleet Intelligence Command insignia.



KLINGON EMPIRE

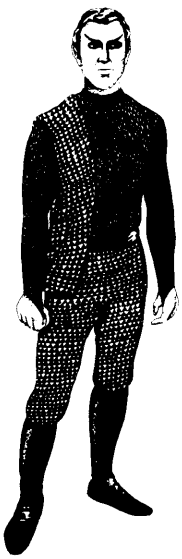
Standard Uniform

The Klingon standard uniform consists of a durable black jumpsuit and the recognizable leather vest, which provides excellent protection against daggers and edged weapons. A wide black belt with large brass buckle encircles the vest. A high brass collar is worn around the neck and sports rank insignia on its left side. Tall black leather boots round out the uniform.

ROMULAN STAR EMPIRE

Standard Uniform

The standard uniform is fashioned from a very lightweight, opaque mesh that keeps the wearer rather cool. The top half of the uniform is dark-grey, and the bottom half is light blue. Female Romulans may opt to wear a short, light blue skirt. A black belt encircling the waist and high black boots are also standard.



FEDERATION

Personal Amplifier

This small metal box (about 5 by 5 by 10 centimeters large) can convert any standard communicator into a public address system. The user can address crowds or speak clearly to anyone up to 100 meters away. The amplifier has a directional setting, and so it will not deafen the user. It must be used with a communicator, and any transmission made from a communicator within three meters of the amplifier will also be amplified. The device uses two standard small-equipment energy cells, good for six hours of continuous use.

Auditory Filter

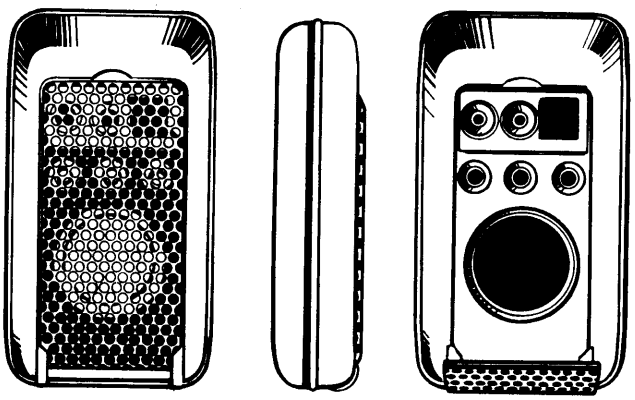
This device is the size and shape of a Medical Feinberger. Sometimes called a white-noise generator, or 'masker', it can filter out selected sounds from other background noise to detect one specific sound, voice, or body function (such as heartbeat). It must be used with a science tricorder or ship's computer. The auditory filter uses one standard small-equipment energy cell, good for twelve hours of continous use.

Communicator Booster

A communicator booster increases the frequency gain of a communicator, dramatically increasing the signal's range. With a booster, a flip-grid communicator (either style) can transmit to distances of up to 75,000 kilometers. The booster uses a standard small-equipment energy cell, good for six hours of continuous use.

Communicator, Flip-Grid

This transmitter/receiver is a palm-sized black box with a flip-open lid that serves as the antenna grid. Its maximum range is 32,000 kilometers. It can also trigger a signal, serving as a homing beacon for a ship's transporter.



Communicator, Pocket

For voice communication only, this unit does not have the range or variety of functions of other Star Fleet communicators. The pocket communicator can link with a local communications net (present in most urban environments) for satellite relay or any surface communication up to 30 kilometers.

Communicator, Recording

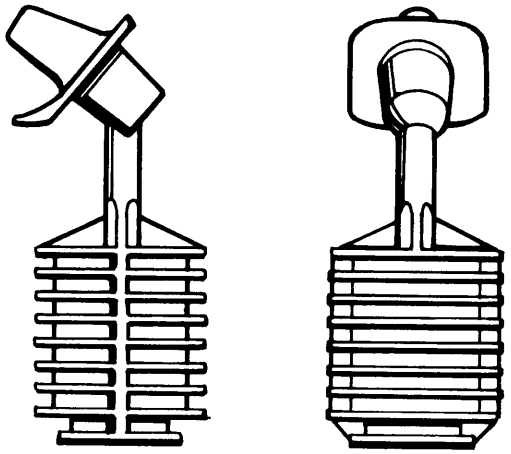
This communicator is very similar to the standard 'silver-box' communicator, except that it also has a data port where one computer data cart may be inserted. Depending on the data, this device may record conversations, or it can transmit a continous, pre-recorded message, such as a distress signal.

Communicator, Wrist

The wrist communicator has most of the same capabilities as the flip-grid communicator, but it has a substantially reduced range and is less reliable under adverse conditions. Unlike the flip-grid communicator, however, it can be left on to receive and transmit for an extended period to monitor a task group's progress. Orbital booster stations and flip-grid communicators can boost the wrist communicator's signal to orbiting ships. Attaching this communicator to an environmental suit has the same effect.

Earpiece Receiver

This small earphone allows private reception of voice transmissions without the distraction of outside noise. Molded to fit the ear of a specific person, the receiver is wireless. Its range is limited, and it is never used out of sight of a communications panel.



Frequency Spectrum Generator

About twice the size of a standard tricorder, this device can be used to emit powerful bursts of subsonic or ultrasonic 'sound'. Certain subsonic frequencies tend to increase certain emotions, particularly anger and annoyance, while ultrasound can cause unconsciousness or even death. Though this device will not greatly influence individuals in an open area, it can produce the desired effect if the victims are within a closed space, such as a building or aboard a starship. Hooking the FSG into an intercom system magnifies the effects drastically. The device uses two standard small-equipment energy cells, and will run 30 minutes to three hours, depending on the area of use.

Long-Range Directional Microphone

This device is a tapered cylinder about 5 centimeters wide by 15 centimeters long that can pick up voices from up to 200 meters away. When used in conjuction with an auditory filter, it allows the user to isolate and listen to a single person's remarks. This device uses one standard small-equipment energy cell, good for six hours.

Oral Transceiver

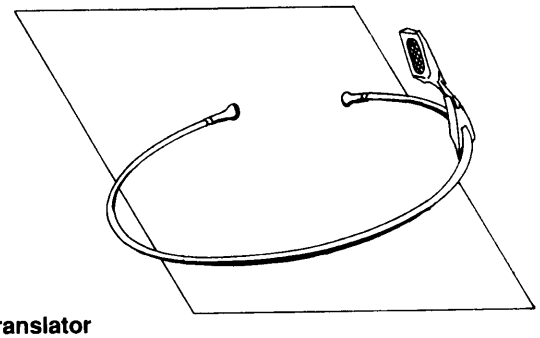
The oral transceiver is a surgical implant capable of short-range transmission and reception. One tooth, usually a molar, is replaced by an identically shaped, self-contained radio transceiver and pressure switch. By biting down on the 'tooth', the wearer may activate or deactivate the device. Though he can initiate transmissions, the device has no built-in tone generator to inform of incoming messages. The transceiver operates on the same frequency as standard communicators, and uses a miniaturized power pack for several hundred hours of operation. (Replacing the power pack requires simple oral surgery.) The transceiver has an effective range of about 50 kilometers.

Sensceiver Implant

This communication receiver is usually surgically implanted behind one ear (or just beneath one antenna, in the case of Andorians). It hooks directly into the subject's nervous system, and, when activated, causes a tingling vibration in the person's head. Also known as a 'tingler circuit', the device is used to notify retired or inactive agents to contact Star Fleet Intelligence Command when more obvious methods are not possible or recommended. Many senior Star Fleet Command personnel and almost all Intelligence Command agents have this implant, and each person so equipped is told who to contact if the circuit is activated. Each implant contains a miniaturized lifetime power pack and operates on its own frequency.

Subcutaneous Transponder

Surgically implanted just below the skin, this miniature transmitter broadcasts a homing signal. With a range of 26,000 kilometers, the device functions as a transporter lock-on aid for task groups in potentially hostile areas where a standard communicator might be prohibited, taken away, or appear out of place. It cannot transmit voice communications.



Collar Translator

Known informally as the 'copycat collar', this device uses universal translator technology to convert speech from one language to another. In addition, the collar translator can modulate the voice of the speaker to duplicate completely the racial characteristics of a desired language. (For example, a Human using the collar to converse in Klingonaase would sound like a Klingon, rather than a Human trying to sound like a Klingon.) The collar also gives timbre and tone to the voice, unlike the flat, mechanical tone created by the standard translator. The collar translator consists of a ring-shaped neck unit and a mandibular probe that projects up from the neck unit along the left side of the wearer's jaw. The device uses two standard small-equipment energy cells, good for twelve hours of continuous use.

Electronics Warfare Tricorder

This is essentially a modified standard sciences tricorder, except that it can be used only for scanning and analyzing communications-related energy emissions. With this device, an operator can locate, intercept, jam, or insert false data into an enemy's communications or sensor/detection system. The unit can also infiltrate hostile wireline communications and computer networks.

Universal Translator

This hand-held translator contains a sophisticated linguistics computer capable of translating most alien languages spoken by Humanoids. It looks like a flashlight with a microphone grid at one end. The translator must record speech in a new language to get the general idea of its syntax, word meanings, and so on. The speech may be recorded live, picked up from radio or other broadcasts, or analyzed from recordings made in other ways.

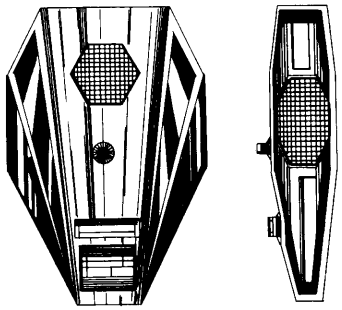
KLINGON EMPIRE

Communicator

Task groups use this small unit for person-to-person or person-to-ship communications. It has a flat case with a T-shaped back and a red plastic cover. The hinged cover flips up, but it does not act as the on-off switch or antenna as on the Federation communicator.

Universal Translator

This silver-colored device translates the speech of both the user and his auditors. The microphone on the front receives the audience's speech, and two speakers on either side broadcast what the user says to the audience. The user must wear a throat microphone to transmit his voice to the translator, and an earphone attached to his ear to receive the audience's words from the translator. Unlike the Federation translator, the Klingon device must be individually programmed for the language to be translated.



ROMULAN EMPIRE

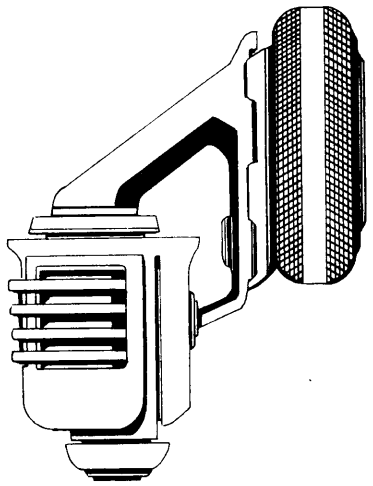
Communicator

This transmitter/receiver is a small, cylindrical unit about 7.5 centimeters tall and 4 centimeters wide. The front third of the cylinder slides down, revealing a small speaker grid and a tuning dial. When the cover is fully extended, the antenna rises about a centimeter out of the top, lowering again when the cover is pushed back in the closed position.

The communicator has a maximum range of about 26,000 kilometers, and permits person-to-person or person-to-ship voice communications, or acts as a homing device. In addition, it has a small jack in the bottom that users may connect to various pieces of equipment to transmit data to a ship's computer.

Earpiece Receiver

This device is used extensively in personal communications aboard starships. Unlike Star Fleet units, these have a standard shape and are held to the ear during conversations. A microphone built into all consoles picks up the user's replies.



DATA COLLECTION AND MANAGEMENT EQUIPMENT

FEDERATION

Camera, Film

This flat-image camera (with through-the-lens viewing) produces instantly developed pictures plus a digitally encoded strip that serves as a negative for additional prints or enlargements. Electronically enhanced optics allow most cameras in this price range to take closeup or telephoto shots with a simple adjustment.

Camera, Holographic

This camera creates a digitally encoded cube that later can produce a 3D image after processing. Holocube photograph cubes are quite common, with most being about seven to ten centimeters on a side when prepared. The image is generated within a virtually invisible clear plastic hollow cube for display on a desk or table. Otherwise, the user can copy the image onto a standard cart for viewing at any terminal capable of 3D display.

Computer Carts

The standard square computer cart comes in various colors that represent the type of information recorded (text, digitized photograph, numerical, or video). Information is stored on a molecular level, with each cart holding several megabytes of data.

Portable Cart Viewer

This viewer is about the size of a pocket portable radio, and has a small high-resolution screen. It will display visual (still and video) recordings only, and so cannot be used to scan carts used for recording data. The camera/recording attachment consists of a camera (the size of a large fountain pen) and a plug-in record attachment (the size of a pack of matches), which allow the user to make new audiovisual recordings. A larger, twin-lensed camera (the size of a paperback book) can make 3D visual recordings.

Computer, Personal

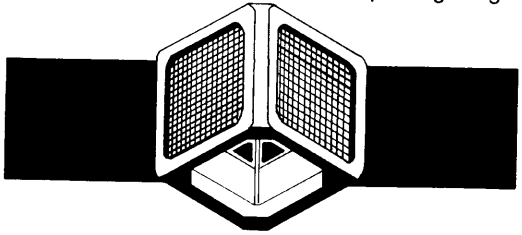
This computer is pocket- or briefcase-sized, but it has a small high-resolution screen capable of displaying digitized color photographics (or video) images as well as text. Plug-in modules allow it to act as a personal transactor, a video cart viewer (with 3D display, if plugged into an auxiliary display unit), or to make a direct, satellite-link contact with a worldwide data base.

Computer, Pocket

This computer, about the size of a pack of cigarettes, supplies the power of a well-equipped 1986-vintage microcomputer system. It can read standard computer carts, though it cannot deliver 3D graphics or a high-resolution display. It can neither plug into a communications terminal to connect with larger data networks, nor can it be used for card transactions.

Holocube

This small (50-millimeter) cube can display a three-dimensional image of a person or object. More sophisticated holocubes can project a short series of repeating images.



Data Recorder

A variety of specialized recording devices are available, designed to collect and/or organize certain types of data. These include video recorders, voice recorders, and text recorders. Although these units are suitable for collecting specific data, tricorders are usually preferred for their general versatility. The Equipment Division may design special devices with recording capability at an agent's request.

Remotely Piloted Vehicle

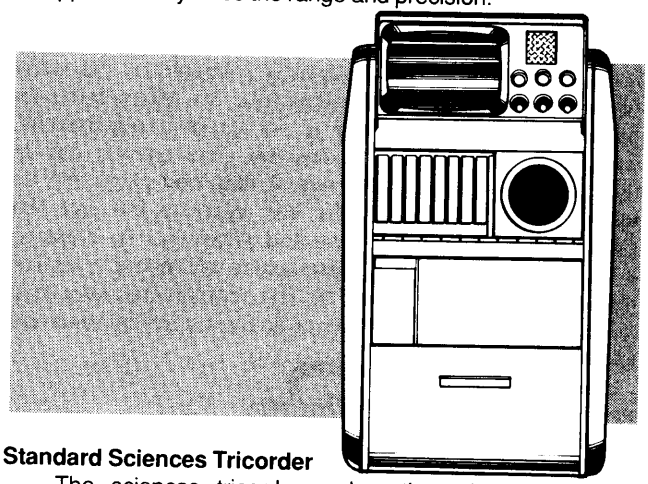
This small, remotely piloted vehicle (RPV) measures 10 centimeters by 3 meters and masses about half a kilogram. Equipped with a micro-fission drive and a miniaturized passive sensor package, it can greatly enhance the performance of the military tricorder. While 'slaved' to the tricorder, the RPV travels up to 10 kilometers away at up to 50 kilometers per hour, and covers an area approximately one-half kilometer square. An RPV can endure six hours of continuous use per internal battery-charge.

Telemetry Probe

The telemetry probe is a shipboard system launched from major research vessels, including certain Star Fleet Intelligence ships. An unmanned, self-propelled sub-light probe, it is capable of performing and transmitting numerous experiments and detailed data collection. Its performance is generally inferior to that of a shuttlecraft equipped with trained personnel.

Military Tricorder

The military recorder is the basic intelligence-gathering tool in the field. Based on the standard directional sciences tricorder, the military tricorder sacrifices detailed analysis for approximately twice the range and precision.



Standard Sciences Tricorder

The sciences tricorder makes three basic types of scans, with several sensitivity levels available for each. It can scan for energy sources, physical composition, and life forms. For more information, refer to the ST:RPG **Cadet's Orientation Sourcebook**, p. 21.

Improved Standard Sciences Tricorder

The only difference between this model and the standard sciences tricorder is that the improved version has an increased range of operation. It can make general energy source scans at ranges of 1200 meters, and specialized scans at 175 meters. The user can also make general scans for concentrations of a desired substance at ranges of 1200 meters. Specialized scans to detect the primary composition of an unknown object can be made at ranges of 175 meters. The general life form scanning range has been improved to 700 meters, with individual life readings and general life form type distinguishable at 150 meters.

Directional Sciences Tricorder

Sometimes issued by Star Fleet Intelligence, this tricorder looks like a phaser pistol. It makes the same types of scans as the standard sciences tricorder, but its sensitivity gives it greater range. Because of the directional nature of this model, any particular scan requires about 10 seconds to complete, and it covers only about 45° of an arc. Thus, it would take 80 seconds to make a complete 360° sweep.

The user can make general energy source scans at ranges of 1500 meters, with specialized scans at ranges of 200 meters. The device is capable of general scans for concentrations of a desired substance at ranges of 1500 meters. It can also make specialized scans to detect the primary composition of an unknown object at ranges of 200 meters. General life form scanning ranges have been improved to 1000 meters, with individual readings and general type distinguishable at 250 meters.

KLINGON EMPIRE

Battle Computer

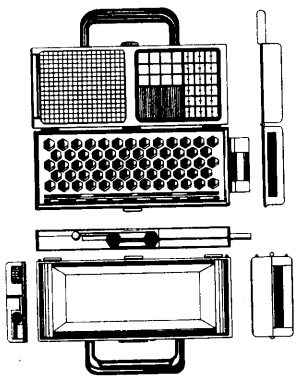
Klingon field commanders use this small, portable computer display to assist in pinpointing enemy locations. When given specific terrain characteristics and tied into a tricorder, the computer can pinpoint the location of enemy troops, the presence of any energy weapons, and a plot of likely enemy movements.

Computer Cart

Though different in shape and overall appearance, this is essentially identical in function and capacity to its Federation counterpart.

Portable Computer/Recorder

The computer/recorder is a brick-sized box with a handle on top. It opens to reveal a keyboard on the lower half and two screens on the upper half. The left screen is for text, and the right screen is for graphic applications. Separating the functions allows the simultaneous use of both screens in some instances. A data cart plugs into an opening on the right. On the end opposite the cart slot (when closed) is a microphone and video lens. By pressing a handle-mounted button, the machine will record whatever the microphone or lens aims at. The computer/recorder may also be programmed to replay or analyze anything recorded into a data cart.



Electronic Diary

This device is about the size and shape of a hand calculator, and will record personal log entries as well as receive instructions from senior officers. A Klingon starship communications panel can transmit data into its memory without making direct contact (and vice versa).

Holocube

This holocube is identical to its Star Fleet counterpart.

Instructional Machine

This is a 'teaching machine', generally used for propagandizing by force and crash-learning. It also acts as a torture device if no programming cart is used. When hooked up to the machine, the user will experience brief physical discomfort similar to an intense migraine. The machine's computer carts contain programming ranging from skills to inspirational indoctrinations.

The instructional machine is a metallic, helmet-shaped device with a briefcase-sized control box. When worn, the helmet fully covers the face the way the helmet of an environmental suit does. The front has a transparent plasteel half-visor that allows the wearer limited vision. Inside the helmet are several hundred blunt probes. If depressed, they will change length to conform to the pressure. This ensures an exact fit regardless of the size or shape of the wearer's head. Three colored wire leads run from the back of the helmet to the control box. In the center front of the helmet is a pressure-sensitive switch with a built-in light that comes on when the device is in use.

There is an opening on the control box to permit the insertion of a computer cart. Touching a stud next to the mechanism ejects the cassette-shaped object.

Tricorder

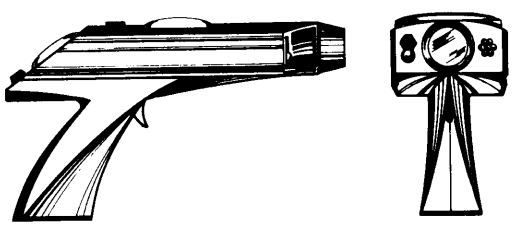
The Klingon Imperial Navy issues a tricorder-type device to its personnel. The unit's inner mechanism and abilities are so similar to the standard Federation sciences tricorder that is is almost certainly a copy of a captured design.

ROMULAN STAR EMPIRE

Image Recorder/Processor

Somewhat gunshaped, this unit functions like a Federation tricorder. The user can operate it by pulling the trigger, or may set it for hands-free operation. The small screen on the back can call up for viewing any information in the unit's memory, which stores about two hours of continuous information. The device can also be patched to a communicator via a small jack in the bottom of the grip, which allows broadcasting to a ship's computers.

A large array of photocells atop the unit operate even indoors, and keep the unit's batteries fully charged. If the device must operate in darkness, its batteries will power it for about six hours.



ORION COLONIES

Microrecorder Data Tape

This data 'tape' comes in small (13-centimeter) squares similar to 20th-century Terran microcomputer diskettes. Unlike most other quasi-magnetic storage media, the tape is not reusable.

DECEPTION AND ECM EQUIPMENT

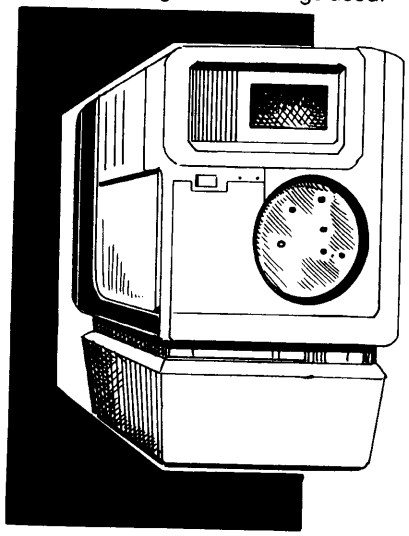
FEDERATION

Anti-Laser Aerosol

This aerosol is contained in a 10 by 30 centimeter cylinder. When activated, the cylinder releases a thick reddish smoke that partially deflects and absorbs laser and phaser fire, as well as obscuring vision. The effect lasts for several seconds to several minutes, depending on atmospheric conditions (a strong wind or starship air-recycling system greatly lessens the aerosol's effectiveness). Each cylinder contains one application.

Combat Simulator

About the size of a gold-screen communicator, this device produces the sound effects that normally accompany weapons fire. Used primarily as a tactical diversion, a simulator can recreate the sound of an attack by an entire platoon of soldiers. Each simulator has three variable controls. The first regulates the frequency of fire (slow, moderate, or fast). The second regulates the rhythm of fire (random bursts or highly rhythmic, like automatic weapons fire). The third selects the desired sound from six different settings: small-caliber projectile weapon, large-caliber projectile weapon, Klingon disruptor rifle, Gorn blaster, Federation phaser, or phaser on overload. The simulator uses two high-output energy cells, lasting from 30 minutes to several hours depending on the settings used.



Disguise Kits

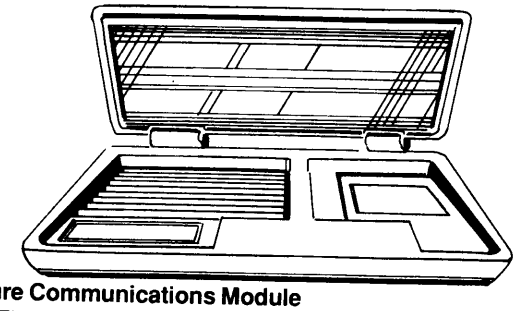
Each disguise kit is about the size of a small briefcase and includes physical accessories, skin pigmentation chemicals, and simple guidelines for use. Each kit is designed to enable an individual of one race to appear like another individual of the same or another race. Many racial alterations are impossible without cosmetic surgery, however.

Energy Surge Inducer Kit

This kit contains a surge inducer and a wide selection of adapters. By plugging the inducer into any electrical wall outlet, an agent can overload that circuit and any linked circuits, cutting the power for up to ten minutes. The inducer drains the circuit's energy and stores it in an efficient accumulator. If the inducer is left plugged in too long after power is restored, it will explode, an effect that agents might find desirable. The adapters make the inducer compatible with almost all Federation and many non-Federation internal electrical systems.

ID Forgery Unit

These devices allow an experienced forger to create faked ID cards or to change the information on a real one. Even a character with *Forgery* skill would need a unit like this to alter electronic ID cards. Without *Forgery*, however, the device is useless. It is pocket-sized, and resembles a fancy personal transactor. Possession of this forgery device is illegal wherever electronic IDs are used.

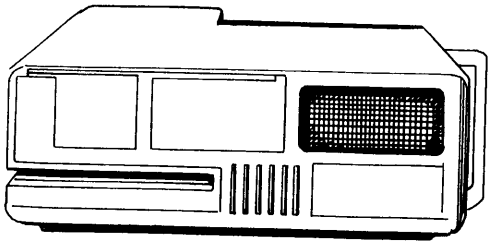


Secure Communications Module

This module plugs into any flip-grid communicator, scrambling the transmission signal to prevent electronics monitoring. In the absence of extensive location-finding efforts to bring in the signal, use of the module can conceal the exact nature and location of the transmitter.

Adhesive Plasticene Tape

This tape comes in a variety of widths, lengths, colors, textures, and degrees of transparency. It can be used to 'piece together' sections of walls, duralloy beams, and other structural barriers after they have been penetrated. For example, an agent might use his phaser to cut through metal bars on an old-fashioned prison door, and then put the bars back into place with tape of the appropriate color and texture. This would deceive his jailors until he judged the moment opportune for attempting escape. Though the tape will not withstand careful examination, it is not plainly noticeable either.



Voice Synthesizer

About the size and shape of a standard tricorder, this device can alter an individual's voice. If samples of another person's voice are available on data cart, the synthesizer can make the user's voice identical to that other voice. If samples are not available, the synthesizer will use one of twelve prerecorded standard voices. It can replay the impersonated dialog through its speaker, or it can be hooked up to a standard communicator. It uses two standard small-equipment energy cells, lasting for three hours.

KLINGON EMPIRE

Pocket Scrambler

This Klingon device generates a static field that blocks out various security surveillance systems within a ten-meter radius. Security sensors or tricorders that detect visual or voice readings will encounter extreme interference when this device is in use.

ELECTRONIC EQUIPMENT

FEDERATION

Hand Calculator

This is an inexpensive yet mathematically complex version of the 20th-century Terran calculator. Though it has no permanent memory storage capacity, it employs dozens of preprogrammed mathematical subroutines and formulas. The calculator operates on one standard small-equipment energy cell, which will last almost indefinitely with normal usage.

Portable Encoder/Decoder

About the size of a biocomputer, this device uses standard computer data carts. It can encode or decode messages using codes available on data cart. (To use a given code, the operator must have a copy of that code on data cart.) Its internal battery storage system can be recharged by shipboard equipment.

Radiation Detector

This button-sized device reveals the existence of harmful radiation by changing color. When bombarded by high levels of radiation, its normal violet hue will travel through the visible light spectrum, changing to blue, green, yellow, orange, and finally red. The detector does not measure a person's total dosage; only the rate at which it detects radiation. It checks for all common forms of electromagnetic radiation, as well as delta, epsilon, iota, kappa, berthold, hakel, seton, and celebium radiation. When the detector changes to green, that indicates a radiation level that is a serious health risk.

Stress/Accuracy Detector

A disk-shaped object about 10 centimeters in diameter and 3 centimeters thick, this device can function as a lie detector when connected to a tricorder or ship's computer monitor. The individual to be evaluated places his palm on the device, which emits a white light when in use. The detector will then evaluate the accuracy and 'truthfulness' of an individual's remarks, as well as noting any changes in physiological condition.

Synchronic Meter

This is a good, general-purpose starship engineering diagnostic tool, roughly the size of a standard tricorder, but somewhat longer and narrower. Though used mostly to run tests on transporter efficiency, it can also compare any machine's current condition with its normal, ideal operating efficiency. It operates on three standard small-equipment energy cells, which will last almost indefinitely with normal usage.

UV Wave Sterilizer

The UV wave sterilizer is a portable, box-shaped gadget about 30 by 30 by 60 centimeters, with a fluorescent tube-shaped ultraviolet wave emitter on one end and a control panel on the other. It is used mostly to sterilize biological samples, personal equipment and uniforms, and even persons (in an emergency). It is not suitable as a weapon, though prolonged exposure to UV radiation does cause some serious tissue damage, particularly if aimed at the eyes. The sterilizer is especially handy in the absence of a transporter's built-in decontamination facilities. The sterilizer operates on two high-output energy cells, good for one hour of continuous use, and comes with goggles for the operator and subject. Extra goggles are also available.

Vibrotools

There are a variety of saws, knives, and related tools available that use pinpoint-focused ultrasonic energy. They are often used in survival situations for cutting, trimming, or penetration. Knives and small drills each use one high-output energy cell, while the larger saws use two. All tools should operate for six hours.

ENVIRONMENT SURVIVAL EQUIPMENT

FEDERATION

Air Pack

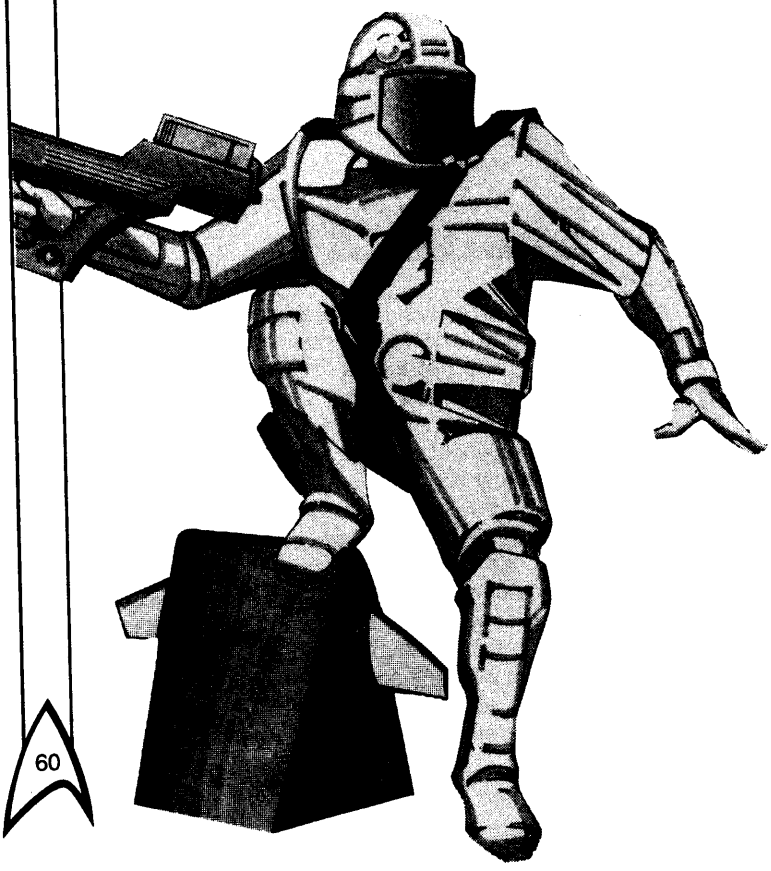
This is a lightweight pack with a supercompressed breathing mixture and a fitted mask. One pack functions for six hours. An agent can wear two air packs on his back at no penalty to movement.

Environmental Suit

Sometimes called a 'space suit', this suit is worn for maximum protection. It maintains a self-contained artificial environment, providing air, temperature, and pressure regulation. The suit is safe for deep-space vacuum, for otherwise unlivable heat or cold, or for poisonous atmospheres. Recent models can maintain their artificial environment for 36 hours.

The helmet is opaque to the back and around part of the side to provide shade against harsh sunlight. The transparent front portion darkens automatically to protect against flash effects. Attached to this suit is a wrist communicator that uses the suit's built-in power pack to boost its signal range.

Though bulky, the environmental suit is not uncomfortable. It is self-sealing. It would be difficult to tear, and so a standard spray hypo can be used right through the sleeve. Though resistant to some damage, the suit provides no protection against energy weapons or most impact, projectile, or cutting weapons.

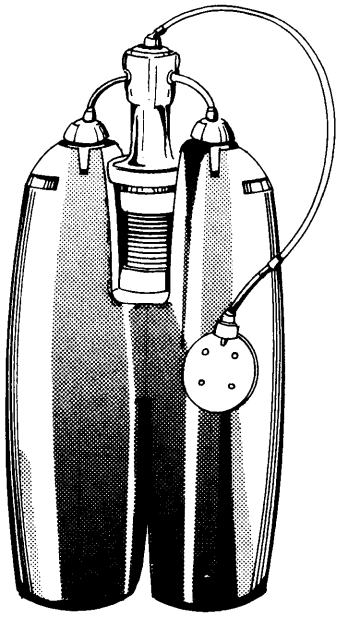


Carbon Dioxide Fire Extinguisher

This cylindrical object is almost identical to its 20th-century Terran counterpart, except that the carbon dioxide is under much higher pressure, and thus is more effective for extinguishing electrical fires aboard starships.

Gillpak

The ultimate underwater diving device, the gillpack is worn on the back, and weighs no more than a few kilograms. When used with a wet suit to provide warmth, a gillpack allows its user to operate underwater almost indefinitely. Unlike scuba gear, gillpacks produce no bubble trail.



Magnesium Heat Capsule

This small, flat, dull-grey tablet is about the size and shape of an aspirin (a white crystalline compound of acetyl-salicylic acid, rarely used anymore). It contains a magnesium center and an active phosphorus coating. When struck squarely by a heavy or sharp object, it will flame up, producing a great deal of heat and some light. Each capsule burns for about five minutes. They usually come in boxes of 12 or 20.

Life Support Belt

This wide, thick belt provides its wearer with air, temperature, and heat regulation for up to four hours. When in use, it generates a glowing, greenish-yellow force field, and may be used like the more bulky environmental suit in space, hostile environments, or underwater. Besides the fact that the belt's glow makes the wearer unable to hide, the other disadvantage is its vulnerability. Because a major impact can cause malfunction and failure, the belt is not used in combat situations.

Breather Mask

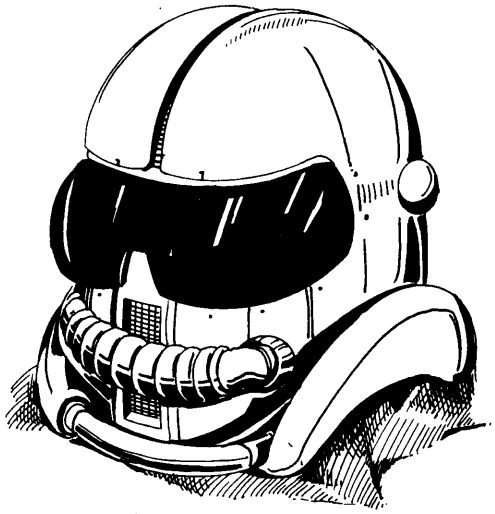
The breather mask can purify tainted or contaminated air and extract oxygen from water or other oxygen-bearing liquids. With its built-in compressor, it can 'boost' tenuous atmospheres to a breathable level. The compressor has enough air to function for about twelve hours before needing recharging. Without the compressor operating, the air supply can sustain the wearer for about two hours. The compressor operates on two high-output energy cells.

Filter Mask

This small, lightweight mask filters most harmful atmospheres. Each replaceable filter unit is good for twelve hours of continous use.

Life Support Mask

This breathing apparatus is worn where bulkier or more heavy-duty life support equipment is not needed. It can remedy the effects of thin or thick atmospheres, adjust atmospheric pressure, and filter out harmful airborne contaminants. The mask does not create the atmosphere, but merely makes an otherwise harmful atmosphere more breathable. Thus, it will not provide oxygen where there is none. It is powered by a tiny energy cell that must be recharged or replaced once a month.



Radiation-Shielded Suit

Covering the body entirely up to the neck, this bulky white garment prevents the slow buildup of radiation poisoning that could otherwise occur with long periods of exposure. The user can tap the suit's compressed air supply by plugging in a small disposable breathing mask if wearing the helmet would hamper him.

When radiation is an immediate hazard, a special helmet can be fitted to the suit. When working in areas contaminated by major radiation leaks, the wearer can put special radiation armor over the radiation suit.

Rain Gear

Easily folded into a small, pocketsize pack, Star Fleet issue rain gear is durable and serviceable in inclement weather. Usually transparent, this gear includes a raincoat, hat, overshoes, and a small waterproof bag that can cover equipment up to the size of a small briefcase. Its special polymer coating makes water and mud slide right off. The user can shake dry the gear in a matter of seconds.

Skin Diving Gear

This gear includes a mask, flippers, buoyancy control belt, and other minor accouterments for skin diving.

Scuba Tank And Regulator

This advanced system uses multiple air packs for safe operation up to twelve hours underwater. This lightweight gear hardly restricts movement at all.

Temperature Compensation Oversuit

This suit has a hood and half-face mask. With 48 hours of power provided by its rechargeable pack, the suit creates comfortable temperatures for the wearer in either hot or cold environments. It has air conditioning and heating units, but does not protect against vacuum, poisonous atmosphere, or other similar harmful environments.

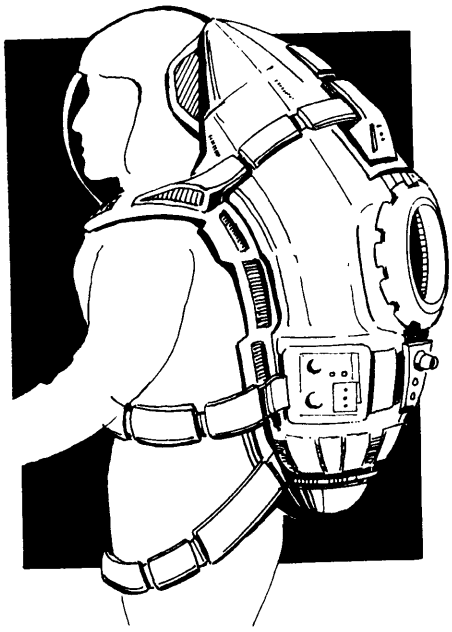
Thermal Oversuit

This heated suit is for use in cold environments. It runs on a powerpack that lasts up to 49 hours before needing recharge.

Thruster Suit

The thruster suit is a low-cost, easy-to-use version of the standard environmental suit, developed as a one-shot emergency escape device. The thruster suit is for use only in vacuum and carries a ten-hour air supply. The main thruster is a chemically fueled rocket with small attitude jets for maneuvering. Sophisticated controls are set in an extension arm.

The thruster suit is only used when rescue by transporter or shuttle is not possible. During an abandon ship situation, a person could don a thruster suit, use the attitude jets to point safely away from a crippled vessel, and fire the main thruster. The thruster would carry the escapee out of danger and into a safe orbit or toward a rescue vessel. The amount of thrust and burn time can be preset by using the microcomputer in the extension arm controls. Once the burn is completed, the thruster pack can be discarded.



Tractor Gloves/Boots

Tractor gloves and boots are available with the standard environment suit. They function through electromagnetic attraction, and so an agent wearing tractor boots can maintain a firm footing while performing work on a starship's external hull (hull metal has a slight affinity for magnetic fields). These items can also help the wearer gain entrance to a starship or to carefully attach explosives to its hull. Control circuitry installed inside the suit permits the wearer to turn each glove's (or boot's) built-in electromagnetic field on or off, or to adjust the field intensity.

Water Purification Device

This device, the size of a hardback book, can filter and purify a half-liter of water every two minutes. Its chemical pack and filters will purify 400 liters of water before needing recharge.

Wet Suit

This suit allows skin, scuba, and gill-pack divers to remain warm in cold waters. Its adjustable buoyancy control packs eliminate the need for weight belts.

KLINGON EMPIRE

Standard Environmental Suit

This 'space suit' maintains a self-contained artificial environment—air, heat, moisture, and pressure—for up to 24 hours. The suit is used whenever maximum protection is required, and can withstand total vacuum, poisonous environments, extreme temperatures (both heat and cold), and higher pressures (up to five Klinzai atmospheres).

The Klingon suit is angular in appearance, and the helmet is boxlike. The back of the suit carries a large square package housing the atmosphere filters, heater, air conditioner, moisturizer, and water supply.

Unlike the Federation model, the standard Klingon environmental suit is not self-sealing (a frill reserved only for the officer's deluxe suit). If the suit is torn in vacuum, the victim will die of decompression in 1D10 + 3 turns unless the suit is patched. (A patch kit is provided in a belt pouch.) Poison contamination would take somewhat longer to affect the victim, depending on the intensity of the poisonous atmosphere. Cold or hot environments would not be lethal, but may affect any portion of the wearer's anatomy exposed by the rip. If the wearer returned to a safe environment (such as a ship's airlock) before the fatal amount of time elapses, only a proportionate amount of damage would be received.

Deluxe Environmental Suit

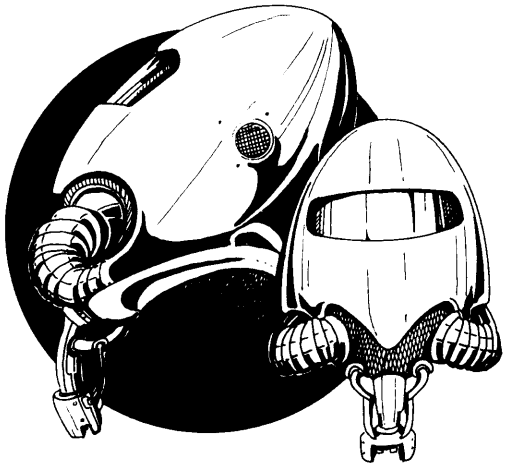
The deluxe suit is identical to the standard suit, except that it protects the wearer for one week and provides him with a liquid food supply, tasting something like meat broth. This suit has the same self-sealing ability as the Federation model's.

Magnesium Heat Capsule

This heat capsule is identical to its Federation counterpart.

Life Support Mask

The Klingon life support mask is somewhat larger than the Federation version. It covers the eyes as well as the nose and mouth, and it has a small cylinder (9 centimeters long and 4 centimeters in diameter) mounted just below the mouth. It can filter out mildly toxic gasses, and/or provide its wearer with ten minutes of oxygen. In a very thin environment, the mask uses oxygen from the cylinder to bring the outside air to a breathable level. Thus, the air supply will last proportionally longer.



ROMULAN STAR EMPIRE

Environmental Suit

This suit is identical to its Federation counterpart.

KITS AND POWERPLANTS

FEDERATION

Standard Small-Equipment Energy Cell

This non-rechargeable power cell is about the size of a 20th-century Terran watch battery. It is used in most small electronic devices, and has an indefinite shelf life.

High-Output Small-Equipment Energy Cell

A rechargeable power cell about the size of a 20th-century Terran AAA battery, it is used in devices with a very high energy consumption, and can be recharged at any conventional power source (surface, vehicle, or starship).

Carpentry Kit

This kit consists of several large canisters containing various tools for cutting, shaping, fastening, and manufacturing wood products, up to and including simple wood structures.

Metalworking Kit

This kit consists of several large canisters containing various tools for cutting, shaping, fastening, and manufacturing metal products, up to and including simple metal structures.

Specialized Kits

Somewhat bulky, these kits are usually two to four times the size of a tricorder. Each kit contains an assortment of small tools, electronic gadgets, and preprogrammed tricorder data carts, to assist scientific research or technological repairs in almost any selected field. Characters with a minimum skill rating of 20 in the appropriate skill can use these kits to modify their skill roll in that particular field by as much as +10 to +20. Kits are available to modify the following skills:

Communication Systems Technology
Computer Technology
Deflector Shield Technology
Electronics Technology
Life Support Systems Technology
Mechanical Engineering
Mining
Personal Weapons Technology
Physical Science, Chemistry
Physical Science, Computer Science
Physical Science, Gravitics
Physical Science, Metallurgy
Physical Science, Physics
Planetary Science, Geology
Planetary Science, Hydrology
Planetary Science, Meteorology
Shuttlecraft Systems Technology
Small Equipment Systems Technology
Small Vessel Engineering
Space Science, Astrogation
Space Science, Astronautics
Space Science, Astronomy
Space Science, Astrophysics
Starship Weaponry Technology
Transporter Systems Technology
Warp Drive Technology

No kits for *Life Science* or *Medical Science* skills are included here. For the specialized equipment to enhance these skills, see the **Equipment** section of **Medical Supplies**, page 73.

Portable Power Supply

This backpack-sized microfusion power plant provides power for most items for about 20 weeks without service or replenishment. An accessory adaptor is needed to recharge weapons.

Portable On-Site Fusion Reactor

This reactor assembly takes up a two-meter-square area when in operation. It runs on a pergium isotope, and provides sufficient power to operate virtually any equipment or to supply the needs of a community of 10,000 people. It can be transported by a cargo transporter or in a shuttlecraft, will not fit into any ground vehicle smaller than a medium-sized truck. One-half kilogram of fusion fuel operates the reactor for a week.

Shuttlecraft Standard Equipment Kit

Most Federation shuttlecraft carry the following equipment: seven Phaser IIs (each with one fully charged power pack), one Shuttlecraft Systems Technology kit, one standard sciences tricorder, a medical tricorder, packaged rations for ten people to last five days, and 190 liters of potable water.

Personal Survival Kit

Designed for one person, this kit contains the following: one fully charged Phaser I with a spare power pack, one filter mask, one liter of water, a seven-day supply of emergency rations in concentrate form, three chemical light tubes, one dose of light stimulant, one vibroknife, a 30-meter length of plasteel cable, a twelve-pack of magnesium heat capsules, and a recording transceiver.

KLINGON EMPIRE

Small-Equipment Energy Cell

Klingon electronic equipment uses a variety of small rechargeable and non-rechargeable energy cells. Except for minor differences in appearance, they are identical to their Federation counterparts.

Personal Survival Kit

Designed for one person, this kit contains the following: one small saw-toothed knife, emergency rations in concentrate form (adequate for up to 72 hours), a pain-blocker capsule, a twelve-pack of magnesium heat capsules, three chemical light tubes, and one-third liter of water.

ROMULAN STAR EMPIRE

Small-Equipment Energy Cell

Romulans use a variety of small rechargeable and non-rechargeable energy cells in their personal equipment. Although their appearance differs from their Federation counterparts, the energy cells function similarly.

Portable Power Supply

This small (5 by 10 centimeter) folding photocell has a short cord that attaches to many smaller pieces of medical equipment, to charge their internal batteries. It is very efficient, and will charge a normal tool in approximately 20 minutes.

Personal Survival Kit

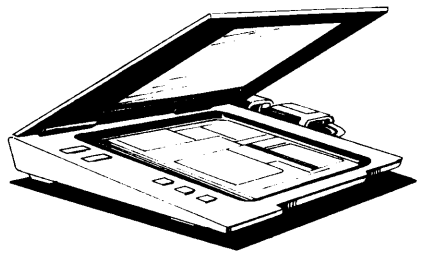
Designed for one person, this kit contains the same items as its Federation counterpart.

LOCATION/DETECTION EQUIPMENT

FEDERATION

Computerguide Electronic Map

This computerized map display incorporates a small inertial tracker. If calibrated before leaving a known point and programmed with local maps, it will determine the user's location with pinpoint accuracy. Its battery pack can operate 30 days before needing recharge. Map programs may not be available for uncivilized areas, but the inertial tracker will still give position relative to the starting point.



Inertial Locator

About the size of a large coin, this electronic device has a pressure-switch and simple direction/range display. The pressure switch activates the unit's memory at a specific location. Thereafter, the locator can provide accurate bearing and range from the user's current position to the previously memorized location. This unit is useful when infiltrating a planet or a base. It uses a single standard small-equipment energy cell, which will last indefinitely with normal use.

Magnetic Compass

Seventy-five percent of civilized worlds have magnetic fields strong enough to allow the use of magnetic compasses. The Star Fleet issue model is extremely durable and accurate.

Metal Detector

This sensitive, tricorder-sized device detects small metallic objects with more precision than a tricorder.

Personal Signalling Beacon

A pear-shaped device about 25 centimeters high with a slide switch on its side, the beacon's powerful photon emitter is often used by surface parties to signal their approximate location to orbiting spaceships when normal communication is impossible. The switch causes the beacon to flash for about one second. The device uses an internal accumulator and three high-output energy cells, good for ten flashes.

Electronic Tracer/Transducer Set

The tracer is a small, square, palm-sized metal object. The transducer comes in a variety of different shapes, but usually resembles a fabric fastener or metal clip. The tracer can home in on a signal transmitted by the transducer, which is carried by (or planted on) another individual. Once the transducer is activated, the tracer can pick up the signal from as far as 50 kilometers.

KLINGON EMPIRE

Electronic Tracer/Transducer Set

The tracer is a small, palm-sized metal sphere resembling a flattened coin. Except for its different appearance, the tracer/transducer set functions identically to its Federation counterpart.

MISCELLANEOUS EQUIPMENT AND PROVISIONS

FEDERATION

Plasteel Cable

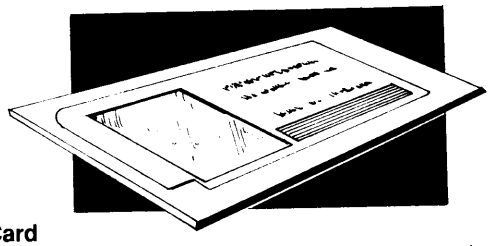
This cable is much lighter and stronger than rope, and will support approximately 500 kilograms.

Duropaper

The standard writing material of the 23rd century, duropaper is used on the rare and often ceremonial occasions when a hardcopy is needed. A variety of watermarks are available, and Intelligence agents can obtain any type of imprinted stationery desired.

Adhesive Epoxy

This adhesive compound consists of two 10-milliliter tubes of non-adhesive chemicals. When combined, however, the two chemicals form a powerful, fast-drying epoxy seal that will maintain its integrity even when exposed to vacuum. Orientine acid is one of the few solvents that will dissolve a hardened epoxy seal.



ID Card

About the size of a 20th-century credit card, this plastic ID shows a 3-D picture of and coded information about its bearer. It is used to activate security locks on most Federation vessels and to provide other data about the bearer quickly (retina patterns, blood type, medical history, security clearance, and so forth). Forging these cards is difficult.

Pocket Magnet

This standard bar magnet can lift two kilograms in the air or five kilograms underwater. It has a variety of uses, including that of primitive metal detector for magnetically sensitive metals.

Adhesive Patches

Approximately 10 by 10 centimeters, these patches are reinforced with a duralloy-fiber and are suitable for repairing small tears in environmental suits. In an extreme emergency, they may even be used to slow the loss of atmospheric pressure caused by small hull punctures in a shuttle or similar small craft.

Personal Transactor

This is the basic model of the pocket-size device used to make cashless transactions between two private individuals on most Federation worlds. It allows the transfer of money from one card to another, but the transfer is not actually recorded until the next time one of the parties places his card into a bank machine, store transactor, or other device tied to the master bank computer datanet. This delay has little or no effect, as the cards know the money has been exchanged. The procedure might be compared to writing a check, but it clears much faster. Most personal transactors plug into a common communications terminal for a quick update from the bank computer, though they cannot make other transactions. Standard transactors are not equipped with identifying devices, such as retina scanners, and so they are used mostly for two individuals who know each other.

Emergency Packaged Rations

Though similar in appearance to 20th-century Terran military rations, these have higher overall nutritional value and considerably better taste. A single 150-gram packet provides the necessary caloric and nutritional requirements for one day.

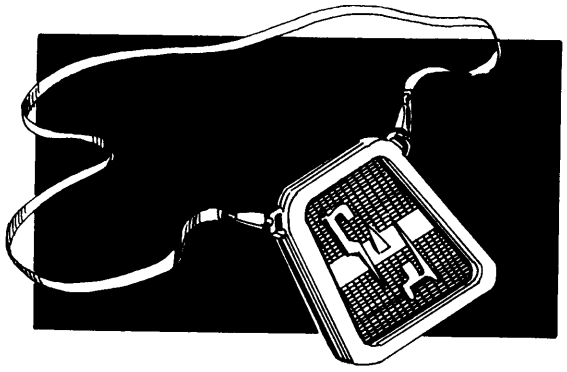
Wrist Chronometer

This digital wristwatch keeps very accurate time and has an alarm feature. More advanced models might have calculators, short-range communicators, built-in video games, pagers, pulse/heart rate/respiration/temperature sensors, and so on. A favorite feature in urban environments is a loud piezoelectric alarm that can be activated manually as an anti-mugging precaution.

KLINGON EMPIRE

ID Card

The Klingon version of the ID card is the size of a matchbook and is usually mounted on a chain around the neck. It is made of a plastic-like substance that retains information in much the same way as the Federation card.



Adhesive Patches

These are identical to their Federation counterparts.

Emergency Packaged Rations

Though similar nutritionally to their Federation counterparts, these Klingon emergency rations were not designed for anything as frivolous as good flavor. Indeed, they have the same consistency and flavor as dried wood pulp.

ROMULAN STAR EMPIRE

ID Card

All Romulans are issued a plastic information card containing coded citizenship and military information, personal and medical histories, security clearances, and the like. Forgery is very difficult.

Emergency Packaged Rations

These rations are similar to their Federation and Klingon counterparts, and their overall quality is somewhere between the two.

PERSONAL SECURITY SYSTEMS

FEDERATION

Standard Briefcase

The standard briefcase can accommodate a complete personal computer system, standard papers, and so on. Its high-impact duraplastic will not scratch under normal wear and tear. The user can code the electronic lock to an electronic key or to one of several personal ID cards. Combination lock versions are also available, with electronically coded combination latches and miniature numerical keypads.

Deluxe Security System Briefcase

This briefcase contains so many concealed security gadgets that there is almost no room to carry printed documents. It is constructed from molded, high-impact duraplastic, with a metal skeleton of duralloy and superconductor-metal. Thus, the entire case is resistant to phaser sidearms, heat of any kind, and projectiles. Various models come with various locking mechanisms, including palmprint analyzers, miniature retinal scanners, and electronic digital or mechanical combination locks.

The case has the following recording and detection systems: a stress/accuracy tester, a built-in tracer/transducer system, an explosives detector, an electronic commlink-tap and passive transceiver detector, a hidden recorder detector (which will detect the presence of other recorders in operation), and a miniaturized audiovisual recorder (which uses standard computer data carts). For defense, it also has a built-in motion/movement detector. If the user activates an external switch, any movement or tilting of the briefcase will set off a piercing alarm. Finally, if anyone attempts to unlock or damage the case, smoke jets will release a cloud of neural gas (a short-duration, fast-acting tranquilizer), and a strobe light will flash, probably blinding the burglar. An optional tamper-activated explosive charge is also available, powerful enough either to destroy the case's contents or to destroy an entire room. The case uses two high-output, small-equipment energy cells, good for a week of normal use.

Security-Encoded Data Cart

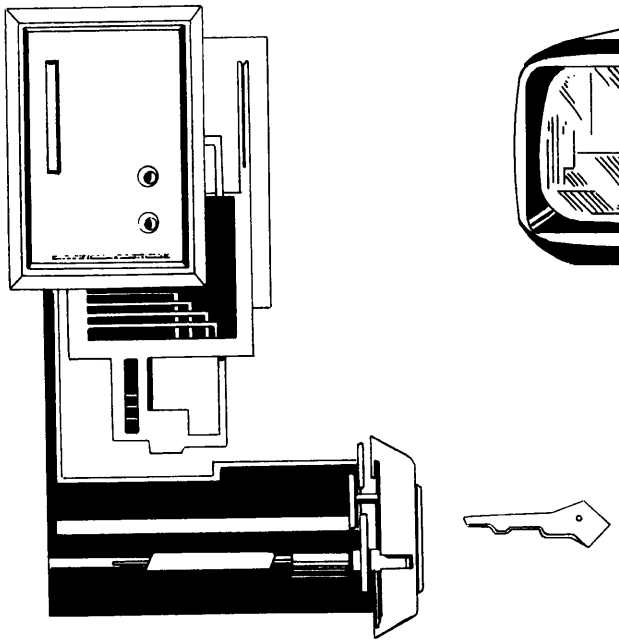
Computer carts generally use one of two methods for security. They require either the use of a specific codeword after the cart is inserted or a retinal scan on a computer terminal with such an accessory. In either situation, the cart will self-erase if the requirements are not met.

Personal Document Incinerator

Sometimes called a 'flashtray', this device is about the same shape and size as a tricorder but not quite as thick. Documents are inserted through a narrow slot on one end, where an internal mechanism slowly pulls them in. An intense electrostatic charge converts the document into ash and then vaporizes the ash. Nothing thicker than a small sheaf of papers can fit through the slot, and there is a safety switch that shuts off the device if someone tries to stick his finger in. It uses four high-output small-equipment energy cells, good for incinerating about 500 sheets of paper.

Locking Mechanisms

A variety of locking mechanisms may be installed in buildings, vehicles, certain pieces of personal equipment, or aboard starships. These include retinal scanners, thumbprint or palmprint analyzers, voice-recognition systems, electronic digital combination locks, mechanical combination locks, and even old-fashioned, tumbler-style, key-activated locks. Every system has its own advantages and disadvantaages.



Security Document Binder

Printed documents of a classified nature are sometimes bound into a wrap-around plasticene binding with a magnetic, metal strip-lock on the cover. Passing the 'key' over the strip unsnaps the cover strip-lock, permitting access to the contents. Each magnetic lock has its own corresponding key, making it almost impossible to open without extremely sophisticated electronic tools and computers. If the cover is damaged or tampered with in any way, miniature explosive charges planted in the binding will detonate, destroying any documents within.

Electronic Sensorcord

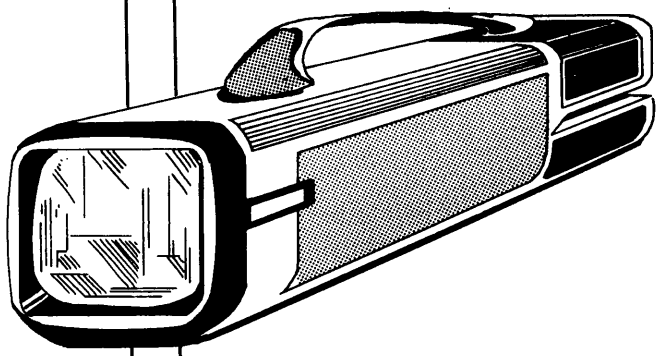
This specially designed, mercury-imbedded electronic cord, equipped with body-capacitance and photo-detection sensors is used to set boobytraps. The cord must be strung around a room and hooked up to any non-medical tricorder. If it is moved, if anyone comes within a certain distance of it, or even if someone casts a shadow on it, the cord will cause the tricorder to generate a piercing alarm. The tricorder's controls can adjust the cord's sensitivity to compensate for changes in external lighting conditions, the approximate size of 'animal' that will trigger it, and the minimum distance allowed. The cord comes in a variety of lengths, but severing the cord will render it inoperative. The cord is about the same diameter as plasteel cable, and is almost as strong.

SENSORY ENHANCEMENT EQUIPMENT

FEDERATION

Aqualantern

Usable underwater, this small, hand-held light source produces a ten-meter radius of light. It runs on two standard, small-equipment energy cells, which can power the unit indefinitely.



Belt Light

This light source is worn around the waist as a belt, shining a light ten meters ahead of the wearer. Agents find these lights useful because they illuminate while leaving hands free for other operations.

Standard Binoculars

A tiny microcomputer chip helps these binocular's precision optics enlarge and enhance images. Most models can be fitted with cameras, infrared viewers, or light enhancement filters.

Target Binoculars

These are similar to standard binoculars, except that these have crosshairs and a rangefinding ability when focused on a specific object. Additionally, they may be adjusted from standard field-of-vision to wide-angle or close-range telescopic for improved clarity.

Rocket Flare

This 20-centimeter long, chemically propelled cylinder can rise as high as 100 meters. At that point, it explodes in a powerful flash of light, which is also chemically generated. Under ideal conditions, the light is visible for about 25 kilometers. Flares are available in a variety of colors, which allows agents to predetermine the meaning of each color.

Coldlight Glowstick

The user can shake or strike one of these chemical packets sharply to emit 'cold light' of a greenish hue. About the size of a pencil, one glowstick can illuminate a six-meter area for about ten hours.

Infrared Goggles

This device allows an agent to detect a warm living being against a colder background or within another object that conducts heat (like the walls of a shuttlecraft).

Coldlight Lantern

This disposable lantern operates like a coldlight glowstick but with the range and illumination of a pocket lantern. Once lit, however, it cannot be extinguished. An advantage of this lantern is that infrared sensors cannot detect its illumination.

Liquid Fuel Lantern

Still used for illumination on some worlds, these lanterns produce a six-meter radius light. Gas or oil refills each last three hours.

Pocket Lantern

About the size of a pack of cigarettes, these rechargeable lanterns produce illumination for 24 hours. They are capable of unidirectional (like a flashlight), semi-directional (like a lantern), or omnidirectional (like a floodlight) illumination, with variable beam intensity. At the high-intensity setting, the flashlight beam will dazzle someone at close range (Vulcans are immune, due to their ocular structure) or will illuminate a 30-meter radius. Some units have color filter caps attached for signalling.

Time-Delay Lantern

This device operates like a pocket lantern, except for a built-in, adjustable delay feature that prevents the light from coming on for one to five seconds after the user flips the switch. This allows an agent time to move away and to prepare himself to fire on any discovered targets.

Infrared Lenskits

The user can attach these lenses to standard cameras and binoculars to allow detection of objects by the heat they generate. In most respects, IR lenskits function like infrared goggles.

Light-Enhancing Viewer

Also known as 'starlight scopes', these devices enhance even the smallest light source to visible levels, but with a corresponding loss of detail. They can be worn as goggles or attached to cameras or binoculars.

Laser/Signal Mirror

This device consists of 20 separate mirror facets, each about five centimeters square. The facets are mounted and oriented so that light striking any one is captured, focused, and reflected directly back to its source. Agents can use the mirror to signal or as a defense against laser fire. It is ineffective against phaser weapons, which will damage or destroy the mirror.

Surveillance Scope

The Surveillance Scope is a vision-enhancing monocular device. It amplifies vision under all light conditions, with power adjustable from 8 to 24 times. It is about the size, shape, and bulk of the Federation's flip-grid communicator. The scope also uses standard tricorder recording discs to record a complete picture of anything observed. It uses two standard small-equipment energy cells, lasting for six hours of continuous use.

Gyroscopic Torch

This light source is about the size of a pocket lantern and produces the same amount of illumination. Instead of operating on energy cells, this light source has an electrostatic flywheel powered by the squeezing of a lever in the handle.

Hand Torch

The most primitive source of illumination, the hand torch consists of a wood limb or fiber bundle coated with an alcohol derivative or hydrocarbon product and lit by an open flame or a phaser on Heat setting. Burning time varies from a few minutes to more than an hour.

KLINGON EMPIRE

Aqualantern

This device is similar in appearance and effect to its Federation counterpart.

Pocket Lantern

This device is similar in appearance and effect to its Federation counterpart.

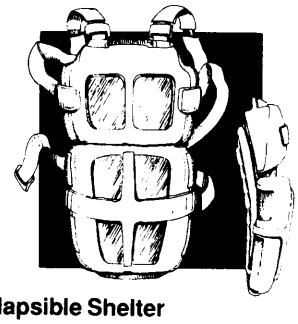
SHELTERS AND ACCESSORIES

Star Fleet Intelligence Command agents have a wide variety of portable airlocks, prefabricated plasticene shelters, and larger structural shelters from which to choose. Those described here are limited to man-portable shelters that field agents can use while performing their duties. Intelligence personnel do not often use larger shelters.

FEDERATION

Backpack

About half the weight and twice the strength of 20th-century models, Star Fleet backpacks are covered with easily accessible pockets for storing various paraphernalia.



Seven-Man Collapsible Shelter

This shelter will hold pressure in vacuum or hazardous atmosphere. It has convenient airlock flaps and, when folded, can be carried by one man. An internal air processor and microfusion power supply maintains pressure, air conditioning, and lighting for up to six weeks.

Sleeping Bag

This lightweight sleeping bag folds to the size of a paperback book. However, it retains warmth quite well, due to its technologically advanced insulation.

Standard Tarpaulin

This heavy plasticene-fiber sheet covers an area about three by five meters. It is suitable for water collection, as ground covering, for protecting weather-sensitive equipment, and other related uses.

Thermal Tarpaulin

This light plasticene-fiber sheet covers an area about two by three meters. It is lined with a layer of thin, aluminum-fiber that allows individuals to protect themselves from extreme cold when wrapped in the tarpulin. The metal fiber will store body heat and keep the user warm. It may also serve as a poor reflective mirror surface for signalling.

Tent, Conventional

Available in a variety of colors, the basic two-man tent has a waterproof, insulated floor and mosquito netting. It folds to the size of a thick hardback novel, and comes with collapsible duraplastic poles, pegs, and plasteel cable lines.

Tent, Pressure

This two-man tent will hold pressure in vacuum or other hazardous environments. It also protects against most atmospheric corrosives. Its airlock flaps are rather inconvenient, however, as it takes so much time to rig them. A separate air processing unit is needed to maintain pressure and to filter harmful atmosphere. When stowed, this tent takes up about twice as much room as a conventional tent. About the size of a box of facial tissues, the air processing unit lasts about three weeks before needing recharging.

PERSONAL TRANSPORTATION DEVICES

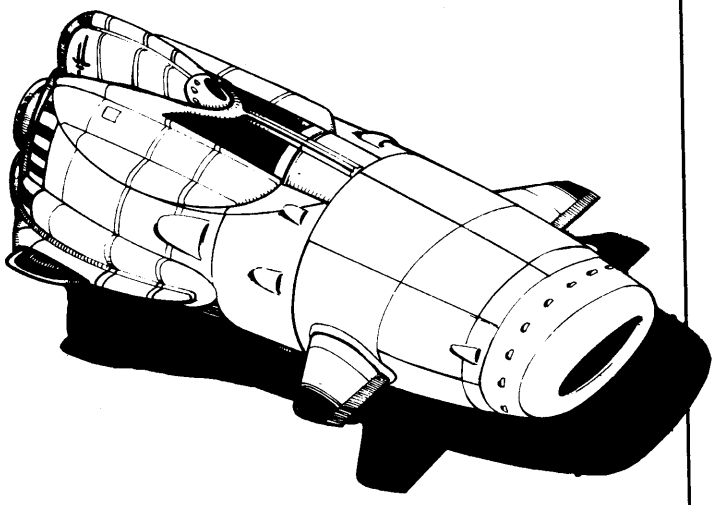
FEDERATION

Personal Aerial Descent System (PADS)

The personal aerial descent system, or parapack, consists of a 3-by-5-meter rectangular parachute, light-duty gravitic lift plate, and harness. A trained technician can adjust the chute to accommodate varying body weights and atmosphere densities. The combination of the steerable square chute and the gravitic lift plate provides optimum maneuverability and lift.

PADS Ablative Shield

This ablative pod was designed as a personal aerial descent system for entering a planet's atmosphere from low orbit. Cylindrical in shape and approximately 3 by 1 1/2-meters in size, it encases its user entirely. As the pod and its occupant deploy from an orbiting starship, the pod rotates through the atmosphere, and the heat of atmospheric friction slowly melts away the ablative material. Each pod must be individually designed to suit the mass of its intended occupant, the height of orbit, atmospheric density, and the angle of entry. The PADS Ablative Shield is used only rarely, however, as fatalities are frequent with its use.

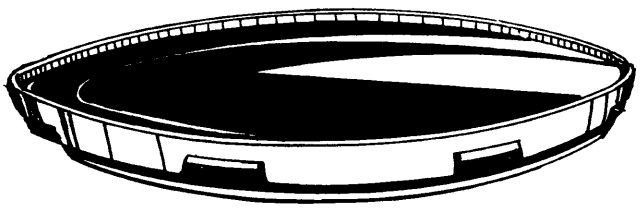


A-Grav Carrier

This device can carry heavy pieces of cargo easily on its anti-gravity cushion, which rises about waist-high above the ground. About the size and shape of a small life raft, the unit holds up to 500 kilograms. Controls for the antigravity lifters are in a small box attached to a collapsible metal rod that extends from one end and acts as a steering device.

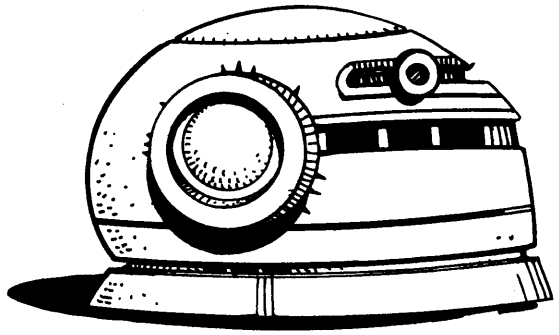
A-Grav Platform

This floating work platform will raise and lower items to any height, replacing portable ladders and the like for repair and maintenance. The disc-shaped platform is about one meter across, and is controlled via a hand-held wireless control box. Standard models can support 200 kilograms, but heavy-duty models are also available.



Portable Antigrav

These small, hand-held devices attach to objects with magnetic clamps or sticky pads and allow the easy movement of heavy equipment from place to place by cancelling the object's weight. Once attached to the anti-grav, objects have no effective weight and can hang unsupported in mid-air. One antigrav can cancel up to 100 kilograms of weight. Several may be used to move heavier items. Antigravs cannot produce a negative gravity effect, however.



Grav Belt

The grav belt is simply a medium-duty gravitic plate attached to the wearer's back, with controls on the belt straps. Designed for vertical motion only, it can rise to altitudes of about 500 meters. It will operate for up to four hours on a single charge.

Special-Purpose Gravitic Load-Carrying Device

Known officially as an SPGLCD, this device is more commonly known as a 'mule'. It is 1 by 2 1/2 meters in size, weighs 135 kilograms, and uses gravitic lift plates powered by a battery pack to carry cargo. The mule's possible uses include transporting extra equipment or carrying wounded personnel for evacuation, and its effective payload is 120 kilograms. The gravitic plates will lift the device to a height of one-half to one-and-a-half meters above ground level, depending on local gravity. The battery pack can power the lift plates for up to 48 hours of continuous use. It can also provide movement at about five kilometers per hour by applying the mule's modified impeller plate. The mule has three advantages over more conventional A-grav carriers: it is smaller, its internal storage batteries permit greater endurance between recharges, and it is completely self-propelled.

Snow Ski Set

This set contains skies, poles, gloves, boots, other necessary clothing, and a miniature gravitic lift plate (used only for emergencies).

KLINGON EMPIRE

Portable Antigrav

Identical to its Federation counterpart.

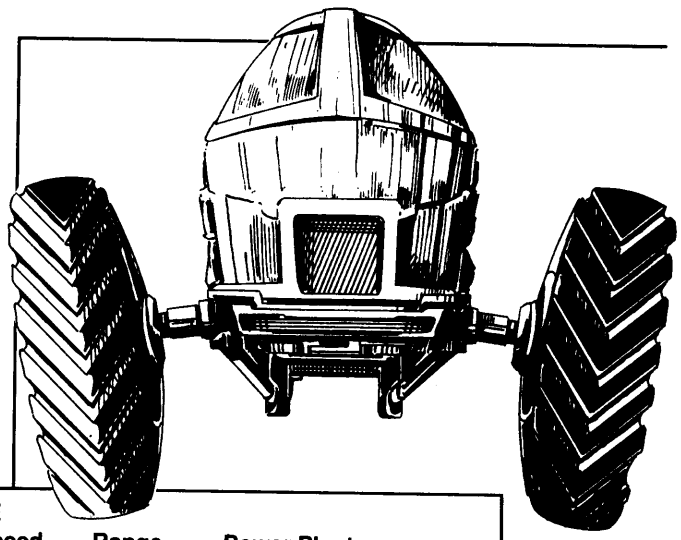
ROMULAN STAR EMPIRE

Portable Antigrav

Identical to its Federation counterpart.

LAND TRANSPORTATION DEVICES

Many standardized ground vehicles are available in the Federation, Klingon Empire, Romulan Star Empire, and Orion Colonies. The Land Vehicles Table lists some of the most popular types. The *Name* column gives the vehicle's common name, and the *Mode* column describes how it travels on the ground (if it does). *Capacity* gives the number of possible passengers and cargo capacity in metric tons. *Speed* lists the vehicle's effective top speed in kilometers per hour, and *Range* is in either kilometers or in hours of engine operation. *Power Plant* describes the vehicle's probable method of propulsion. These statistics may vary from world to world, but provide fairly typical ranges.



LAND VEHICLE TABLE

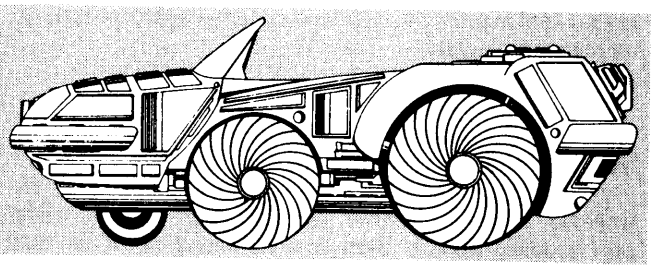
Name	Mode	Capacity	Speed	Range	Power Plant
ATV, Small	Tracked	2/0.05 mt	80	400	Microfusion
ATV, Small	Wheeled	2/0.05 mt	100	600	Microfusion
Gravcar, Compact	NOE	4/0.1 mt	300	3000	A-grav/Microfusion
Gravcar, Midsize	NOE	5/0.2 mt	280	2800	A-grav/Microfusion
Gravcar, Fullsize	NOE	6/0.3 mt	260	2600	A-grav/Microfusion
Gravcar, Luxury	NOE	6/0.3 mt	280	2200	A-grav/Microfusion
Gravsled, Small	Hover	2/1.0 mt	60	4 hours	A-grav/power cells
Groundcar, Compact	Wheeled	4/0.1 mt	200	2000	Microfusion
Groundcar, Midsize	Wheeled	5/0.2 mt	190	1900	Microfusion
Groundcar, Fullsize	Wheeled	6/0.3 mt	180	1800	Microfusion
Groundcar, Luxury	Wheeled	6/0.3 mt	190	1500	Microfusion
Groundcar, Sport	Wheeled	2/0.05 mt	220	1500	Microfusion
GEV, Compact	Hover	4/0.05 mt	250	2500	Microfusion
GEV, Midsize	Hover	5/0.1 mt	240	2400	Microfusion
GEV, Fullsize	Hover	6/0.15mt	230	2300	Microfusion
GEV, Luxury	Hover	6/0.15 mt	240	1900	Microfusion
Motorcycle	Wheeled	2/0.02 mt	200	4000	Microfusion
Recreational Vehicle	Wheeled	6/3.0 mt	180	1400	Microfusion
Truck, A-Grav	NOE	3/10.0 mt	220	3300	A-grav/Microfusion
Truck, Delivery	Wheeled	2/4.0 mt	180	1300	Microfusion
Truck, GEV	Hover	3/10.0 mt	200	3000	Microfusion
Truck, Pick-up	Wheeled	3/1.0 mt	190	1700	Microfusion
Truck, Semi-tractor	Wheeled	2/40.0 mt	160	2400	Microfusion
Van	Wheeled	9/1.0 mt	180	1800	Microfusion

ATV: All-terrain vehicle
GEV: Ground-effect vehicle
Hover Mode: No higher than several centimeters above ground or water surface
NOE Mode: Nap-of-the-earth, or no higher than treetop-level.

FEDERATION

Model L "Tunnel Runner" Mining Vehicle

This three-man wheeled vehicle is used by miners for transporation through mining tunnels. Though fast and maneuverable, driving it over rough terrain and through narrow tunnels is somewhat tricky. The vehicle has a top speed of 40 kilometers per hour, and its open rear cargo bay can hold 125 kilograms of mineral ore. Its internal energy cells can be recharged by most fusion power plants.



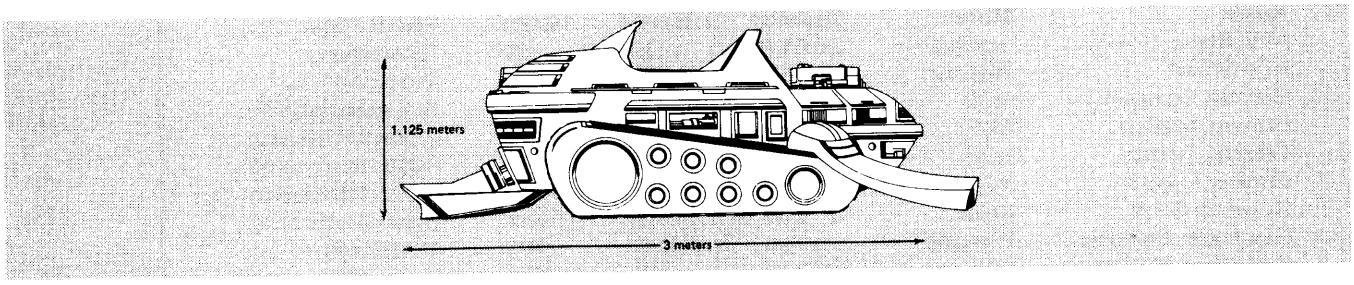
Model S3 "Sizzle Bug" Mining Vehicle

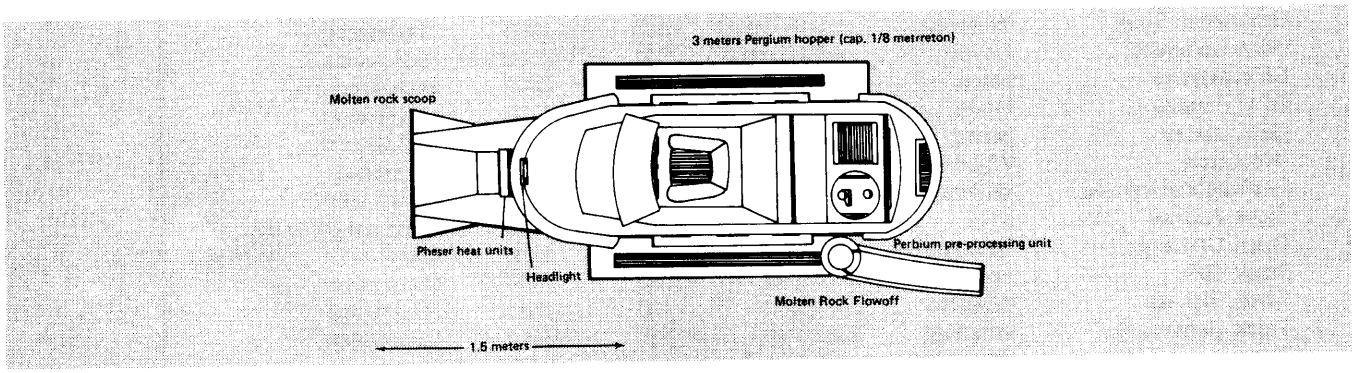
This single-seat tracked vehicle has powerful phaser heat units used for tunnelling and melting ore-bearing rock. The molten rock flows into a front-mounted, heatproof scoop that transfers the rock to the vehicle's internal processing machinery. This machinery separates the desired mineral from the molten rock and dumps it into a rear-mounted 125-kilogram hopper. A heatproof exit tube channels the unwanted molten rock to the side and behind the vehicle. The phaser heat unit controls require two hands to operate; the vehicle has a transparent plasteel 'windscreen' to protect the operator from the residual heat of the molten rock and the phaser unit. The sizzle-bug's top speed is ten kilometers per hour, and its internal energy calls can be recharged by most fusion power plants.

Model GP-6 Utility Van

Used widely throughout the Empire, the GP-6 wheeled utility van is the workhorse of Klingon marine landing forces. Its non-military uses have increased of late. The van handles up to ten metric tons of supplies and equipment, and is capable of towing another vehicle or a trailer if necessary. Totally unarmed and unarmored, these vehicles usually travel in convoys escorted by other military vehicles when on extended trips. As the GP-6 is usually crewed by two drivers, there is a small bunk compartment/sleeping area located behind the driving cab so that the driving can be performed in shifts. Powered by the standard vehicle fusion engine, the GP-6 needs only infrequent refueling and repairs.

Model S3 "Sizzle Bug" Mining Vehicle





Shuttlecrawler

This is a standard *S-3* Class shuttlecraft with a tracked ground-propulsion system attached to its undercarriage. While in flight, the tracks retract in much the same way as the landing gear on 20th-century Terran atmospheric craft. When the shuttlecrawler comes in to land, the tracked mechanism can be lowered into place, allowing the vehicle limited land movement. Top land speed is approximately 30 kilometers per hours.

KLINGON EMPIRE

Model GP-12 All-Terrain Vehicle

A standard all-purpose vehicle, the GP-12 is a six-wheeled, all-terrain vehicle generally used for light transport, scouting work, or even as a command car. It can hold up to five individuals plus a driver. The GP-12 is unarmed, but has three gun slits on each side to allow passengers to use their personal weapons, if necessary.

The GP-12's bulbous tires are buoyant enough to keep the entire vehicle afloat. The tires provide the propulsion as well; their many, evenly cut grooves act like paddles in the water. It is powered by the standard Klingon vehicle fusion engine.

ROMULAN STAR EMPIRE

Shuttle Dolly

This is a large, flat, forklift-like vehicle with balloon tires. It is often used to move shuttlecraft on the ground. The dolly can pass through hangar doors, wheel underneath the stationary shuttle, 'jack up' the shuttle, and reenter the hangar with its cargo.

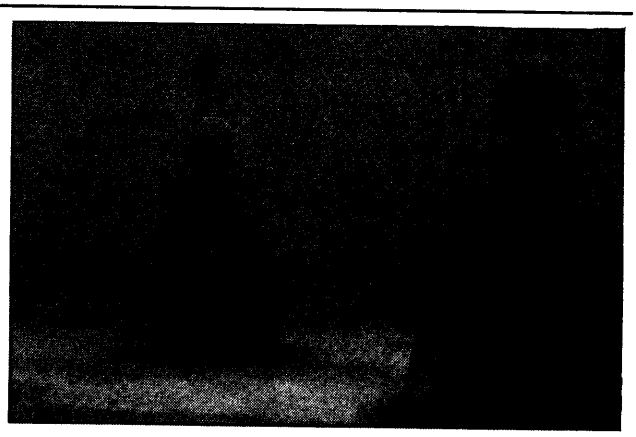
ORION COLONIES

Rough Terrain Vehicle

This is a small, one-man, anti-gravity vehicle designed for rapid movement over broken terrain. The vehicle's shell can withstand up to 80 points of damage. Used in either a hover or nap-of-the-earth fashion, the vehicle can reach a maximum of 120 kilometers per hour.

WATER TRANSPORTATION DEVICES

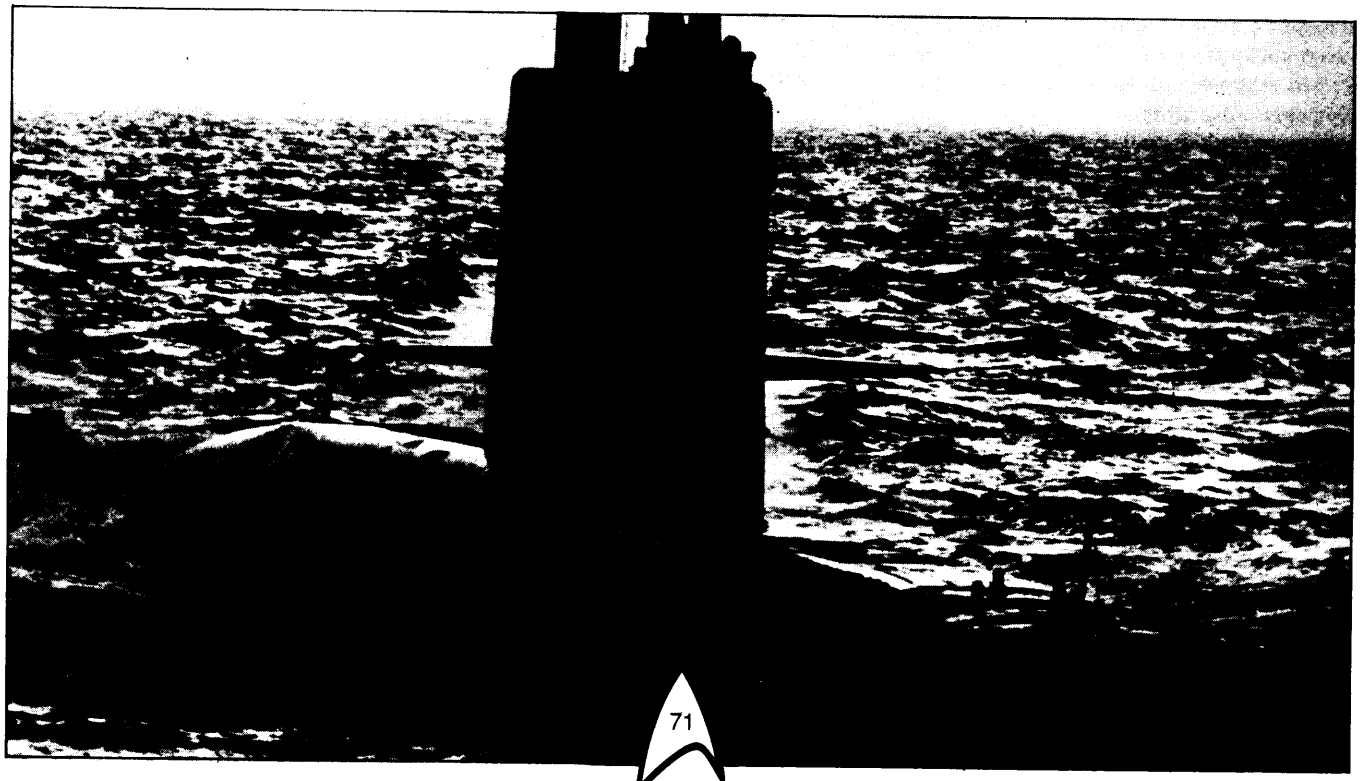
Many water vehicles are available in the Federation, Klingon Empire, Romulan Star Empire, and Orion Colonies. The table below gives information on some of the most popular types. The *Name* column gives its common name, and *Mode* describes how the device makes contact with the water (if it does). *Capacity* lists the amount of passenger and cargo capacity in metric tons. *Speed* is the vehicle's average speed in kilometers per hour under average conditions. *Range* is in kilometers or hours of engine operation. *Power Plant* describes the vehicle's probable method of propulsion. These statistics may vary from world to world.



WATER VEHICLE TABLE

Name	Mode	Capacity	Speed	Range	Powerplant
Amphibian, Diving	Land (tracked)/ Surface/Subsurface	5/1.0 mt	30/20/10	72 hrs	Microfusion
Boat, Canoe	Surface	2 persons	8	N/A	Oar-driven
Boat, Rubber Raft	Surface	2 persons	4/10	12 hrs	Oar/electric motor
Boat, Row	Surface	4 persons	6/20	12 hrs	Oar/electric motor
Boat, Sail	Surface	6 persons	8/12	24 hrs	Wind/Microfusion
Hydrofoil, Small	Hydro	4 persons	140	36 hrs	Microfusion
Hydrosub, Small	Hydro/Subs	2 persons	120/25	24 hrs	Microfusion
Motorboat, Air Boat	Surface (skim)	2 persons	100	24 hrs	Propeller/Microfusion
Motorboat, Houseboat	Surface	6/2.0 mt	40	72 hrs	Microfusion
Motorboat, Speed	Surface	3 persons	80	18 hrs	Microfusion
Motorboat, Sport	Surface	5 persons	25	72 hrs	Microfusion
Steamship, Small	Surface	10/5.0 mt	20	1000 km	Fossil Fuels
Submersible, Small	Surf/Subs	2 persons	20/15	48 hrs	Microfusion
Submersible, Medium	Surf/Subs	4/0.5 mt	15/10	96 hrs	Microfusion
Submersible, Large	Surf/Subs	10/20.0 mt	30/20	Unlimited	Fusion

Hydro: Hydrofoil, riding on metal ski-like foils up to several inches above water surface
Skim: Surface skimming, making frequent, momentary contacts with water surface
Subs: Subsurface (underwater)
Surf: Surface



AIR TRANSPORTATION DEVICES

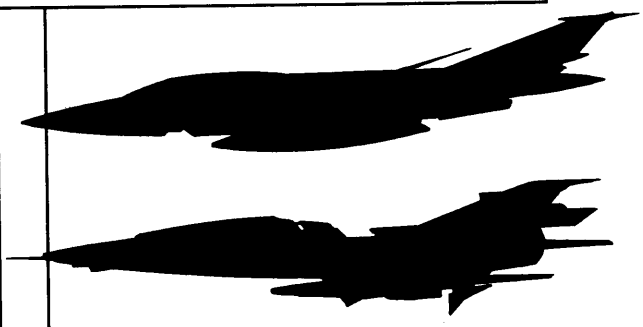
Many standardized air vehicles are available in the Federation, Klingon Empire, Romulan Star Empire, and Orion Colonies. The Air Vehicle Table gives information on some of the most oft-used types. The *Name* column gives the vehicle's common name. *Capacity* shows the passenger and cargo capacity in metric tons. *Speed* is its effective top speed in kilometers per hour, and *Range* is in kilometers. *Power Plant* describes the vehicle's probable method of propulsion. All these statistics may vary from world to world, but they are typical of each model in general. Larger models of most air vehicles are also available, even if not listed here.

AIR VEHICLE TABLE

Name	Capacity	Speed	Range	Power Plant
Aircraft, Jet	6/0.4 mt	1000	3000	Fossil Fuel or Fusion
Aircraft, Propeller, Biplane	2 persons	300	900	Fossil Fuel or Microfusion
Aircraft, Propeller, Small	2/0.1 mt	400	1600	Microfusion
Aircraft, Propeller, Medium	4/0.2 mt	600	1800	Microfusion
Aircraft, Propeller, Large	6/0.3 mt	800	1600	Twin Engine/Microfusion
Lighter-Than-Air Craft, Small	4 persons	50	6 hrs	Wind or Electric Motor
Lighter-Than-Air Craft, Large	10/2.0 mt	75	900	Microfusion
Hang Glider, Unpowered	1 person	25	N/A	Wind
Hang Glider, Powered	1 person	100	400	Electric Motor or Microfusion
Hang Glider, Grav	1 person	20	3 hrs	Light-Duty A-Grav/Charged
Helicopter, Cargo	4/2.0 mt	150	600	Electric Motor or Microfusion
Helicopter, Medium	2 persons	200	800	Microfusion
Helicopter, Large	4/0.1 mt	180	700	Microfusion
Shuttle, Atmospheric, Small	12/3.0 mt	7200	Unlimited	Fusion-Ion Propulsion

SPACE TRANSPORTATION DEVICES

All major spacefaring races use some type of sub-light passenger vessel (known as a shuttlecraft) for short-distance transportation. Characteristics of the more common models are included below. Speed is listed in terms of maximum light-speed. Though some non-Federation shuttlecraft listed here may be armed, models used exclusively for combat are not included.



SPACE VEHICLE TABLE

Culture	Type	Designation	Crew/Pass	Speed	Range
Federation	*R-10*	Personal (or Small)	1/3	.01	Orbital Only
Federation	*S-3*	Standard	1/7	.89	Interstellar
Federation	*S-4*	Aquashuttle	1/5	.82	Interstellar
Federation	*S-5*		1/14	.76	Interstellar
Federation	*S-6*		2/21	.56	Interstellar
Federation	*S-10*	Travel Pod	1 or 2/4	.01	Point-To-Point Only
Federation	*SW-7*	(without warpsled)	2/6	.89	Interstellar
Klingon	*J-1*	Standard (or Administrative)	1/6	.83	Interstellar
Klingon	*J-2*	Aquashuttle	1/3	.74	Interstellar
Klingon	*J-3*		2/17	.68	Interstellar
Romulan	*H-1*	*Songbird* (Standard)	1/7	.82	Interstellar
Romulan	*H-2*	Billed One (Heavy)	2/12	.73	Interstellar
Orion	*X-1*	Standard	1/8	.85	Interstellar
Orion	*X-2*		2/18	.80	Interstellar
Gorn	*G-1*	Standard	1/3	.75	Interstellar
Gorn	*G-2*	Aquashuttle	1/3	.75	Interstellar
Gorn	*G-3*		2/10	.72	Interstellar

MEDICAL SUPPLIES

Star Fleet Intelligence Command agents have myriad devices and drugs at their disposal. Only qualified physicians can use most of the following, however.

EQUIPMENT

FEDERATION

Anesthetic Field Generator

This is an accessory for the newest diagnostic table models, capable of providing local or general anesthesia prior to surgery.

Portable Anesthetic Field Generator

About the size of a cardiostimulator, this portable device can anesthetize any portion of the patient's anatomy. When in operation, it is held between six to ten centimeters away from the body part being anesthetized.

Auralite

This device is slightly smaller than a laser scalpel and produces a beam less than half the size of a type 000-1 laser scalpel. Physicians use it mainly to perform surgery on the inner ear, though other uses are possible.

Belt Monitor

Also known as a perscan, this belt is similar to a medical Feinberger in monitoring its wearer's life signs. To read data from the monitor, medics touch a small control on the buckle and then examine a readout panel under a small flap on the device. The belt monitor is also equipped with a short-range data transmitter, which allows ship-based medical computers to also monitor the wearer. Because the ship's computers pick up the signals through induction into its intercom wiring system, they cannot also determine the wearer's location. Each buckle's data signal is coded, and so a Medical Officer can check the basic life signs of a specific crewmember without calling him in for a checkup. This device is no longer standard-issue for Star Fleet personnel, but Intelligence agents can acquire them if they desire.

Biocomputer

About the size of a 20th-century portable television set, this portable unit is used to analyze samples of tissue and other substances, and to process biological data. It ties into the ship's computer through a communicator link. To operate the biocomputer, an agent needs a Skill Rating of 20 in *Computer Operation* and a Skill Rating of 10 in *General Medicine.*

Cardiostimulator

This dependable defibrillator is used to restart a stopped heart. Only personnel with a Skill Rating of at least 20 in *General Medicine* may operate the device effectively.

Cryosurgical Frame

This frame is placed over all or a part of a patient's body to slow his metabolism and body processes through use of cold. It is useful during surgery, but must be used under the supervision of a doctor.

Diagnostic Table And Panel

This diagnostic bed continuously scans the patient for blood pressure, pulse rate, respiration, brain activity, and other essential information. A panel above the bed shows this data in sliding scale formats.

DNA Code Analyzer

About the size of a biocomputer, this device analyzes the genetic structure of living tissue. Its use gives a +20 modifier when making *Life Science, Genetics* Skill Rolls.

Endocrine Monitor

About the size of a med pouch, the endocrine monitor analyzes the glandular and hormonal systems of living organisms and gives a +10 modifier when making *Life Science, Exobiology* or *Medical Science, Pathology* Skill Rolls.

Enzyme Recorder

This hand-held device analyzes the enzymes and biochemical systems of living organisms. Its use gives a +10 modifier when making *Life Science, Exobiology* Skill Rolls.

Medical Feinberger

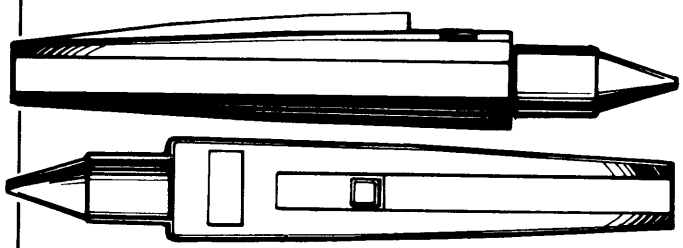
This portable version of the diagnostic bed is a palm-sized unit. With a five-second scan, it gives a reading on a patient's heart rate, blood pressure, respiration, and body temperature.

Field Kit

This small belt pouch with a fold-over top is worn beneath the uniform shirt against the back. Always carried by Medical Officers on duty, it contains a spray dressing, a Feinberger, a hypo, and six doses each of generic light and medium sedatives, light and medium stimulants, Coradrenaline, Sterilite, and Tri-Ox Compound.

Heartbeat Reader

A more sophisicated and specialized device than the Feinberger, this microphone-shaped instrument gives a digital readout of a patient's heart rate after a five-second scan. It also contains a transmitter that can tie into a ship's medical computer while aboard ship. To use this device effectively requires a Skill Rating of 20 in *General Medicine.*



Hypo

This hypodermic syringe is a high-pressure pneumatic device that injects substances through the skin painlessly and without a needle. Almost all drugs can be injected this way. Common drugs are contained in micro-injector vials that hold several small doses; less common drugs are attached in larger vials before injection. All Star Fleet personnel are trained to use this device.

Bone-Knitting Laser

Similar in shape to a laser scalpel and about twice the size, this device is capable of fusing broken bones together.

Laser Scalpels

Laser scalpels are used to cut tissues during surgery. There are six types available. Scalpels designated 000-1, 00-1, and 0-1 are all single-beam lasers that cut anything between the scalpel tip and the end of the beam, which is adjustable to a 1-, 1.25-, and 1.5 centimeter focal length respectively. Scalpels designated 000-2, 00-2, and 0-2 are triple-beam versions that cut only at the focal point. They have the same focal lengths as the single-beam laser scalpels and increasingly larger beam diameters. They are often used for vaporizing small growths.

Med Pouch

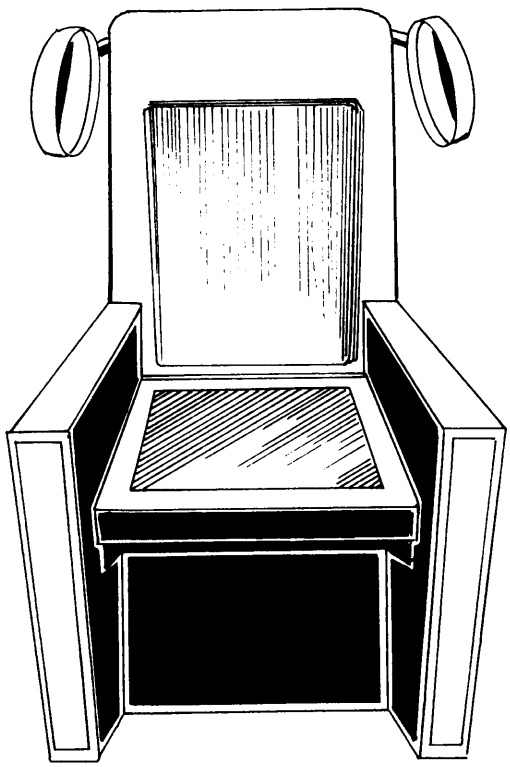
The med pouch is a roll-up pouch with pockets, usually carried in a shoulder sling. It contains spray dressings, a Feinberger, a hypo, protoplasers Types 1 and 2, laser scalpels, other field surgery equipment, six doses each of generic heavy sedatives and stimulants, Coradrenaline, and a neural paralyzer, as well as twelve doses each of light sedatives and stimulants, Tri-Ox Compound, and Sterilite.

Neural Inhibitor Implant

This is a surgical implant used to inhibit selected memories. Although the person actually retains the memories, he is unable to communicate any knowledge of the memories, the reason why he cannot describe the memories, or the existence of the implant itself. The person with the implant believes that the inhibited memories are simply not worth mentioning, even if interrogated about them directly. As long as the implant remains, the inhibiting effect is total and complete. No charades, hand gestures, guessing games, or any other method will override the device's effects.

Neural Neutralizer

This device is a specially designed chair, with two disk-shaped neutralizer cathodes mounted on either side of the chair's headrest. A light is usually mounted above the chair, indicating when the equipment is operating. A medical technician operates the equipment from an outside control room.



When used properly, the neural neutralizer temporarily calms violent psychotics and the criminally insane, making them less difficult to treat or rehabilitate. The device can implant powerful suggestions, and will cause excruciating pain if the patient does not carry out the 'suggestions'.

Dr. Tristan Adams designed the first neutralizer, using it for rehabilitation therapy at the Tantalus Penal Colony on Tantalus V. A second unit was installed at the Correctional Facility for the Incurably Insane on Elba II, at the request of then-Governor Donald Cory. Dr. Adams's premature death, ironically caused by the device, discouraged further development of this machine. Dr. Simon van Gelder, Adams's assistant, turned all the equipment over to Star Fleet Medical Command, and Star Fleet Intelligence researchers are still evaluating this system for possible applications.

Neuroanalyzer

This medical computer terminal has been specially modified to evaluate neural patterns of living organisms. Its self-contained memory bank stores test results of Star Fleet personnel and alien life forms. The analyzer can make comparisons between different brain-wave patterns and determine likely causes for any observed change. It is often used with the stereotaxic screen.

Orthopedic Support Couch

This piece of furniture is similar in size and shape to a diagnostic bed, but it contains a low-intensity gravitic lift plate. A person 'resting' on this couch is actually several centimeters above the bed's surface, pressing against the fixed anti-gravity field, and appears to be levitating. The couch is used for individuals whose health is extremely sensitive or are not used to heavier gravity.

Protoplaser

The protoplaser heals wounds without stitches or sutures. The smaller, Type 1 'plaser is used to connect small vessels and nerves. The larger, Type 2 model is used to close connective tissue, muscles, and skin. All Star Fleet personnel may use this device on minor cuts or abrasions of less than 10 damage points. Five minutes of use will restore half that damage. Treating wounds of greater extent or repairing major blood vessels, nerve tissue, and other delicate work requires a Skill Rating of at least 20 in *General Medicine*.

Psychotricorder

This complex tricorder can scan a subject's mind to obtain a detailed account of the subject's experiences during the previous 24 to 48 hours. About the size of a 20th-century Terran television set, it can only be used by someone with a Skill Rating of at least 40 in both *Psychology* and *Computer Operation*. The results of a psychotricorder scan always are correct. The operator and the subject must have no distractions during the scan, and even then, starting a good scan can be difficult. Once a scan has begun, however, the subject's true experiences will be revealed, despite any mental effort he makes to conceal them. Federation law requires that the subject agree to the scan.

Portable Repressor Field Generator

This device is about the size and shape of a field kit, with a probe similar to that of a Medical Feinberger. It decreases internal hemorrhaging by slowing internal body activity in any desired area of the body. If the field is left on for more than an hour, tissue degeneration will begin. (In every respect, this is a tourniquet for the body's interior.)

Sonic Separator

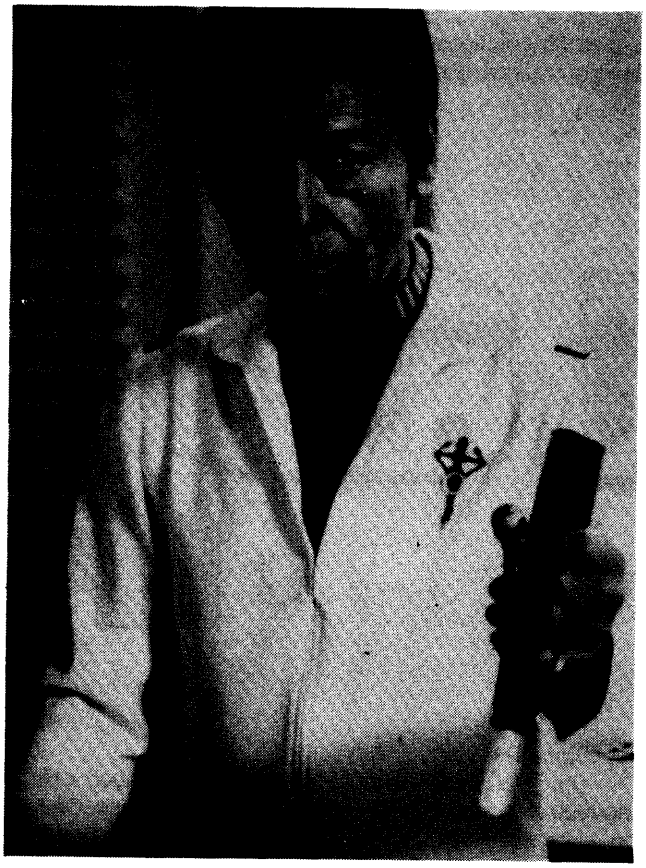
About the size and shape of a Type 1 protoplaser, this device is used to manipulate body tissue when performing surgery. The separator uses subsonic pressure to move or separate certain nerves, blood vessels, or other tissue without having to make physical contact.

Spray Dressing

This plastic/synthetic 'skin' is sprayed over a wound. It stops superficial bleeding and contains an antiseptic and anesthetic agent. When the wound heals, the dressing is absorbed.

Stereotaxic Screen

Similar in size to a library computer terminal, this device has fixed eyepieces and a chin rest where a patient places his head. When operating, it emits a wide spectra of radiation, including visible light of several colors. It uses standard computer data carts to record the patient's retinal pattern and all changes, response rates, and similar data. The stereotaxic screen is sometimes used as a diagnostic tool to verify an individual's identity.

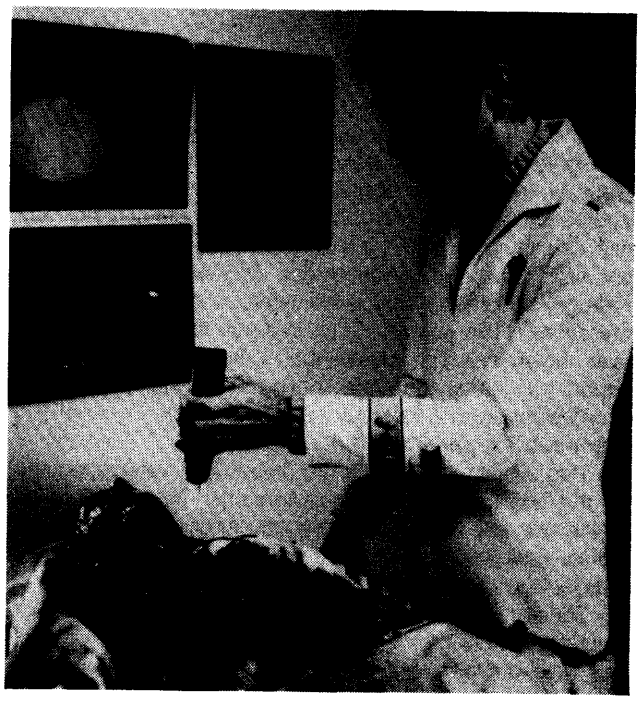


Surgical Probe

Similar in size and shape to a Medical Feinberger, the Surgical Probe is used to locate and remove small foreign objects imbedded in living tissue, such as subcutaneous implants or projectile fragments. If the foreign objects are imbedded too deeply, this probe will not be able to remove them.

Telescan Cephalic Implant

This surgical implant is used to link the nervous systems of two different individuals. One implant operates as a transmitter and one as a receiver, permitting the receiver to experience the same sensory information (including pain) as the sender. This device is still considered experimental, though it has received limited use by Intelligence field agents.



Standard Medical Tricorder

The tricorder's data pickup are located in the flip-open top of the unit, which also houses main controls, data lights, and the video display. It also has a small, hand-held sensor attached by a cable, which can be used for finer control. The medical tricorder will give more detailed information on chemical composition and life form readings than the sciences tricorder, but it does not offer the sciences tricorder's range or versatility.

The Standard Medical Tricorder can determine the presence of a substance and its general direction and distance at 100 meters. A narrow scan within 1.5 meters will not only determine the chemical composition of a sample, but will also give data on that substance's effects on various life forms. For instance, the medical tricorder can scan a plant and determine whether it is poisonous or likely to be nutritious for Humans.

Within 10 meters, a scan can identify any known life form and give considerable biological data about even an unknown form. A narrow scan within 1.2 meters reveals complete diagnostic medical data. In addition, it can detect foreign materials in the bloodstream, which helps to diagnose cases of poisoning or drugging.

Improved Standard Medical Tricorder

This tricorder has higher sensitivity and range than the standard medical tricorder, though its basic outward appearance is the same. There are several variants of this model available, but the characteristics are similar.

General data on the presence of a substance, including its direction and distance, now can be determined at 150 meters. Exact composition of an unknown substance, as well as its effects on various life forms, now may be determined at 15 meters.

The life forms scan can identify a known life form and give biological data within 25 meters. Medical data may be read at 3 meters.

Trilaser Connector

This device is similar in size and shape to a Type 1 protoplaser. It is used for performing extremely delicate tissue-fusion or nerve surgery, such as brain surgery.

KLINGON EMPIRE

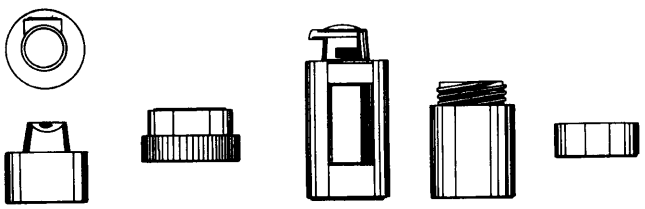
Biosupport And Monitor System

This device looks like a large box with sensor cables, intravenous tubes, and one large cable running out of it. The cable is tipped with the standard data cart connector, and so this system must be plugged into the data cart slot or the portable computing recorder. When combined, these two units can monitor vital signs and provide support suggestions. The Biosupport section also contains a large supply of drugs, which the unit administers automatically in an emergency. (The operator can override this feature at any stage, however.) This device has several uses, from the support of massive-trauma patients to the support of prisoners undergoing traumatic torture.

Diagnostic/Support Table And Panels

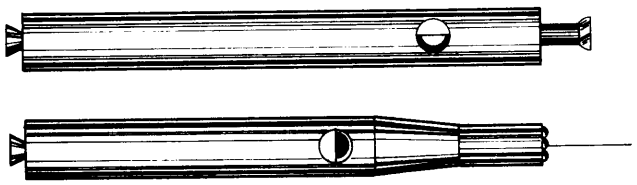
This system is similar to the Federation version, except that the display is totally programmable. The side panels provide not only a means of programming and/or retrieving medical data into the system, but also a large supply of drugs for the maintenance of the patient.

These tables are also used in the operating room, with surgical benches mounted to the wall between the tables. They also contain a data retrieval system and have two instrument trays that swing out for use. The trays include both modern instruments and emergency backups, such as bladed scalpels.



Foam Dressing Applicator

This differs from the Federation spray dressing only in appearance. When the unit is empty, screw cap disposable refills are available.



Laser Scalpels

The laser scalpel is long and pencil-shaped with a rechargeable power supply. There are seven beam diameters available: 000, 00, 0, 1, 2, 3, and 5. A doctor needs a Skill Rating of at least 40 in *Surgery* to perform surgery with this device. A full charge will last for about three hours of continuous use.

Medical Pouch

This pouch contains everything that a doctor is likely to need: one foam dressing applicator, a vital signs reader, an organic suture, two laser scalpels, a pneumatic hypodermic, two spare pressure cylinders and nine medicine cylinders containing light and medium sedatives, light and medium stimulants, a general-purpose poison antidote, a pain-blocking drug, a pain-enhancing drug, a truth drug, and an endurance booster.

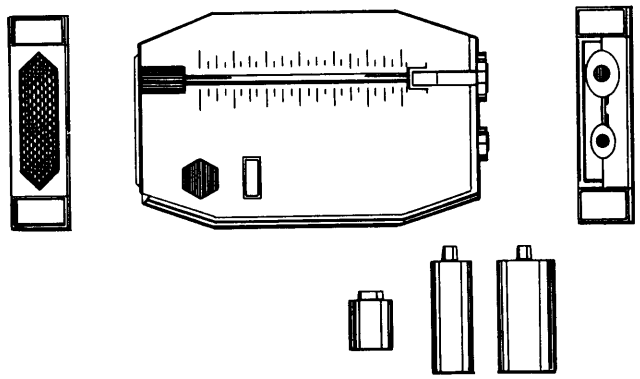
Organic Suture

Klingons use the organic suture to close wounds. This device extrudes a very fine organic fiber, which is then knitted into the wound by the suture's two small arms (somewhat as a spider spins a web). In the back is a small reservoir that holds enough fluid to last for about 30 minutes of continuous use. A Skill Rating of at least 20 in *General Medicine* is required for most first-aid applications, but for surgery involving major blood vessels and delicate work, a *Surgery* Skill Rating of at least 40 is necessary.

Pneumatic Hypodermic

A flat object shaped like a bar of soap, the hypodermic has two holes at one end that allow the insertion of one medicine cylinder and one air cylinder. At the opposite end is a wide screen, called the injector. Its flat surface consists of a slide for selecting the injection dosage, a button to inject the medication, and a two-digit LED that tells the amount of medicine remaining in the cylinder.

A full medicine cylinder contains ten units of medicine. The hypo can inject up to two units at a time, but one unit is the normal dose. The air cylinder contains enough pressure to give 50 injections. Anyone with a *General Medicine* Skill Rating of at least 10 may use the hypo safely.



Vital Signs Reader

The vital signs reader is a hexagonal-shaped object about 20 millimeters across and 12 millimeters thick. On the top surface, it has a two-digit LED and two control buttons. On the bottom surface is a sensor pad, and one of the six sides is a recharge socket similar to that on the laser scalpel. A full charge on the vital signs reader lasts about ten hours.

The vital signs reader is not quite as handy to use as the Medical Feinberger. The doctor or other medic must press it, sensor pad down, against the skin of the patient, while pressing one or both of the buttons. Pressing the left button gives the heart rate of the patient, while pressing the right button gives the patient's respiration rate. Pressing both buttons at the same time gives the patient's blood pressure. The device requires one full turn before it will give the read-out requested. During this time, it must remain pressed against the skin of the patient. Anyone who knows which buttons to press may use this device.

ROMULAN STAR EMPIRE

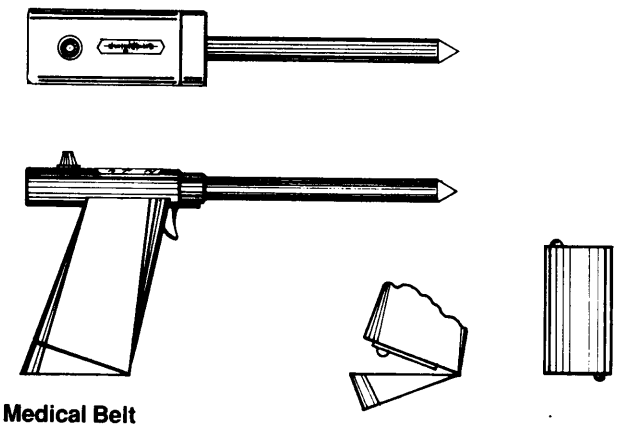
Electronic Scalpel

Romulan surgeons use a pencil-shaped scalpel with a very fine wire at the tip. When activated, this wire vibrates so fast that it cuts through tissue as easily as a Federation laser scalpel does. The internal battery will last for about one hour's continuous use before it requires recharging.

Hypo

This gun-shaped device has a slender barrel mounted on a squarish tip. An air cartridge in the grip supplies the injecting power. A small top panel not only controls the dosage, but also shows how much air pressure is left.

To use, press the unit against the patient's skin and pull the trigger. The medicine is ejected from a gelatin capsule, which is placed in a small opening just in front of the top panel. During the process, the expended capsule is vaporized. For large-scale inoculations, a ten-capsule clip is available.



Medical Belt

To hold their equipment, Romulan medics use a version of the wide leather belt worn with all Romulan uniforms. These belts have numerous small packets, compartments, and hooks from or in which the medical equipment can be hung or placed.

Medication Pouch

This small pouch holds eight different types of medication capsules. Each compartment can hold ten capsules each, and one capsule may be dispensed at a time by pushing the button on the appropriate compartment.

Portable Power Supply

This five-by-ten centimeter folding photocell has a short cord that attaches to many of the smaller pieces of medical equipment and is used to charge their internal batteries. It is very efficient, and will charge a normal tool in approximately 20 minutes.

Protoplaser

Other than size and shape, these units are identical to those supplied to Federation doctors.

Vital Signs Reader

This long and cylindrical unit has a long cord attached to its back that plugs into the image recorder/processor. Although clumsier and bulkier than the Medical Feinberger, it can provide more information by displaying this information on the screen of the image recorder/processor.

Wound Dressing Pads

Romulan doctors use organic bandages instead of foam dressings. They are porous enough that air may pass through to help heal the wound, and their inner layer is designed to integrate with the new tissue being formed. When the wound is nearly healed, the pad dries out and falls off.

DRUGS AND TOXINS

This section describes the drugs or poisons generally available to Star Fleet Intelligence Command personnel, particularly pharmacologists. The side effects of a drug in a particular category may not apply to other drugs within the same category.

FEDERATION

Adrenalane

Though outlawed in the Federation, this extremely powerful stimulant is available in very limited quantities to Star Fleet Intelligence Command personnel. The drug speeds up metabolism at an incredible rate for up to five hours, raising the user's strength, fatigue tolerance, and dexterity. However, after the drug's effects wear off, the user's mental faculties, stamina, and coordination are severely impaired for between 6 and 15 hours. Adrenalane addicts are compelled to take the drug at least once a week.

Adrenalin

Though considered outdated by some physicians, this drug is a good, general-purpose, autonomic nervous system stimulant. It can operate as a light, medium, or heavy stimulant, depending on the dosage. If used in extreme dosages, adrenalin can cause anxiety and hyperactivity.

Antitoxins

Dylovene is a broad-spectrum antitoxin effective against many plant toxins.

Hyronaline is used for treating radiation poisoning.

Masiform-D is an antidote for treating most 'muscle-relaxant' type poison, but can cause nausea. It also acts as a light stimulant.

Ryetalyn is an anti-mircrobial antitoxin used to cure and treat Rigellian fever. Extreme dosages can cause an allergic reaction or lead to a secondary infection. This drug must be in a highly refined state to be effective.

Strobolin is an anti-microbial antitoxin used to cure and treat choriocytosis, a disease fatal to Vulcans.

Anti-Zero-G Sickness

About one-third of all beings are adversely affected by zero-gravity, and so all Star Fleet sick bays have supplies of this drug to combat Zero-G sickness. The malady is unlikely to afflict an Academy graduate or other experienced spacehand, nor is it likely to occur on board ships with artificial gravity. One dose of this drug alleviates all unpleasant symptoms of Zero-G sickness for about four hours.

Benjisidrine

This is a cardiovascular drug used for treating Vulcans suffering from congestive heart failure or related cardiac irregularities. Though race-specific for Vulcans, it may also work on Orions and Romulans. Extreme dosages cause greatly increased heart activity and respiration.

Builders

This is a category of illegal, steroid-like drugs that increase physical strength and endurance at the expense of intellect. The drugs are highly addictive, and can be easily synthesized on many agricultural worlds. The raw, unrefined drug is fatal even in small doses. A single, processed capsule will increase an individual's strength and endurance by 50 percent for a period of 10-30 days. Sleep is unnecessary during the effective period.

However, builders do have side effects. After the effective period, the individual experiences a temporary loss of intellectual ability. The 'stupids', as the effect is called, last twice as long as the period of increased strength and endurance. The user can postpone the side effect by continuing to take builders, but the stupids will last correspondingly longer and may even be permanent.

Chlotheragen

In pure form, this is a Klingon nerve gas. However, when diluted with ethyl alcohol, it relieves the effects of interspatial insanity.

Coradrenaline

This metabolic stimulant neutralizes some damage from exposure and frostbite and slows further damage. A dose is effective for about three hours.

Kironide Compound

This drug interacts with a pituitary endocrine hormone to produce some psychokinetic power. The substance is still in the experimental stage, and so is not available to field agents.

Neural Paralyzer

This drug is often used prior to surgery as an anesthetic. After receiving an injection of the drug, a patient falls into a coma that cannot be distinguished from death without sophisticated instruments. The coma will continue until a light stimulant is administered, but if the stimulant is not administered soon enough, death will truly result.

Nitrous Oxide

This ancient drug is still used as a general anesthetic when the patient is known to have allergies to modern drugs. In small dosages, it causes mild intoxication and has a medium sedating effect. Nitrous oxide causes severe headaches in Vulcans.

Propoxyphene Hydrochloride

Often referred to as PHC, this central nervous system drug is used to relieve minor to moderate pain. Extreme dosages can cause nausea and dizziness, among other effects.

Sedatives

These drugs calm and relax a patient, and may render him unconscious. There are three general types: light, medium, and heavy. An overdose can produce death.

Considered a light sedative, diphenylmethane is the standard anti-anxiety drug used aboard Star Fleet vessels. It produces a noticeable calming effect.

Melanex is a light sedative that renders a patient unconscious for about five minutes. It has the temporary side effect of causing a vivid yellowing of the patient's skin.

Melanex B is a heavy general sedative. Like Melanex, this drug yellows the skin of a patient under its effect.

Sterilite

This powerful antibiotic is used to prevent infection during surgery or wound treatment. It is especially useful for field surgery, when conditions are less than ideal or unsterile. Almost any Humanoid species can use this drug safely.

Stimulants

Stimulants allow an exhausted person to function normally for a time without rest. They may also temporarily revive an unconscious person. There are three types: light, medium, and heavy. Even normal dosages take their toll, and overdoses may do severe body damage. Stimulants may produce unusual side effects.

Formazine, a light stimulant, can cause irritability if the patient receives an overdose.

Masiform-D, a light stimulant and antitoxin, also causes irritability if taken in large doses.

Cordrazine is a heavy stimulant, and an overdose can cause severe mental imbalance and acute paranoia. These effects can last from a few hours to a week, depending on the size of the dosage and endurance of the patient.

Another heavy stimulant, Cortropine causes mental depression and anxiety after its effects wear off.

Stokaline

This drug is a multi-vitamin compound without any known side effects. Injections are given twice a year to all Star Fleet personnel to guarantee that no one will be affected by vitamin deficiences, regardless of diet.

Toxins

Though the list is not a comprehensive list, the following biochemical toxins are available to Intelligence Command agents (usually limited to terminators):

Choriocytosis toxin, which produces a fatal blood disease in Vulcans.

Rigellian fever toxin, producing a highly contagious disease with effects much like bubonic plague.

Sakuro's disease toxin produces a disease similar to leukemia, except that it kills off red blood cells.

Synthococcus novae toxin, a deadly basillus strain.

Vegan choriomeningitis toxin, which causes inflammation of brain tissue, high fever, and tingling in the arms and lower back. It is usually fatal.

Xenopolycythemia toxin causes a terminal disease characterized by excess red corpuscles in the blood.

Tri-Ox Compound

A substance used to treat any sort of oxygen starvation, it releases its dissolved oxygen into the bloodstream almost instantly. Tri-Ox compound is useful during first aid treatment of decompression victims, and against any disease that inhibits breathing or any organism that exists in an oxygen-free environment. Injections are given every three hours on planets where the thin atmosphere or low oxygen content would cause fatigue.

UniTheriDrene

This stimulant has a somewhat different effect from more conventional stimulants. After being injected, the user will experience a temporary increase in physical strength and a corresponding decrease in overall stamina and endurance. The increase in strength generally lasts between 40 and 90 seconds. Afterwards, the user will feel substantially weakened for one hour.

Venus Drug

This drug has a temporary and very dramatic effect on the entire Human hormone system, particularly the pituitary gland. It causes women to appear more feminine and men to appear more masculine. Individuals who consume the drug acquire a powerful hypnotic effect on persons of the opposite sex. Side effects include depression and irritability when the drug wears off, and users can become psychologically dependent on the drug. The Venus drug is effective only on Humanoids. It is illegal, though small quantities may be available to Intelligence agents for field use.

KLINGON EMPIRE

Chlortheragen

This lethal nerve gas was first used as a chemical agent against Federation ground forces during the Four Years War. Though the Federation developed an antidote for this gas, it is still used widely for crowd control on Klingon worlds and colonies.

Endurance Booster

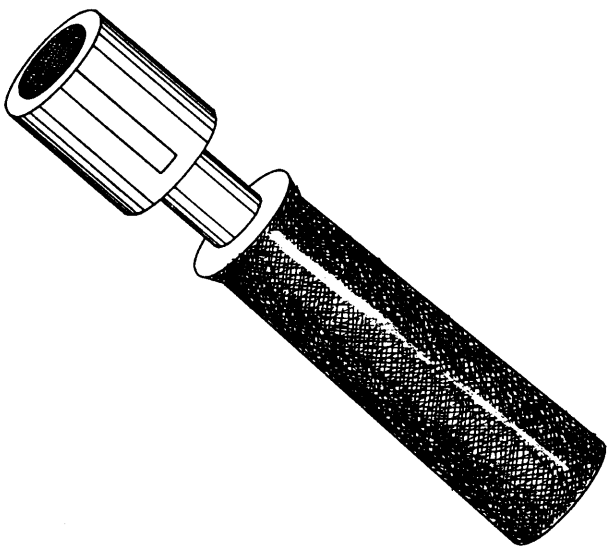
This drug adds 4D10 points to a user's END score for one-tenth of the user's END in hours. After this time, the patient's END will drop to half its previous level for the same amount of time. If the number is less than the user's unconsciousness level, he will faint. Despite its dangerous nature, the endurance booster drug might be administered to an agent who must continue functioning at peak performance levels.

Neural Paralyzer

This drug is identical to its Federation counterpart.

Pain Blocking Drug

This drug will block all pain from any wound for 3D10 + 10 turns. During this time, the user will feel no pain, and will never have to make an unconsciousness save. Of course, if the user's END score drops below the unconscious level, he will still pass out. If the user's END has been reduced to less than half its original score when the drug wears off, he must make an Unconsciousness Saving Roll whether or not he received damage that turn. A person under this drug's influence may not even notice that he is injured. The drug temporarily reduces the INT and DEX scores by 2D10 points each. It is believed that certain berserker units of the Klingon marines use this drug on suicide missions.



Pain Enhancing Drug

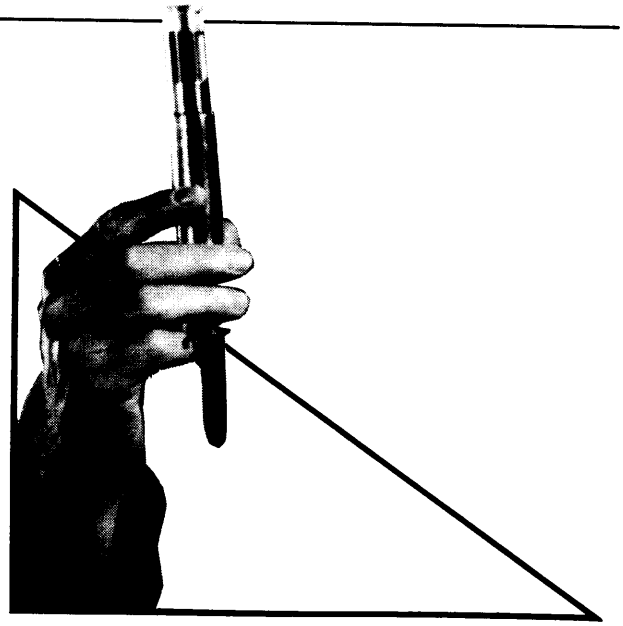
This drug magnifies its user's pain. For 3D10 + 10 turns, his unconscious save level becomes three-quarters his END score. After the drug's effects wear off, all saves are made at their original level. This drug subtracts 20 from a user's skill roll to resist torture.

Sedatives

These drugs are identical to their Federation counterparts.

Stimulants

These drugs are identical to their Federation counterparts.



Suggestibility Drug

Unless he can make a Saving Roll against one-third his INT score, the victim of this drug will believe whatever he is told for 1D10 hours. The gamemaster should assign modifiers to this roll depending on the plausibility of the statement. (If the victim is told that his hand is missing when it obviously is not, he will not believe the statement unless his saving roll is incredibly poor.) The drug cannot force a person to do something he would ordinarily not do (such as killing a friend or betraying a trust), but the victim could be tricked into believing that a friend is a disguised enemy or that an interrogator is the person's superior officer.

This drug also reduces a victim's INT and DEX score by 2D10 points, and the victim will have a glazed look in his eyes. These side effects wear off when the drug does, but a medical man who makes a successful Saving Roll against his INT score may recognize the symptoms if in contact with the victim for ten minutes. Anyone else will notice the victim's strange behavior by making a Saving Roll against their INT score at a 15-point penalty.

Truth Drug

This drug impairs the will to resist questioning for 3D10 + 20 turns. The victim must answer truthfully any questions asked if he fails a Saving Roll against one-fourth his INT score. Note that the victim can tell the truth without conveying the information required, however. Thus, the questioner must be careful to word questions properly. A second dose of the drug does not have a cumulative effect.

ROMULAN STAR EMPIRE

Diaptrimone

This is an effective heavy sedative. Its effects are somewhat unpredictable, however, and it is very difficult to regulate dosage of this drug to avoid an overdose.

Neoxylanomine C

This is a very powerful nerve poison. A normal dose cause a totally painless death within five seconds.

ORION COLONIES

Cylanite

This is a powerful, fast-acting muscle-relaxant and nerve poison. It affects the victim's coordination and causes physical paralysis (if not death).

WEAPONS

This chapter describes the various kinds of weaponry available to Star Fleet Intelligence personnel. A variety of weapon accessories are also available, including conventional and electronic sensory enhancement systems, projectile-weapon silencers, longer weapon stocks for increased accuracy, belts, holsters, scabbards, cleaning kits, and external magazine storage systems.

SIDEARMS

In addition to normal sidearms, energy weapons designed for ranged fire are listed below. Some of these may be used at non-lethal settings.

FEDERATION

Blast Rifle

Blast rifles use a focused electrostatic charge for their effect. They are used on many frontier worlds, mostly for recreational hunting. This weapon is effective at long ranges, but has a long cycling time because of its internal charge accumulator. Thus, it can only be fired once every minute (six combat rounds). It is also expensive to recharge commercially. Damage varies with range (*see* the Weapons Table).

Laser Weapons

Old-fashioned laser weapons are still found in some planetary backwaters. Hand laser and laser rifle versions are the most common. Laser power packs take approximately 20 minutes to recharge. Hand lasers and laser rifles require different power packs (much as Phaser Is and IIs do).

Phaser I-A (Hand Phaser)

This small, palm-sized box has a power grid, setting wheel, charge indicator dial, warning light, and rectangular trigger button. It is usually worn inconspicuously on the belt beneath the back of the uniform shirt.

The hand phaser has a variety of settings for different uses. *Stun* is a non-lethal setting that affects the nervous system of the target, causing unconsciousness. *Wide-Angle Stun* is used to immobilize many targets over a wide area. *Heavy Stun* is more potent that *Stun*, but still non-lethal against larger and/or stronger life forms; there is no *Wide-Angle Heavy Stun*.

The *Heat* setting excites the molecular motion within an object, causing it to heat up rapidly. This setting allows the phaser to be used as a cutting or welding torch or to light fires, depending on the beamspread adjustment of the phaser emitter nozzle. *Disrupt* is used to disrupt the nervous system, causing death in a lethal fashion or to disrupt the crystalline structure of solid matter, shattering it. *Disintegrate* completely breaks down the molecular cohesiveness of a single man-size target or smaller, causing it to disintegrate; this setting draws the most power.

A phaser can also be set to overload and explode, releasing all stored power in one burst. Once set for overload, it emits a characteristic whining sound, which rises in pitch. Sixty seconds after activation, the phaser will explode.

Phaser I-B

The Phaser I-B is palm-sized and concealable. With the simplified controls, resetting for stun, heat, disrupt, or disintegrate no longer requires moving a thumbwheel. The improved model has touch-sensitive, fingertip-sized panels that are color-coded for all function settings. Thus, resetting functions requires only a quick motion and little attention from an experienced operator. Resetting for wide-angle stun or heavy stun shots requires a separate adjustment. The Phaser I-B does slightly more damage on all settings but Heat. Its power increase also gives it greater effective ranges.

Pressing all four color-coded buttons at once activates the overload feature. This model emits an electrornic whine, rising in pitch, for 60 seconds. It then explodes, giving damage to anything within a radius of 45 meters. Pushing all four buttons simultaneously is a deliberate action that is almost impossible to do accidently. Nevertheless, the phaser's on/off button deactivates overload if pressed within the first ten seconds.

Phaser II-A (Phaser Pistol)

This sidearm consists of a Phaser I-A unit snapped into a pistol-grip mount that provides an extensive power pack, finer control, longer range, and more stability than the Phaser I-A alone. It is worn in a holster framework at the waist. The Phaser II-A operates at all phaser settings with a corresponding increase in range. Its overload explosion radius is also increased, due to its larger power pack.

Phaser II-B

The Phaser II-B snaps into a pistol-grip mount that gives it greater accuracy and a larger power pack. The connections between the Phaser I-B and Phaser II-B differ from the connections between the A models. Because they are not interchangeable, the Phaser I component of one style cannot be used with the Phaser II pistol mount of another style. The sole exception is the charging jack for the phaser power packs, which requires no adaptors.

Phaser Carbine

This weapon is similar to the phaser rifle, except that it has a shorter rifle mount, making it less awkward to carry, aim, and fire rapidly. The range and power are slightly less than the phaser rifle. The phaser carbine uses a standard phaser rifle power pack.

Phaser Rifle

Used only in combat or emergency situations, this weapon consists of a rifle mount with an extended power pack into which the Phaser II is fitted. It further increases the range of all settings and extends the overload blast radius.

Phaser Recharge Pack

Separate power packs are required for Phaser Is and IIs, but Phaser I-As and I-Bs can use the same power pack and so can Phaser II-As and II-Bs. Phaser power packs take approximately 20 minutes to recharge.

Plasma Rifle

This is an assassin's weapon that fires bursts of magnetically charged superheated plasma to long ranges. Similar in size to a phaser rifle, it also comes equipped with a top-mounted, electronic sighting system and a large, cubical, 30-centimeter power pack, which is connected by cable to the gunstock.

KLINGON EMPIRE

Mark I Hand Disruptor

The disruptor sidearm works on the principle of cellular disruption, affecting the delicate nerve cells of a victim. A grazing shot produces pain, then numbness in the extremity hit. A solid hit produces damage through actual heating of the tissues. Prolonged fire produces heating and disruption of any solid matter.

Intelligence Command-issue Mark I Hand Disruptors have been modified to use only Phaser I power packs, with no charge in weapon range or effectiveness.

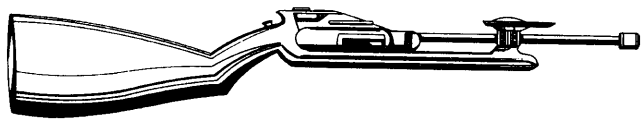
Mark II Hand Disruptor

The Mark II is an improved disruptor with a marginally better performance and a special high-power setting that can actually disintegrate a target, much like the phaser *Disintegrate* setting. A high-power shot is ineffective at extreme range, and the setting is very wasteful of power. Thus, it is rarely used. Modified versions use Phaser I power packs.

Mark III Hand Disruptor

The Mark III Hand Disruptor has a greater range and power reserve than the Mark II. Though bulkier than the Mark II, it is easier to manufacture and repair. It also has the molecular debonding effect that can disintegrate a man-sized target except at extreme range.

Intelligence Command-issue Mark III Hand Disruptors have been modified to use only Phaser II power packs, with no change in weapon range or effectiveness. A fully charged weapon has only 25 points of energy.



Mark I Disruptor Rifle

A heavy-duty version of the Mark I Hand Disruptor, the disruptor rifle has identical effects but a greater range and a larger power pack. It is used mostly by ground troops, security forces, and guards on active duty. Its advanced focusing method eventually led to the improved Mark II pistol. It is tough enough to use as a parrying weapon without sustaining much damage. This weapon is also widely used among other rivals of the Federation, notably the Romulans.

Intelligence Command-issue Mark I Disruptor Rifles have been modified to use only phaser rifle power packs, with no change in weapon range or effectiveness.

Mark III Disruptor Rifle

The Mark III Disruptor Rifle is formed by adding an extension stock and a longer beam-guide barrel. The stock contains a larger power pack, and the longer barrel gives the weapon greater accuracy. To date, all efforts to modify this weapon to use phaser power packs have been unsuccessful.

Disruptor Recharge Pack

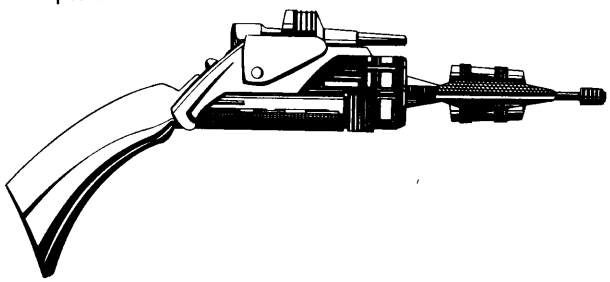
Mark I, II, and III Hand Disruptors use the same type of power pack, and so do Mark I and Mark III Disruptor Rifles. Hand disruptor power packs cannot be interchanged with disruptor rifle power packs, however. Disruptor power packs take approximately 20 minutes to recharge.

ROMULAN STAR EMPIRE

Hand Disruptor

Until they discovered the Klingon Mark I Hand Disruptor, the principal sidearm of the Romulan Empire was a small unit that strapped to the back of the hand. It fires when the user points his fist at a target and presses a firing stud (which is set in the buckle so that it lies in the palm) with the middle finger. A small knob tunes the beam. Photocells atop the unit keep the battery units charged. To recharge the weapon in the field, the disruptor must be switched to charge mode. When in charge mode, the weapon will not fire.

The Romulan hand disruptor is somewhat fragile, clumsy to recharge in the field, and takes about one minute to strap on. In principle, it works the same as the Klingon disruptor.



GORN ALLIANCE

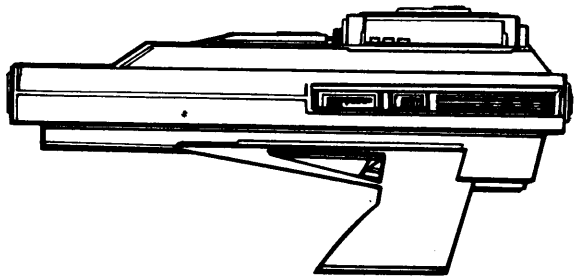
Mark I Blaster

As with other elements of Gorn technology, Gorn sidearms are not subtle. The Gorn Mark I Blaster fires a beam of semi-coherent energy that does damage through burning and cellular disruption. The beam on the blaster is not well focused, and therefore, the early models have shorter ranges than other hand weapons. Because the blaster is simply a naval sidearm and not a primary combat weapon, the Gorn do not consider this a drawback.

There are a number of individual designs in use, including some for use as trade items with other cultures. Military-issue versions of the blaster were designed for the massive Gorn hand. This weapon is clumsy for other races to use, and so the Gorn restyle trade weapons to suit smaller hands.

Mark II Blaster

Though bigger and more powerful than the Mark I, the Mark II Blaster is not much more accurate. This model has become widely used by some Gorn units. The military-issue version forsakes a standard pistol grip in favor of a triggering bar that is squeezed. Very few non-Gorn have hands massive enough and a grip strong enough to fire it.



PROJECTILE WEAPONS

Obsolete and archaic weapons are designed to forcefully propel projectiles.

FEDERATION

Suppressed Anti-Personnel Projector

Despite years of research and testing, efforts to produce a silent, unobtrusive phaser beam have been unsuccessful. As a result, research instead developed a pistol-shaped pneumatic dart projector. Known as the SAPP, it fires a protein-based gel dart which, after reacting with body tissue, leaves no detectable trace. The projector has an effective range of about 100 meters.

Composition of the dart varies depending on the race of the target. Darts are available to produce three different effects: short-term loss of consciousness (15 minutes to one hour), medium-term loss of consciousness (four to twelve hours), and death. All dart-transmitted drugs take effect in less than one minute, with no obvious symptoms until the desired effect is obtained.

Projectile Weapons, Archaic

A wide variety of bows, crossbows, slings, and bolos are available to any Intelligence agent requesting such weaponry. Note that bows and crossbows do require different ammuntion.

Projectile Weapons, Slug-Throwers

A wide variety of old-fashioned, chemically propelled projectile weapons are available to any Intelligence agent requesting such weaponry. These include revolvers (type A or type B ammo), automatic pistols (type A or type B ammo), carbines (type A ammo), rifles (type A or type B ammo), HP rifles (type B ammo), automatic rifles (type A ammo), shotguns (type C ammo), submachine guns (type A ammo), machine guns (type A ammo), and antique firearms, such as the flintlock rifle (type D ammo).

Individual revolvers, automatic pistols, and rifles may be designed to use either type A or type B ammunition, but not both. Ammunition is interchangeable between any weapons using the same ammo type, but internal ammo storage devices (clips, magazines, and so on) are not interchangeable.

Entries for revolvers, automatic pistols, and rifles appearing on the Weapons Table reflect type A ammo damage (the smaller-caliber, less effective variety). For these three weapon types only, increase damage by 1D10 points when using type B ammo. This means that a type B ammo revolver or automatic pistol does 5D10 points of damage upon impact, and a type B ammo rifle does 5D10 + 5 points. All other entries on that table reflect the appropriate amounts of damage for both ammunition types.

MELEE WEAPONS

Melee weapons require some form of direct, physical contact for effect. A wide variety are available, ranging from clubs, maces, daggers, swords, and polearms to more exotic weapons such as the lirpa and rudja. Intelligence agents may select any of these weapons.

FEDERATION

Ahn Woon

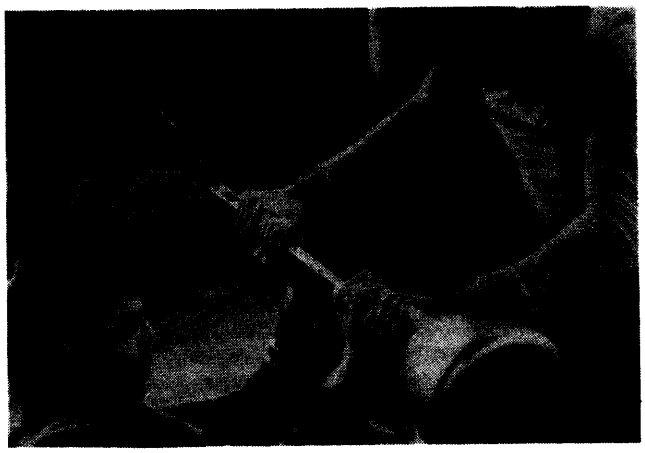
This is a segment of flexible, leather-like netting, averaging 15 centimeters wide by 30 to 40 centimeters long. It can be used as a short whip or for parrying other melee weapons. In expert hands, it is considered a deadly weapon. Originally developed on Vulcan, the Ahn Woon's popularity is growing in the Triangle.

Klugat

The Klugat is a disk-shaped weapon about 15 centimeters in diameter and similar in appearance to the Japanese *shiruken*, or throwing star. It is slightly heavier than comparable weapons, and its edges are unusually jagged, making it a more lethal weapon than most thrown objects. It is used by the natives of Ceres, among other worlds.

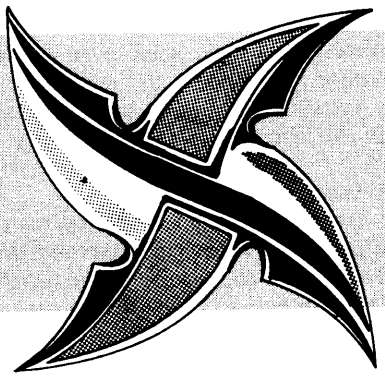
Lirpa

A combination polearm/cudgel, the *Lirpa* is approximately two meters long. With a blade on one end and a cone-shaped battering ram on the other, it is equally suited for attack and defense. Though not well-balanced, this Vulcan weapon can be effective even when hurled at short ranges.



Rudja

The *rudja* is a Tellarite weapon also similar to the Japanese *shiruken*, but has neither the weight nor the range of the *klugat*. *Rudja* throwing stars are often used with a paralyzing or deadly poison.

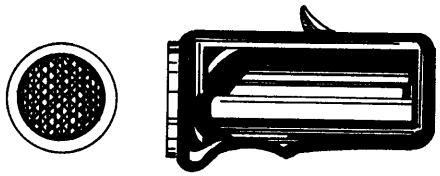


KLINGON EMPIRE

Agonizer

This hand-held device produces pain through direct stimulation of the nervous system, and is effective on all vertebrate life. The power can be adjusted from mild discomfort to crippling agony. On high setting, all but the hardiest individuals are helpless. As the agonizer continuously stimulates the nervous system, the victim cannot escape the pain by passing out. When used on Humans, the weapon is usually applied just above the heart on the left shoulder. It can be applied just as effectively near any major nerve center.

The agonizer is carried by Klingon officers, who use it for discipline and torture. It does not make a good combat weapon because it must be applied to specific body locations to be effective.



Personal Combat Blade

This large, tri-bladed weapon is a favorite of Klingon ground troops.

Zhal Sta

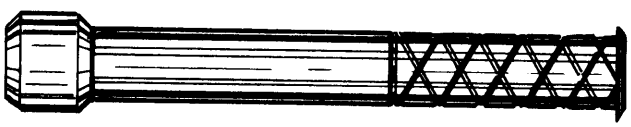
This monofilament sword slices through living tissue, causing widespread cell damage, agonizing pain, and, almost invariably, death. If not used with extreme care, the Zhal Sta will cause as much injury to its wielder as to its target. It is intended more for interrogation than for melee situations.

ROMULAN STAR EMPIRE

Dueling Stick

The dueling stick is a short rod, 25 centimeters long, with a slight enlargement at one end and a roughened hand grip at the other. The stick is weighted and balanced like a fighting dagger. To activate, the user turns a knob below the handgrip to one of two positions. The first is the tip setting, which energizes the enlarged end to simulate a thrusting weapon. The second setting energizes the whole stick from the handgrip forward. Simple contact with the dueling stick is enough for an opponent to take a mild stun shock. If contact is solid enough, the stick delivers a larger jolt.

Also available is a version with a longer shaft that can be used like a sword, but the knife-sized model is more popular.



ORION COLONIES

Shathra

A hexagonal hand-held weapon, the *Shathra* is constructed from a tungsten-duralloy compound and is serrated and barbed along its edges. Used by native hill tribes on Rigel VII, the weapon is generally employed at ranges of up to 50 meters.

HEAVY WEAPONS AND EXPLOSIVES

Almost all phaser cannons, ground support artillery, missiles, chemical and photon munitions, and many similar munitions and munitions-delivery systems are too conspicuous for use by Intelligence agents. Individuals interested in tactical and operational combat weapons systems, may also refer to the ***STAR TREK*** **Ground Forces Manual**, available from an Intelligence Case Officer or directly from FASA.

FEDERATION

Plasticene Explosives

Anything that can be molded from plasticene can become a plasticene explosive charge. Intelligence agents have only to describe their needs to Special Equipment Section personnel. (Of course, getting it may be another story.) The blast radius and damage effects will depend entirely upon the amount of explosives used.

Grenades And Grenade Launchers

Many types of grenades are available, both in hand-delivery and projectile-launched versions. There are also grenade launchers available to discharge any standard grenade to a distance of 300 meters with good accuracy. Types of grenades available include, but are not limited to, the following: diffusion (affecting phaser efficiency), explosive fragmentation, gas, illumination, incendiary/thermal, smoke, and sonic. Gas grenades are further divided into the following: blackout (which temporarily deadens the optic nerve on all Humanoids except Vulcans and Romulans), nerve (usually fatal), sleep, tear, and tranquilizer (which calms victims without causing loss of consciousness).

MAM Charge

This is a demolition charge that derives its effect from a matter-antimatter reaction. Housed in a small box the size of a flip-grid communicator, the MAM charge holds a grain of matter and a grain of antimatter in magnetic suspension. Activation of the firing circuit starts a timing sequence that is adjustable from three seconds to twelve hours. At the end of the timing sequence, the magnetic field separating the two grains is switched off, allowing the grains to collide, with results typical of matter-antimatter annihilation. The resulting explosion is much more powerful than conventional or nuclear demolition devices. In addition, analysis of blast residue from a MAM charge explosion yields no indication as to the nature of the explosive used.

Agents must handle a MAM charge with great care. There is no way to disarm it (aside from normal demolition). Once assembled (which is how it is supplied to Intelligence personnel), it must be used within a certain period of time. This is because detonation will occur when the battery pack in the case wears out and the magnetic field isolating the two grains disappears. The batteries will last for about six months. The MAM charge is immune to detonation from accidental mishandling (provided its user knows how to operate the timing sequence).

Phaser Bore

This large weapon, approximately two meters high and four meters long when mounted on its weapons stand, can penetrate hullmetal bulkheads and similar major obstacles. It usually draws power via microwave link from a starship's engines (warp or impulse), but could also operate from a portable, on-site fusion reactor. Nothing smaller will suffice. The phaser bore is rather conspicuous and so is used only sparingly or under unusual circumstances by SFIC agents.

KLINGON EMPIRE

Grenade, Diffusion

Often used by Klingon marines, this grenade releases a cloud of reflective/absorbing particles that reduce the effectiveness of any beam weapon (i.e., Federation phasers and Romulan beam weapons).

Grenade, Sonic

This grenade causes sonic disruption damage in a localized area.

Sonic Mortar

Similar in effect to sonic grenades, a sonic mortar acts as an indirect fire weapon to deliver sonic projectiles.

ROMULAN STAR EMPIRE

Beam Cannon

Using the same form of energy beam as the Romulan hand disruptor, this weapon is a two-man version with increased range and greater firepower.

Magnesium Incendiary Bombs

These non-explosive 'bombs' are large (35 centimeters long by 15 centimeters in diameter), green, flare-shaped grenades designed for burning through bulkheads and other fire-resistant objects. Removing the top reveals a volatile striker strip that will light when brushed against any non-smooth surface. There is a twelve-second delay before ignition.

SUBDUAL AND RESTRAINT EQUIPMENT

FEDERATION

Tranquilizer Ammunition

Special ammunition can be created for Type A, B, and C weapons, as well as for bows and crossbows, containing short- or long-duration tranquilizers. The tranquilizer may be selected for effect against Humanoids or animal life forms. Refer to the **Projectile Weapons** section to determine the appropriate ammunition type needed.

Stun Carbine

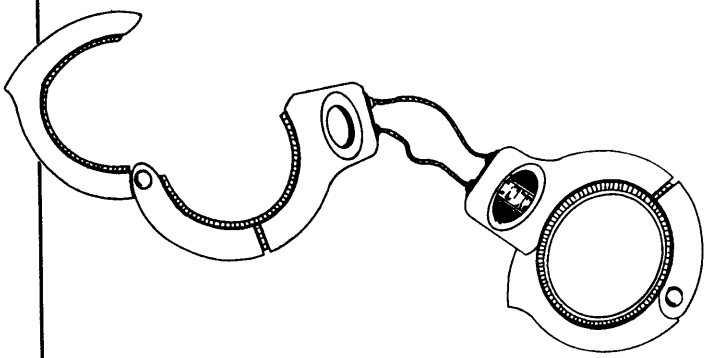
This is basically a phaser carbine with stun and heavy stun settings only.

Force Field Box

This special box is used to transport antimatter samples. Carried by two crewmen, it has an interior force field that safely contains the antimatter. It can be switched on and off by remote control.

Limb Restraint System, Magnetic

These metallic, electromagnetic handcuffs with variable-diameter wrist openings are activated by entering a combination on a small keypad built into one cuff. The captive's hands are locked into the cuffs, and the magnets bind the captive's hands together (usually behind his back). This device uses one standard small-equipment energy cell, with almost indefinite duration for normal use.



Limb Restaint System, Mechanical

These are old-fashioned metal handcuffs that require a mechanical key to release.

Gas Pistol

This small-caliber weapon uses a compressed gas cylinder to fire plasticene pellets. After they explode, the pellets release a short-duration tranquilizing gas.

Police Stunner

This is a Phaser I-A with a stun setting only.

Net Rifle

This large-caliber weapon fires a wad of high-tension nylon, netting that can entangle an opponent without causing physical harm.

Shock Prod

Some law enforcement agencies still use this ancient melee weapon. It has a variable setting and can be used effectively as either an animal restraint device or as a crowd-control weapon.

Specimen Restraint Box

This is similar to the force field box, except that it permits standard atmospheric gases to pass through the force-field walls, so that confined animals will not suffocate. This box comes in a wide variety of sizes, ranging from very small to man-sized.

Stun Club

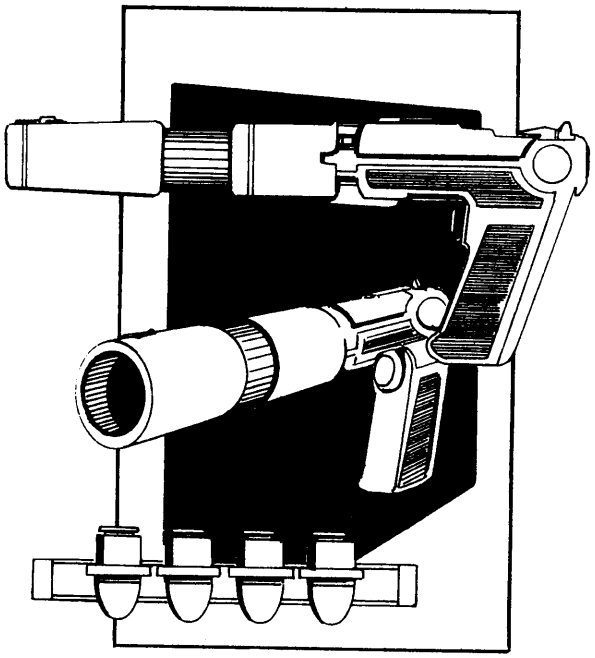
The stun club is a flexible billy club that stuns on impact. Its neural shock effect is similar to a low-strength phaser stun shot. The stun effect stops functioning when the handgrip is not held, and so a stun club cannot be thrown for stunning effect. It uses a special long-life power pack, easily replaceable but not rechargeable.

Miniaturized Stunner

This stun gun is about the same size and shape as a writing stylus, and is effective only at short distances.

Tanglegun

This large-caliber weapon uses a compressed gas cylinder to fire plasticene pellets. Upon explosion, they release an adhesive, polymer-epoxy liquid that sticks to virtually everything. The polymer-epoxy slowly loses its sticky properties as it dries, which takes about four hours. (Imagine pouring a bottle of 20th-century Terran super-glue on someone!)



KLINGON EMPIRE

Force Field Box

This item differs from the Federation version only in appearance. For game purposes, treat it the same as the Federation model.

ROMULAN STAR EMPIRE

Energy Rod

This energy rod is identical in appearance and function to the Federation shock prod.

GORN ALLIANCE

Sonic Stunner

The sonic stunner is a heavy, clumsy weapon used by Gorn security forces for crowd control. In size and weight, it is similar to a small archaic carbine. It delivers only non-lethal damage, causing its targets to fall unconscious. These effects are similar to Federation phasers set to stun.

ARMOR AND DEFENSIVE SYSTEMS

FEDERATION

Security Armor

This armor suit is composed of chest and back plates of plastimetal, a plastimetal fabric-mesh undersuit, and a heavy plastimetal helmet. The plastimetal plates are capable of absorbing impact, and the vest is proof against any club and the average bullet. This armor is also effective against a knife attack, as conventional weapons cannot cut through it. The undersuit also provides protection against cutting or puncturing weapons, including missile weapons, but not against heavy blows. Continued blows may abrade the suit's protection.

Imbedded in the plates is a fine mesh of iridium alloy that connects to an energy-damping coil in the suit's belt. This system damps out the effects of some energy weapons, including phasers and disruptors, reducing their effectiveness. The suit is *not* proof against the surface-conducted effects of a phaser set on disintegrate, or by late-model disruptors set on high-energy; such direct hits will still disintegrate the target. The suit is effective against grazing shots from such settings.

The open-face helmet is not intended to protect against gas, bioagents, or vacuum. A life support belt may be worn over the suit to afford such protection, if needed. It has a built-in communicator that matches the specifications of the standard Star Fleet wrist model.

Some versions of the suit have a life functions monitor panel (similar to a belt monitor) built into the front of the chestplate. The monitor can be tied in with a ship's computer to activate security alarms if a guard's life functions alter drastically. (Phaser stun and similar effects do not affect life functions drastically, but being physically knocked unconscious or killed would.)

It takes about one minute for trained personnel to put on a suit, and longer for untrained personnel. Because all suits are tailor-made, only a person's own suit will fit him. Helmets are interchangeable, and do not require special fitting except for Andorians, because of special antenna protection.

Duroplas Body Shield

This is a small, thin, flexible shield worn under conventional clothing (usually as a torso protector) to provide some protection against projectile and energy weapons.

Psionic Shielding Helmet

Star Fleet Intelligence is currently testing this experimental device. It is designed to protect the wearer from any type of telepathic contact or attack, whether from Vulcans, Romulans, or other telepathic races (possibly including Metrons and Melkotians).

KLINGON EMPIRE

Portable Shield Generator

This Klingon field version of a ship's deflector shields provides added protection to troops. Though ineffective against ship-based weaponry, portable shield generators do provide limited protection against hand-held weapons. They have a limited power supply, but can be recharged via microwave link with an orbiting ship.

SHIPBOARD SECURITY SYSTEMS

Notes on standard security procedures are included in the **Common Procedures** section. Details and references in this section refer to the actual shipboard facilities.

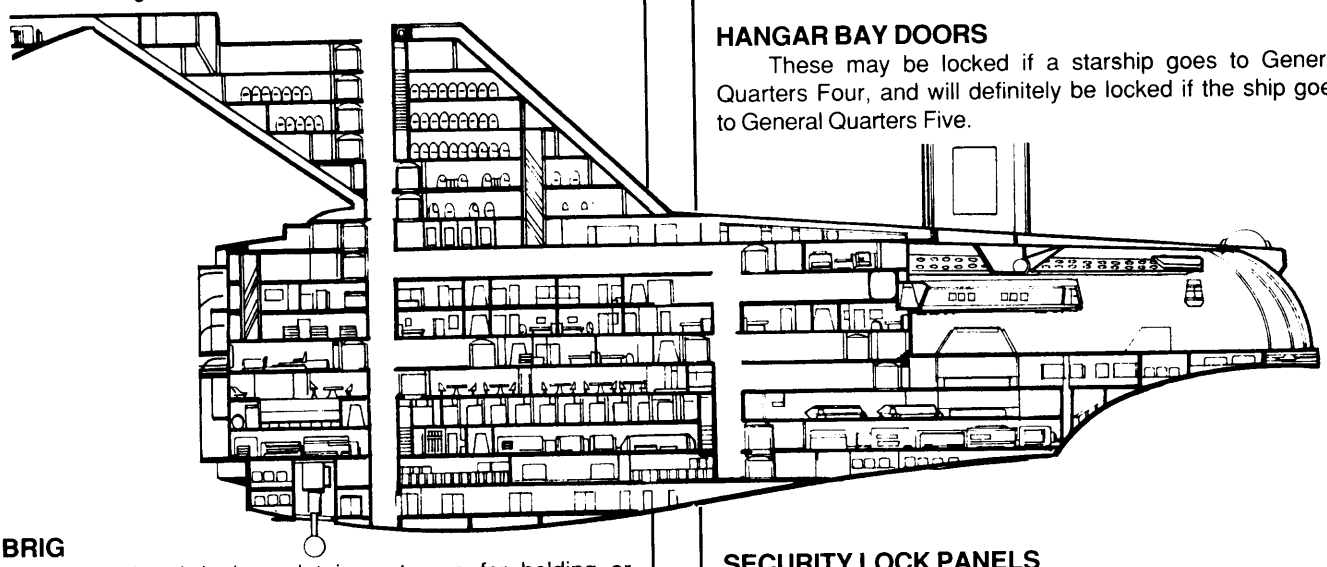
FEDERATION

ARMORY OR SMALL ARMS ROOM

The ship's armory is a locked storage area for hand weapons. Only Command and Security personnel have the access codes for these rooms. Armories are normally located near transporter rooms (for landing party access).

AUTOMATIC BRIDGE DEFENSE SYSTEM

This device is spherical and approximately 30 centimeters in diameter. It has an internally powered antigrav locomotion system, infrared sensors, and the equivalent of a Phaser II weapons system. It normally remains in an unoccupied corner of the bridge until the vessel goes to General Quarters Three. At that time, it automatically stations itself near the ceiling, where it can fire on any point of the bridge.



BRIG

The ship's brig is a detainment area for holding or restraining personnel under arrest. Circuitry built into the door opening creates a force field that takes the place of bars and locks. Such a barrier is more functional than a steel door, because it will not only prevent escape, but also will absorb an energy weapon attack on or by a prisoner. Furthermore, it allows viewing of the prisoner without the need for unreliable and vulnerable surveillance cameras.

The force field will provide a mild shock if the prisoner attempts to penetrate it—not enough to injure, but enough to deter escape attempts. The field has its own separate power supply so that an interruption in the ship's power will not allow an escape. Normal sidearms will not penetrate the field, but heavier weapons or sustained fire may cause it to overload and fail.

If a ship is too small to have a permanent brig, any competent engineer can rig a temporary force field in a cabin, stateroom, or sickbay.

SECURITY BULKHEADS

Also known as emergency or collision bulkheads, these are reinforced hullmetal barriers located in corridors and around crucial ship areas. Some or all can be hydraulically lowered into place if the vessel is in danger of physical collision, or if the vessel goes to General Quarters Four. Any bulkhead can be raised or lowered in 15 seconds.

SELF-DESTRUCT DATA BANK COMPUTER

After the senior officers of a ship recite certain preprogrammed codes, this data bank implements a series of matter-antimatter explosions throughout the hull, destroying the ship utterly. The codes are voice-actuated, and any other method for starting the sequel is almost impossible.

DECONTAMINATION ROOM

This room is used to decontaminate personnel or equipment.

ENGINEERING FUSION CHAMBER

During General Quarters Six, this compartment releases radioactive gas throughout the ship. It should be used only as a last resort.

HANGAR BAY DOORS

These may be locked if a starship goes to General Quarters Four, and will definitely be locked if the ship goes to General Quarters Five.

SECURITY LOCK PANELS

These panels will seal important security doors when a coded sequence is entered electronically by computer or manually by Intelligence or security personnel. The panel consists of a 15-button, touch-panel keypad and a status display. The buttons glow green, and the status display glows red and announces "LOCKED" when the door is sealed. Once locked, the door can be opened only by entering the proper sequence of buttons or by computer override.

TURBOLIFT

High-speed, ten-man turboelevator cars travel throughout a vessel in electromagnetic tubes, which are computer-controlled and voice-actuated. The user simply enters and tells the turbolift where he wishes to go, and the car takes him there in under ten seconds. All turbolifts will shut down if the starship goes to General Quarters Five, when the only way to get from deck to deck is via accessways.

AGONIZER BOOTH

These man-sized shipboard interrogation devices are variations of the hand-held Klingon agonizer but have more power and subtler controls. Use of the booth halves the permanent damage incurred during torture while increasing the overall effectiveness of any interrogation techniques.

DETENTION FACILITIES

Some newer Klingon vessels have adopted the Federation practice of using detention force fields on brig cells. However, most Imperial ships use standard, electronically locked and insulated hullmetal doors.

HYPOTHERMIA CAPSULE

Klingons use these coffin-shaped devices to put combat troops into suspended animation, a process known as freeze-down. Each unit contains the necessary equipment for maintaining the life of its inhabitant, but has no external monitors. However, the foot end has an outlet for a portable computer/recorder. When connected, the computer/recorder provides the operator with any necessary information. Hypothermia capsules save on life-support requirements for long journeys, but their reliability (96 to 98 percent) is low (which is why the UFP does not use them.)

Turbolift Shutdown

This system may slow down the deployment of hostile forces by depriving them of swift lateral and vertical movement throughout the ship.

Gravity And Life-Support Shutdown

Unless fully protected in environmental gear, personnel in affected areas will immediately experience weightlessness and the loss of life-support functions.

Marine Contingent Revival

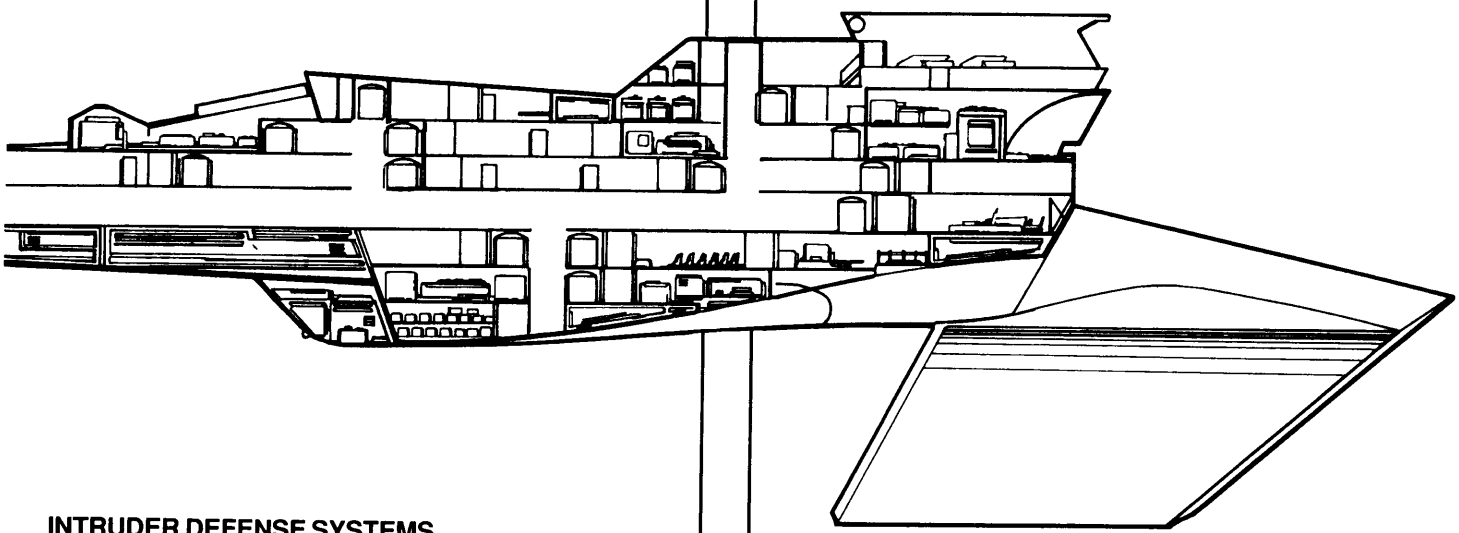
In the event of emergency, the ship's marine contingent can be revived en masse from their cryogenic sleep capsules. This provides the Captain with a large number of reinforcements in a short period of time.

Explosive Decompression

The decompression of selected areas of the ship will effectively deter any attackers (and friendly forces) not equipped with environmental suits. A valve in the ship's hull will open, exposing the area to the vacuum of space. Those who do not immediately asphyxiate better grab onto a fixed object, or they may find themselves sucked into the void.

Nerve Gas Agents

In an extreme case, the ship's Captain may introduce nerve gas agents throughout the ship, one deck level at a time. Anyone not protected by filter masks or environmental gear will fall victim to the gas in 60 seconds. Note that the ship's Captain is the only one who knows the special computer code to activate the gas.



INTRUDER DEFENSE SYSTEMS

Should enemy forces board a Klingon vessel, command personnel can activate a series of computer programs to combat the intruders. The Captain or his Executive Officer normally activate these programs. In their absence, however, any department head can do so. Due to the expense of these systems, however, most Klingon vessels are not so equipped. Below are a few of the defense system options.

Security Bulkheads

Activating the security bulkheads drops emergency blast doors at all corridor junctions. Similar blast doors are automatically employed around the ship's armories, engineering, and life support centers. These are used to contain or channel the threat of an attack force (or mutiny) away from critical points aboard ship. Once in place, each blast door can absorb 200 points of damage before being rendered ineffective.

Boom Separation

As a last resort, the ship's command pod and boom may be separated from the rest of the ship. Once separated, the command section cannot be rejoined with the ship's main hull short of an overhaul in drydock. A severed command section has insufficient power to arm weapons or to engage in warp speed, although it can travel up to .82 sublight.

SURVEILLANCE FACILITIES

Surveillance monitors exist aboard all but the smallest Klingon vessels in one form or another. Usually, the manpower and computer time to monitor all areas cannot be spared, and so personnel monitor only sensitive areas and trouble spots constantly, periodically making random scans of other areas.

GLOSSARY

Every specialized field seems to have its own terminology. Military intelligence is no exception. Unfortunately, ignorance of the buzzwords in this trade can have rather unpleasant results.

Commander Solok, Intelligence Procedures Instructor,
Star Fleet Academy

ADMINISTRATION BRANCH

This Intelligence Command service branch encompasses administrative, clerical, trading, and passive surveillance skills. See also **Analysis Branch**, **Field Operations Branch**, **Technical Services Branch**.

ADMINISTRATION DIVISION

One of three major organizational components of Star Fleet Intelligence Command, this division is responsible for daily, behind-the-scenes activities. It handles those centralized support duties necessary to maintain the efficiency of such a diverse and wide-ranging command. The Administration Division is headed by the Deputy Chief of Administration. See also **Operations Division, Plans and Policies Division**.

ANALYSIS BRANCH

This Intelligence Command service branch stresses analytical and shipboard-based support skills for field task groups. See also **Administration Branch**, **Field Operations Branch**, **Technical Services Branch.**

ASSIGNMENT

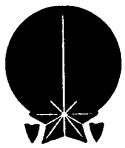
See **Mission**.

BRIEFING

See **Case Officer's Briefing, Field Briefing, Sector Status Briefing.**

BROAD-BAND

This is a communications protocol in which a standard subspace transmitter produces a signal that can be picked up by any individual or vessel with a standard subspace receiver. If the signal is broad-band clear, then anyone with a receiver can understand the transmission. If the signal is broad-band scrambled, then only those with a receiver equipped with unscrambling equipment can understand the transmission. See also **Encryption**, **Pinpoint**, **Scrambling**.



CASE

A case is an intelligence assignment of any duration that does not require field agents to complete. These are usually 'maintenance' assignments, not worked upon actively, but still considered open. See also **Force Task**, **Mission**, **Operation**, **Project**.

CASE OFFICER'S BRIEFING

Rarely longer than one or two pages, this briefing describes background information on one particular assignment. The Case Officer usually prepares this briefing for a task group and presents it to the group during a pre-assignment conference. See also **Field Briefing**, **Sector Status Briefing**.

CELL

See **Task Group**.

CIPHER

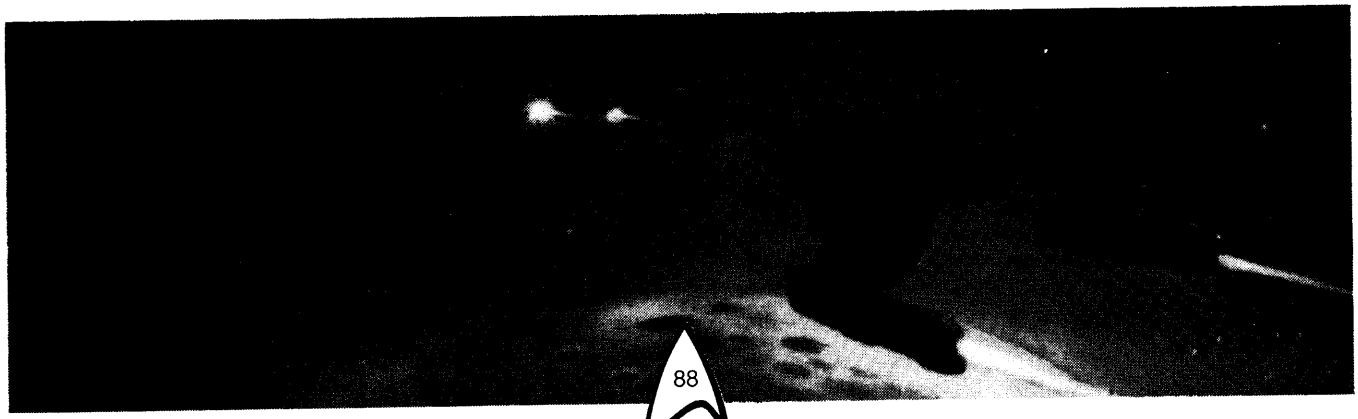
This is a one-to-one substitution system that changes a single letter of a message to another letter, to create a secret message. The process of using a cipher to disguise a message is known as enciphering, and the process of reading the same message is known as deciphering. See also **Code**.

CLASSIFIED

This term is used to describe a SECLAR of 2. Information with this rating is available only through official Star Fleet channels. All Security branch personnel and many officers have this rating. The term is also used for documents or data of a sensitive nature, coming under the principle of need-to-know. See also **Need-To-Know**, **SECLAR**.

CODE

A code is a common number, word, or word phrase that has another pre-arranged meaning. It could represent another word, word phrase, or even an entire sentence or paragraph. The process of using a code to disguise a message is known as encoding, and the process of reading the same message is known as decoding. See also **Cipher**.



COMMUNICATION PROTOCOL

Communication protocol is any commonly used technique for sending transmissions, though usually it refers specifically to subspace communication. See also **Broad-Band**, **Encryption**, **Pinpoint**, **Scrambling**.

CONFIDENTIAL

This term is used to describe a SECLAR of 3. All Star Fleet Intelligence Command personnel, most Security Officers, and most department heads have this rating. See also **SECLAR**.

DATA RELIABILITY RATING

Ranging from Class A (the best) to Class F (the worst), this scale is used to evaluate the overall reliability of data provided by an Intelligence field agent, Star Fleet crewmember, or other informant. It is based partly on the amount of exposure to the information and partly on the reporting person's reliability. This scale is used for evaluating all field reports. See also **Source Reliability Rating**.

DEEP-COVER

This term refers to any cover (a false identity used by an Intelligence Command field agent) that would directly jeopardize an agent's life if revealed. See also **Shallow-Cover**.

ENCRYPTION

This is a communications protocol in which a subspace message contains certain parameters or commands. A portion of computer data at the beginning of the transmission gives specific instructions before the text of the message actually starts. When this message is received aboard a starship, the vessel's communications computer automatically ties into its main computer and evaluates the data. If certain parameters described in the data are not met, the remainder of the message cannot be received. The parameters may require a change in a starship's course or a certain crew alert status before the message can be read. See also **Broad-Band**, **Pinpoint**, **Scrambling**.

FIELD BRIEFING

This message consists of accurate, to-the-minute updates on one assignment currently underway. Rarely longer than several paragraphs, it is strictly dated to assure timeliness. A field briefing is generally transmitted via scrambled subspace radio from the Contact Officer directly to the task group working on the assignment. See also **Case Officer's Briefing**, **Sector Status Briefing**.

FIELD OPERATIONS BRANCH

This Intelligence Command service branch provides field agents with some degree of ability in many skills related to field work. See also **Administration Branch**, **Analysis Branch**, **Technical Services Branch**.

FIELD REPORT

This is a short report, usually transmitted by subspace radio, containing the most recent developments of a mission in progress. A Mission Communications Officer files the report and sends it to his group's Contact Officer.

FORCE TASK

This is a secondary mission designation. It refers to any intelligence assignment chosen by a group of intelligence agents, or 'force'. Note that with force tasks, the agents themselves use the term "Operation" or "Project" for their assignment, but the Contact Officer and other administrative personnel refer to the assignment as a force task. See also **Case**, **Mission**, **Operation**, **Project**.

GENERAL ORDER NUMBER TWO

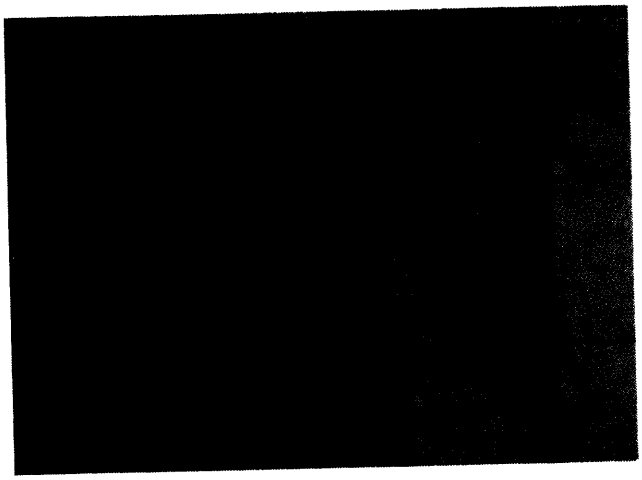
This regulation prohibits Star Fleet personnel from killing intelligent life. Star Fleet personnel who violate this General Order must explain their actions to a mandatory Board of Inquiry. However, this is often a mere formality, as agents can usually prove that circumstances dictated their actions.

GENERAL QUARTERS

This term describes the readiness of a starship's crew for ship-to-ship combat. On Star Fleet vessels, there are six different levels of readiness, referred to as General Quarters (or Security) One through Six.

MISSION

This is a generic term used to describe any task to be performed by intelligence personnel. It may be used interchangeably with the term "assignment". See also **Case**, **Force Task**, **Operation**, **Project**.



MISSION CLASSIFICATION

A mission classification is any one of a group of terms used to describe a mission. The term is used to describe the objectives, personnel, and equipment that would give a task group the greatest chance for success.

MOST SECRET

This term is used to describe a SECLAR of 8 and is only used on a case-by-case basis. Individuals with a Rating 8 are limited to top-echelon officers of Star Fleet Command and Star Fleet Intelligence Command. See also **SECLAR**.

NEED-TO-KNOW

Used to maintain military security, this concept states that "only those officers or enlisted personnel who have a legitimate and current need to possess information of a classified nature should be permitted access to such information."

OPERATION

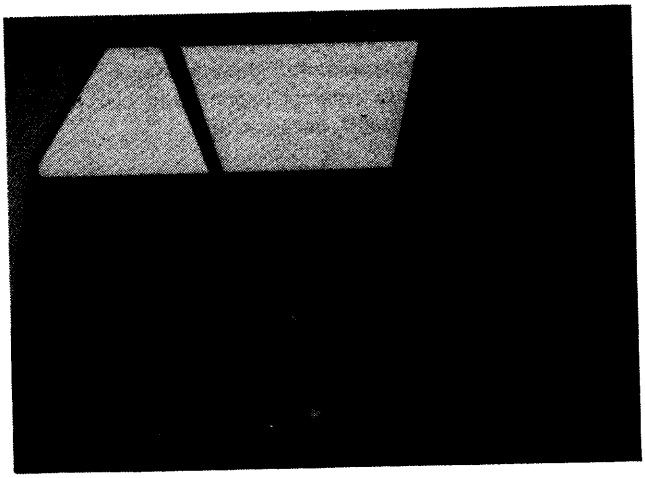
An operation is an intelligence assignment of short duration requiring field agents (i.e., Field Operations Department personnel) to complete. Such an assignment consists of a single anticipated objective, and is usually expected to take less than one year to complete. See also **Case**, **Force Task**, **Mission**, **Project**.

OPERATIONS DIVISION

This division of Star Fleet Intelligence Command is the largest and most complex. It is divided into two parts: the Operating Forces Subdivision and the Technical Services Subdivision. This division is responsible for data acquisition and preliminary analysis, as well as all field operations and field support services. The Operations Division is headed by the Deputy Chief of Operations. See also **Administration Division**, **Plans and Policies Division**.

PINPOINT

This is a communication protocol in which a stationary subspace transmitter directs a signal toward another specific stationary object. Only the intended receiver and those ships in direct line of signal can pick up the transmission. If the signal is pinpoint clear, then anyone in proper position with a receiver can understand the transmission. If the signal is pinpoint scrambled, only a receiver in proper position and equipped with unscrambler equipment can understand the transmission. See also **Broad-Band**, **Encryption**, **Scrambling**.



PLANS AND POLICIES DIVISION

This division of Star Fleet Intelligence Command is responsible for evaluating general trends that could have a widespread effect on Star Fleet Intelligence and the entire Federation. The Plans and Policies Division is headed by the Deputy Chief of Plans and Policies. See also **Administration Division**, **Operations Division**.

PROJECT

A project is an intelligence assignment of long duration requiring field agents to complete. Such an assignment may consist of two or more closley related objectives, or may be expected to take one year or more to complete. See also **Case**, **Force Task**, **Mission**, **Operation**.

RESTRICTED

This term is used to describe a SECLAR of 1. Information with this rating may be available through certain public sources with limited access, such as political- or military-affairs publications. Information obtainable from a Rating 1 is also often available to interstellar merchants and explorers through sometimes-unreliable sources. All Star Fleet personnel have this rating or greater. See also **SECLAR**.

SCRAMBLING

This is a communications protocol in which a sender electronically garbles a subspace transmission before transmitting it to the receiver. Both sender and receiver must have special equipment to scramble and unscramble the transmission. This process is separate and distinct from the encoding or enciphering process. Subspace messages can be encoded, scrambled, or both. Disguising such a message is known as scrambling, and translating such a message is known as unscrambling. Scrambled transmissions may be either pinpoint or broad-band. See also **Broad-Band**, **Cipher**, **Code**, **Encryption**, **Pinpoint**.

SECLAR

The SECLAR is the SEcurity CLeArance RAting, a ten-point scale ranging from 0 through 9. It is used to rank the degree of secrecy of a given document or intelligence mission. The higher the SECLAR, the more secret is the object rated. The SECLAR is also used to describe the security clearance that each individual possesses. See also **Classified**, **Confidential**, **Most Secret**, **Restricted**, **Secret**, **Top Secret**, **Ultra Secret**, **Unclassified**.

SECRET

This term is used to described a SECLAR of 4 or 5. Most senior Security Officers and command-grade officers have a Rating 4. The Captain and First Officer on major Star Fleet vessels may have a Rating 5. Most Intelligence officers of low rank have a Rating 4 or 5. See also **SECLAR**.

SECTOR

A sector is one of ten administrative regions that Star Fleet Intelligence Command uses to distribute field agents and support personnel. They are also called Operating Forces Sectors or Sectors Intelligence. The ten sectors are: Sectors 1 through 4 Intelligence, Romulan Sector Intelligence, Orion Sector Intelligence, Klingon Sector Intelligence, Triangle Sector Intelligence, Gorn Sector Intelligence, and Tholian Sector Intelligence.

SECTOR STATUS BRIEFING

This briefing familiarizes Intelligence personnel with the overall conditions within an entire sector. Even in summarized form, this briefing consists of many pages of text. It is usually prepared for distribution by the Sector Chief of Field Operations, and is presented to agents during a staff conference between field assignments.

SHALLOW-COVER

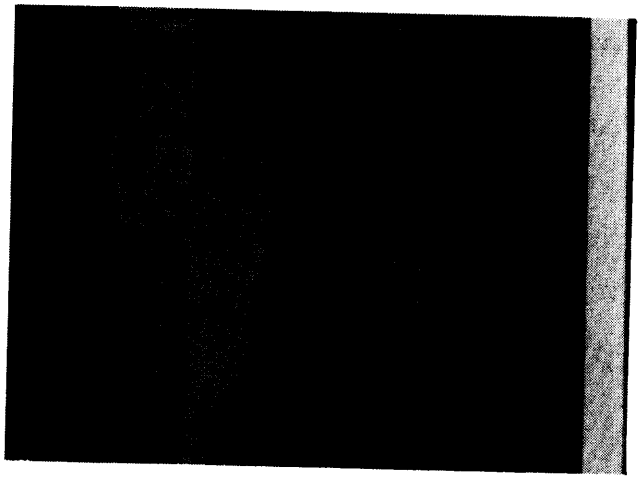
This term refers to any cover (a false identity used by an Intelligence Command field agent) that would not immediately endanger an agent's life if revealed. See also **Deep-Cover**.

SKILL CLASSIFICATION

A skill classification is any one of a group of terms used to describe a character's skills. The term is used to evaluate an agent's particular areas of ability. It is also called a skill specialty.

SOURCE RELIABILITY RATING

Ranging from Class A (the best) to Class F (the worst), this scale is used to evaluate the overall reliability of an Intelligence field agent, Star Fleet crewmember, or other informant. It is based partly on the reporting person's status and partly on his security clearance. This scale is used for evaluating all field agents. See also **Data Reliability Rating**.



STANDARDIZED COLOR CODELIST

This low-SECLAR list of code phrases is used mostly for convenience or when speed and some element of secrecy is needed. It is not designed for relaying technical information or details of a highly complex nature. Rather, it is commonly used by task groups and landing parties to convey certain conditions regarding their status. See also **Code**, **SECLAR**.

TASK FORCE

See **Task Group**.

TASK GROUP

This group of Intelligence Command field agents is trained to operate as a team on various intelligence assignments. The commanding officer of a task group is called the Senior Mission Officer, and there are usually three to eight agents in such a group. Task groups are also known as task forces or cells, though the latter term is usually reserved to task groups that operate on only one planet throughout their entire service period.

TECHNICAL SERVICES BRANCH

This Intelligence Command service branch teaches skills directly related to maintaining and operating a starship and its equipment. See also **Administration Branch**, **Analysis Branch**, **Field Operations Branch**.

TOP SECRET

This term is used to describe a SECLAR of 6 or 7. Most Intelligence officers of medium rank and most flag-rank officers have a Rating 6. Most Intelligence officers of high rank and certain flag-rank officers have a Rating 7. See also **SECLAR**.

ULTRA SECRET

This term is used to describe a SECLAR of 9. It is used only in situations of extreme importance to Federation security. See also **SECLAR**.

UNCLASSIFIED

This term is used to describe a SECLAR of 0. Information with this rating consists of that knowledge widely available to civilians or other non-military personnel through the media or other public sources. See also **SECLAR**.

INTELLIGENCE CHARACTER GENERATION SHORT FORM

ATTRIBUTES 1

INITIAL ROLL
Die Roll: As Below
Modifiers: As Below

INITIAL DIE ROLLS

Attribute	Roll
STR	40 + 3D10
END	40 + 3D10
INT	40 + 3D10
DEX	40 + 3D10
CHA	40 + 3D10
LUC	D100
PSI	D100

RACIAL MODIFIERS TO ATTRIBUTES

Race	STR	END	INT	DEX	CHA	LUC	PSI
Human	—	—	—	—	—	—	– 30
Andorian	+ 10	+ 5	—	—	—	– 20	– 20
Caban	—	– 5	—	+ 20	+ 5	– 10	– 30
Edoan	– 5	—	—	+ 15	—	– 15	– 35
Tellarite	+ 5	+ 5	—	—	– 10	– 20	– 40
Vulcan	+ 20	+ 10	+ 10	—	—	– 40	—
Orion	+ 10	—	—	—	– 10	– 25	– 30

BONUS POINTS
Die Roll: D100 / 2, Round Down
Choice: Any But PSI
Restrictions:
No More Than 30 in One Attribute
No Attribute More Than 100

PRE-ACADEMY SKILLS 2

Number: INT/10, Round Down
Rating: 1D10
Choice: Half From Each Table

PRE-ACADEMY SKILLS TABLE

For Educational Background
Computer Operation
*Language
*Life Science
General Medicine (First Aid Only)
*Physical Science
*Planetary Science
*Social Science
*Space Science
*Trivia

For Personal Development
*Artistic Expression
Carousing
Communication Systems Operation
Communication Systems Technology
Computer Technology
Electronics Technology
*Gaming
*Language
Leadership
*Marksmanship, Archaic
Mechanical Engineering
Negotiation/Diplomacy
*Personal Combat, Armed
Personal Combat, Unarmed
*Planetary Survival
*Sports
Streetwise
*Trivia
*Vehicle Operation

CADET CRUISE 5

ASSIGNMENT
Die Roll: D100
Modifiers: As Below

CADET CRUISE ASSIGNMENT

Die Roll	Assignment
15 or less	Operating Forces Subdivision
16–25	Technical Services Subdivision
26–50	Plans and Policies Division
51–75	Administration Division
76+	Military Operations Command

Modifiers for Cadet Cruise Assignment

LUC 70+	–10
LUC 60–69	–5
LUC 40 or less	+5
INT 70+	–10
INT 60–69	–5
Per Previous Cadet Cruise	+10
Field Operations Branch	–10
Technical Services Branch	–5
Analysis Branch	+5
Administration Branch	+10

RESULTS
Die Roll: D100
Modifiers: As Below

CADET CRUISE RESULTS

Die Roll	Result
5 or less	Passed with High Honors, promoted to Lieutenant (jg)
6–15	Passed with Honors, assigned as Ensign
16–60	Passed, assigned as Ensign
60+	Repeat Cruise Procedure

Modifiers For Cadet Cruise Results

Operating Forces Subdivision	–20
Technical Services Subdivision	–10
Plans and Policies Division	–10
Administration Division	No Modifier
Military Operations Command	+10
LUC 70+	–10
LUC 60–69	–5
LUC 40 or less	+5
For Any Previous Cruise	+10

ACADEMY SKILLS 3

CURRICULUM SKILLS
Number: As Below
Rating: As Below
Choice: As Below

ACADEMY CURRICULUM SKILLS TABLE

Core Curriculum

Computer Operation	20
*Language	15
*Life Science	One at 10
*Physical Science	One at 10
*Planetary Science	One at 10
*Social Science	
Federation Social Culture/History	15
Federation Law	15

Space Sciences Curriculum

*Space Sciences	
Astrogamy	10
Other Space Sciences	Two at 10
Damage Control Procedures	10
Environmental Suit Operation	10
Starship Sensors	10
Transporter Operation Procedures	10
Zero-G Operations	10

Officer Training Curriculum

General Medicine (First Aid)	10
Instruction	10
Leadership	10
Marksmanship, Modern	20
Personal Combat, Unarmed	20
Personal Weapons Technology	5
Small Equipment Systems Operation	10

OUTSIDE ELECTIVES
Number: 5
Rating: 10
Choice: As Below

ACADEMY ELECTIVE SKILLS TABLE
*Artistic Expression
Carousing
*Gaming
*Marksmanship, Archaic
Negotiation/Diplomacy
*Personal Combat, Armed
Shuttlecraft Pilot
*Sports
Streetwise
*Trivia

ADVANCED STUDY
Number: INT/10, Round Down, + 5
Rating: 1D10
Choice: Only Skills Already Known

INTELLIGENCE COMMAND SCHOOL 6

CURRICULUM SKILLS
Number: 5
Rating: 25 In Each Skill
Choice: Any Learned In Branch School

Number: 1
Rating: 20
Choice: *Administration, Intelligence Procedures or Security Procedures*

ADVANCED TRAINING
Number: INT/10, Round Up
Rating: 1D10 + 1
Choice: Any

POST-ACADEMY EXPERIENCE 7

NUMBER OF TOURS SERVED
Die Roll: 1D10-2, Round Down (if result is 0, make it 1)
Modifiers: As Below

MODIFIERS TO NUMBER OF TOURS SERVED

INT	60+	–1 tour
LUC	80+	–1 tour
LUC	40 or less	+1 tour

Per Qualified Rank

Ensign	–1 tour
Lieutenant (jg) or Lieutenant	No modifier
Lieutenant Commander or Commander	+1 tour
Captain	+2 tours
Commodore or above	+3 tours

Per Qualified Position

ICB graduate	–1 tour
Select Detail or greater	–1 tour

OFFICER EFFICIENCY REPORTS
Die Roll: D100
Modifiers: As Below

OFFICER EFFICIENCY REPORT RESULTS

Die Roll	Report
10 or less	Outstanding
11–25	Excellent
26–75	As Expected
76–90	Fair
91+	Poor

Modifiers To OER Results

INT	60+	–10
LUC	70+	–10
LUC	60–69	+5

TOUR ASSIGNMENTS
Die Roll: D100
Modifiers: As Below

ADMINISTRATION BRANCH TOUR ASSIGNMENTS

Die Roll	Assignment
40 or less	Support Services Department, Operating Forces Sector
41–50	Technical Services Subdivision, Operating Forces Sector
51–60	Plans and Policies Division
61–80	Administration Division
81–85	Star Fleet Headquarters Command
86–90	Star Fleet Materiel Command
91 or more	Star Fleet Academy

ANALYSIS BRANCH TOUR ASSIGNMENTS

Die Roll	Assignment
40 or less	Support Services Department, Operating Forces Sector
41–50	Technical Services Subdivision, Operating Forces Sector
51–70	Plans and Policies Division
71–80	Administration Division
81–85	Star Fleet Communications Command
86–90	Star Fleet Security Command
91 or more	Star Fleet Academy

FIELD OPERATIONS BRANCH TOUR ASSIGNMENTS

Die Roll	Assignment
60 or less	Field Operations Department, Operating Forces Sector
61–70	Technical Services Subdivision, Operating Forces Sector
71–75	Plans and Policies Division
76–80	Administration Division
81–85	Star Fleet Military Operations Command
86–90	Star Fleet Marine Corps Command
91 or more	Star Fleet Academy

TECHNICAL SERVICES BRANCH TOUR ASSIGNMENTS

Die Roll	Assignment
40 or less	Support Services Department, Operating Forces Sector
41–60	Technical Services Subdivision, Operating Forces Sector
61–70	Plans and Policies Division
71–80	Administration Division
81–85	Star Fleet Merchant Marine Command
86–90	Star Fleet Engineering Command
91 or more	Star Fleet Academy

OPERATING FORCES SECTOR TABLE

Die Roll	Assignment
15 or less	Triangle Sector Intelligence
16–30	Klingon Sector Intelligence
31–40	Romulan Sector Intelligence
41–50	Orion Sector Intelligence
51–55	Gorn Sector Intelligence
56–60	Tholian Sector Intelligence
61–70	Sector 3 SE Intelligence
71–80	Sector 4 SW Intelligence
81–85	Sector 2 NE Intelligence
86 or more	Sector 1 NW Intelligence

MODIFIERS FOR FIRST TOUR ASSIGNMENT
Per Attribute

LUC	70+	–10
LUC	60–69	–5

Per Cadet Cruise Results

High Honors	–20
Honors	–10

Modifiers For Tour Assignment and Operating Forces Sector Tables

LUC 70+	–4
LUC 60–69	–2
LUC 40 or less	+2
Outstanding OER	+6
Excellent OER	+4
As Expected OER	0
Fair OER	–4
Poor OER	–8

SKILL ADVANCEMENT
Number: As Below
Rating: 10+10
Choice: Only Skills Already Known

POST-ACADEMY SKILL ADVANCEMENT

For 2 years of service: 1 roll
For duty as Academy Instructor: 1 extra roll in Instruction
For tour on Star Base Duty: 1 extra roll in Administration
For tour on Starship/Marine or Star Base Duty: 1 extra roll in Carousing or Streetwise
For tour in Administration Division: 1 extra roll in Administration or Intelligence Procedures
For tour in Plans and Policies Division: 1 extra roll in Intelligence Procedures, Federation Law or Leadership
For tour in an Operating Forces Sector: 3 points in either Battery, Cryptology, Clandestine Operations, Language, Leadership, General Medicine, Negotiation/Diplomacy, Personal Combat, Unarmed, Psychology, Marksmanship, Modern, Negotiation/Diplomacy, Personal Combat, Unarmed, any specialty from the Social Sciences, Stealth, Surveillance or Streetwise

INT 70+	2 rolls
INT 60–69	1 roll
LUC 70+	2 rolls
LUC 60–69	1 roll

INTELLIGENCE BRANCH SCHOOL 4

CURRICULUM SKILLS
Number: As Below
Rating: As Below
Choice: All From One School

ADMINISTRATION BRANCH SCHOOL CURRICULUM

Administration	20
Bribery	10
Clandestine Operations	10
Communication Systems Operation	5
Computer Operation	10
Computer Technology	5
Forgery	10
Interrogation	15
*Languages	45 total, used in any way
Leadership	5
Negotiation/Diplomacy	5
Small Unit Tactics	5
*Social Sciences	30 total, used in any way
Stealth	10
Streetwise	5
Surveillance	20
Trade and Commerce	20
Value Estimation	15

ANALYSIS BRANCH SCHOOL CURRICULUM

Administration	15
Cryptology	10
Computer Operation	20
Computer Technology	20
Intelligence Procedures	5
*Languages	5 total, used in any way
Negotiation/Diplomacy	10
Security Procedures	5
Shuttlecraft Pilot	5
Small Equipment Systems Operation	5
Small Equipment Systems Technology	5
Small Vessel Engineering	5
Small Vessel Piloting	15
*Social Sciences	15 total, used in any way
*Space Sciences	5 total, used in any way
Starship Combat Strategy/Tactics	10
Streetwise	20
Trade and Commerce	5
Value Estimation	5

OUTSIDE ELECTIVES
Number: 2
Rating: 1D10
Choice: Any

ADVANCED STUDY
Number: (INT – 50) /10, Round Down, + 5
Rating: 1D10
Choice: Any Learned In Branch School

FIELD OPERATIONS BRANCH SCHOOL CURRICULUM

Administration	10
Carousing	10
Clandestine Operations	5
Communication Systems Operation	10
Communication Systems Technology	10
Computer Operation	10
Computer Technology	10
Disguise	5
Electronics Technology	10
*Gaming	10
Instruction	10
Intelligence Procedures	10
*Languages	5 total, used in any way
Leadership	10
Marksmanship, Modern	5
Negotiation/Diplomacy	5
*Planetary Survival	10 total, used in any way
Security Procedures	10
Shuttlecraft or Small Vessel Piloting	10
Small Unit Tactics	5
Stealth	5
Streetwise	5
Surveillance	5
Trade and Commerce	10
Value Estimation	10
*Vehicle Operation	10

TECHNICAL SERVICES BRANCH SCHOOL CURRICULUM

Administration	10
Communication Systems Technology	5
Computer Operation	10
Computer Technology	10
Deflector Shield Technology	10
Electronics Technology	20
Environmental Suit Operations	5
Intelligence Procedures	5
*Languages	5 total, used in any way
Life Support Systems Technology	25
Mechanical Engineering	20
Negotiation/Diplomacy	5
Personal Weapons Technology	5
*Physical Sciences	60 total, used in any way
Shuttlecraft or Small Vessel Piloting	5
Shuttlecraft Systems Technology	5
Small Equipment Systems Operation	5
Small Equipment Systems Technology	5
Small Vessel Engineering	5
*Space Sciences	5 total, used in any way
Starship Helm Operation	5
Starship Weaponry Technology	5
Streetwise	20
Transporter Operation Procedures	5
Transporter Systems Technology	5
Warp Drive Technology	15

GENERAL DATA 8

Age when entering Academy	18
Modifiers	
Academy Branch School	+4
Technical Services	+4
Others	+3
Per Cadet Count	+ 5
Intelligence Command School	+ 1
Per year of service	+ 1

UFP STAR FLEET INTELLIGENCE CHARACTER DOSSIER

Name: _____
Rank: _____
Current Assignment/Division _____
Sector: _____ Position: _____

Cover Name/Assignment: _____
Title/Position: _____

Age: _____
Sex: _____
Race: _____

SECLAR: _____

AP

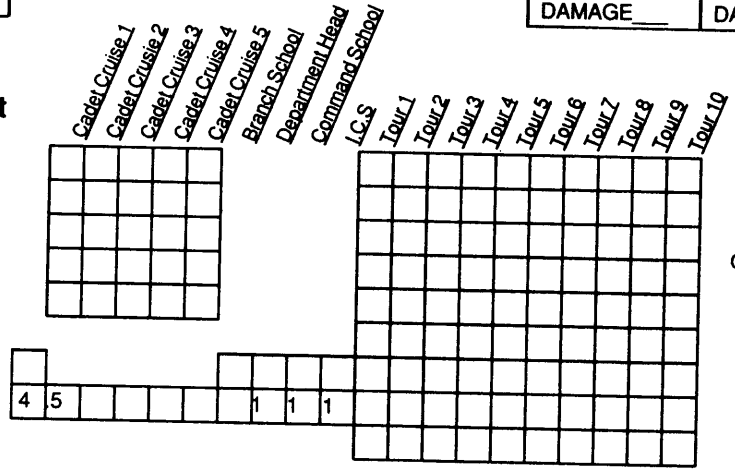
STR	END	INT	DEX	CHA	LUC	PSI
INACT SAVE 20	UNC THRESH 5	MAX OP END	CURR OP END	TO-HIT, MOD	TO-HIT, HTH	TO-HIT
WOUND HEAL RATE	FATIGUE HEAL RATE				BARE-HAND DAMAGE___	DAMAGE___

Service Experience Chart

Assignment:

_____
_____
_____
_____
_____
_____

Star Fleet Academy
Tour Length (years)
Officer Efficiency Report (%)



Cadet Cruise 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

18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

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UFP STAR FLEET INTELLIGENCE CHARACTER DOSSIER

Name: _____
Rank: _____
Current Assignment/Division _____
Sector: _____ Position: _____

Cover Name/Assignment: _____
Title/Position: _____

Age: _____
Sex: _____
Race: _____

SECLAR: _____

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:

_____
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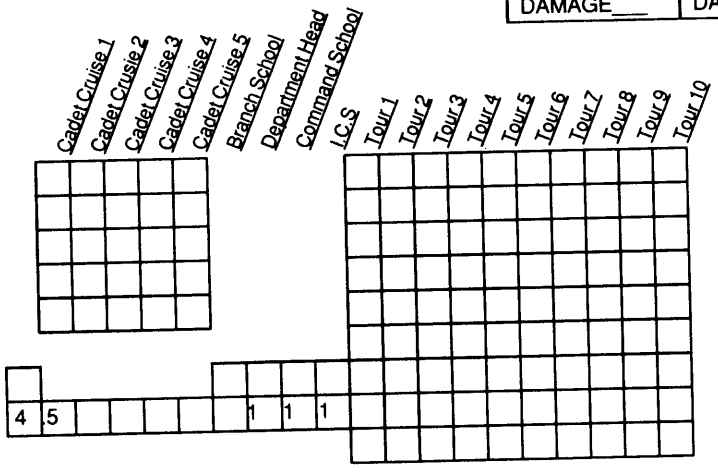
_____

Star Fleet Academy
Tour Length (years)
Officer Efficiency Report (%)



Cadet Cruise Results
Passed _____
Honors _____
High Honors ____

AP
18
17
16
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1

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_____ _____
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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 _____

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Sector: _____ Position: _____

Cover Name/Assignment: _____
Title/Position: _____

Age: _____
Sex: _____
Race: _____

SECLAR: _____

AP

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:

_____
_____
_____
_____
_____
_____

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

Star Fleet Academy
Tour Length (years) 4 5 1 1 1
Officer Efficiency Report (%)

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_____
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*Planetary Sciences_____
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_____
*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

18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

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Cover Name/Assignment: _____
Title/Position: _____

Age: _____
Sex: _____
Race: _____

SECLAR: _____

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___

AP

18
17
16
15
14
13
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9
8
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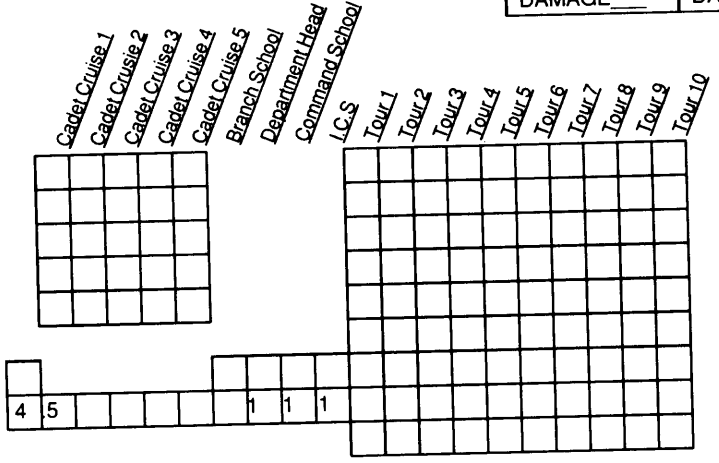
4
3
2
1

Service Experience Chart

Assignment:

_____
_____
_____
_____
_____
_____

Star Fleet Academy
Tour Length (years)
Officer Efficiency Report (%)



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 _____

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STAR FLEET.
INTELLIGENCE MANUAL

AGENT'S ORIENTATION SOURCEBOOK

FASA CORPORATION

HE SAID THREE THINGS BEFORE HE DIED...

Never use Code 2 when Romulans are about!

If your contact does not know why Denebian Slime Devils never attack Tellarites, kill him!

And for God's sake, be careful with matter/antimatter charges!

Add espionage and intrigue to your ***STAR TREK:* The Role Playing Game** campaign with the **Star Fleet Intelligence Manual**. The players' book, the **Agent's Orientation Sourcebook**, contains the history and organization of Star Fleet Intelligence Command, operating procedures for field agents, and gadgets from the deluxe security system briefcase to anti-laser aerosol.

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