

# NEW STUFF FOR PRIME DIRECTIVE

By Gary Plana

## TECHNICAL SUPPORTED SKILLS

Tractor Beam Systems: 6/8/10 (10)

This skill allows your character to operate and repair Tractor Beam systems. This includes the mechanical link latches used on bases and some ships for docking ships, shuttlecraft, and Fast Patrol ships.

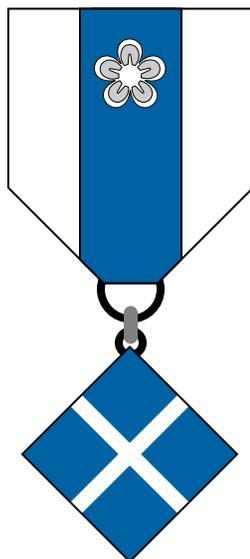
The time scale to operate a Tractor Beam is determined by the actions being attempted; docking a ship as gently as possible could take several minutes, while tractoring an incoming missile before it impacts would be only a few TICs. The repair time period is determined by the severity and pervasiveness of the damage to the system.

## FIRST CONTACT RIBBON

One award not mentioned in the Federation Sourcebook is the First Contact Ribbon. This is given to Starfleet personnel who successfully complete a First Contact mission with a new race. These missions are especially critical, as botching this delicate task could result in war; this ribbon is awarded in recognition of that fact.

The First Contact Ribbon is White-Blue-White, with a symbol affixed (superimposed over the blue section) representing the race contacted. This symbol is different for each race, and is selected to be representative of the race in question. For example, when the Jindarians were first contacted the symbol on the ribbon was a small asteroid made of coppery-looking sigma-positronium, a metal heavily used by the Jindarians; in the case of the Interstellar Concordium, the symbol had the triad-shape typical of ISC ships (see page 132 of the Prime Directive Rulebook for an illustration).

Personnel who have earned multiple First Contact awards wear just one ribbon, with all of the different earned symbols affixed to it.



## WHITHER PRIME DIRECTIVE?

ADB, Inc. continues to consider various ways to get the Prime Directive product line back on track.

One theory is to scrap the existing game engine (which did not find a wide following) and license an existing engine (which would give us access to a pool of customers as well as a library of existing easily modifiable adventures). We would frankly prefer GURPS but the cost is prohibitive and the control issues imposed by the owners are incompatible with the Paramount controls we are already under. We have considered Fuzion and other systems, but haven't made a decision.

In a perfect world, we would "turn over" PD to a design studio and let them print their own products (which only ADB, Inc. could market), but this requires someone with money and talent. (Two groups have indicated an interest, but want to use entirely new engines and we are unsure about this. One more failed game engine and the PD product line would be too badly battered to survive.) We continue to review the issues and welcome player input and designer queries.

# THE YITLIANS

A NEW WARRIOR RACE FOR THE STAR FLEET UNIVERSE

by John Sickels

The Yitlians are humanoid bipeds, similar in general bodily appearance to humans or Klingons. The average Yitlian is somewhat taller and lighter than the average Klingon. Yitlians have five digits on their hands, but the fifth digit functions more like a second opposable thumb than a human or Klingon pinkie finger. Yitlian skin colors are more uniform than most humanoid species, ranging from light to dark brown. Hair color, on the other hand, can vary wildly, and is the main way that ethnic identities are distinguished. Racial prejudice was once a common feature of Yitlian society, and has only subsided over the last two centuries.

Eyes, ears, nose, and mouth are arranged in the "normal" humanoid fashion, although there are differences in the internal structure of each organ, compared to humans or Klingons. The ears, in particular, are quite different, being some 20% smaller than a normal human ear, and oval in shape. The auditory range of a normal Yitlian is somewhat less than most humanoids, although their eyesight tends to be very good. A Yitlian nose has four small nostrils, rather than the two observed on most humanoid species. Their sense of smell is considerably better than the average human or Klingon. The average Yitlian reaches puberty at age 13, but is not considered fully mature until the age of 25, when the color of an individual's hair stabilizes. Yitlians have been known to live as long as 80 human years, if they are not killed in battle first.

Yitlians apparently evolved from primates, many species of which inhabit jungle and forest areas on the western continent.

## A HISTORY OF WAR

Recorded Yitlian history goes back about 6,000 years, although the best historical records are no older than 2,000 years. The earliest Yitlian civilizations were agricultural and relatively peaceful. All that changed about 4,000 years ago, when the Yitlians began to war with another sentient species they called the "Akalanaita," which translated means "vile ones."

The Akalanaita apparently evolved separately from the Yitlians; fossil evidence indicates they arose on the eastern continent, and were a species of intelligent felines, descended from predatory cats that roamed the vast plains of that continent. There is no evidence that they are related to the Lyrans or Kzintis, although some Klingon researchers believe they may have been a result of a "seeding" program by an advanced race. Their society was slightly more advanced than the Yitlians; the war began when Akalanaita ships first arrived on the western continent and attempted to colonize it.

The conflict between the two species was savage and brutal. The surviving records are Yitlian, so it is difficult to know which side started it, or was responsible for the most bloodshed. The war between the species lasted nearly 2,000 years, with the Yitlians gradually pushing the Akalanaita back to the eastern continent, then invading it themselves. The conflict ended about 2,000 years ago, when the Yitlians conquered the Akalanaita and exterminated them.

The primary effect on Yitlian culture was to take an agrarian, peaceful people, and militarize it. A warrior culture grew up during the long conflict, with elder warriors taking the leading roles in government, known as the Council of Caste Warriors. The warrior caste was open to any Yitlian who demonstrated prowess in battle, male or female.

With the Akalanaita destroyed, the Yitlians, who had a remarkably unified culture during the wars, began fighting among

themselves, devolving into a balkanized society, rife with political, religious, ethnic, and military conflict. The warrior caste split apart into complex sub-castes, each controlling territory, known as a "caste-state," similar to the nation-states familiar in the histories of many humanoid cultures. The Council of Caste Warriors devolved into a debating society, and eventually ceased to exist altogether. Yitlian history, from about 2,000 years ago to Y40, was a long history of bloody wars and invasions. Empires rose and fell. Societies grew, prospered, stagnated, and collapsed. Technological knowledge grew slowly from its Bronze Age beginnings, stimulated by the needs of the warriors at times, but slowed at other times by societal collapse.

The first glimmers of modern industrialization were seen about -Y250. In Y40, the Yitlians suffered through a limited nuclear war. The war killed tens of millions, and resulted in a nuclear winter that lasted three years, killing millions more. Realizing that continued warfare on this scale would result in the death of the species, the surviving Yitlian caste-leaders signed a treaty that re-established the Council of Warriors, and invested it with real political power in Y55. Not every Yitlian warrior caste agreed with this, but the first act of the Council was to hunt down and eliminate dissidents.

Warfare was too ingrained in Yitlian psychology to be eliminated completely, so ritual forms of warfare, long since discarded for the real thing, were revived to help resolve conflicts between individuals. Small-scale wars between caste-states broke out occasionally, but the Council was able to contain them, and prevent another planetary war. The near-death experience of Y40 gave impetus to environmental and medical research, and great advancements were made in those areas.

The first Yitlian space flight was made in Y83; a manned landing on the second planet in the system came in Y99. The Council funded space flight generously, since moving out to the stars would, perhaps, give the Yitlians someone to fight besides themselves. A small colony was established on the second planet in Y120, and research moved forward on theoretical faster-than-light drive systems.

By Y169, the Yitlians were struggling to develop warp drive. They had worked out the physics, but were still trying to learn how to safely contain a matter-antimatter reaction.

When the Klingon survey ship *Investigator* made contact, the Yitlians were at first extremely paranoid, fearing an invasion from a stronger power. When it became obvious to the Council of Warriors that the Klingons were honorable warriors like themselves, the Yitlians warmed to the visitors, hoping to learn enough from the Klingons to move out to the stars themselves.

It is perhaps fortunate that it was the Klingons, rather than the Lyrans, who made first contact. The Yitlians have an antipathy to all things feline, and while the Klingons were able to convince the Yitlians that the Lyrans were not their enemy, relations with the Lyrans were often strained, never better than cordial, and there was little economic contact. The Lyrans were very uncomfortable over the Yitlians, who have exterminated a feline race in pre-gunpowder combat. Lyran jealousy over Klingon trading rights with the Yitlians was a point of contention that strained the relationship between the allies at times.

### A RICH STAR SYSTEM

First mapped by the Klingons in Y169, the star system known to its natives as Yitlia-sorne-alana (translation: that which gives life to Yitlia) consists of a type-G main sequence star, a brown dwarf companion about one-half light year distant from the main star, and a system of eight planets. Three of these are terrestrial bodies: a small, rocky Mercury-type planet in close orbit of the star; a small, marginal Class-M desert planet in the second orbit (lightly colonized); and a Class-M world in the third orbit. Planets four through eight are Uranus/Neptune-sized gas giants, with the



usual variety of moons, none of which can sustain life. There are two asteroid belts in the system, one between the orbits of the third and fourth planets, the second belt is between the fourth and fifth planets. The system also has the usual assortment of asteroids and comets.

Planet three (Yitalia) is home to a sentient race that calls themselves the Yitlians. The planet itself is slightly larger than Earth, with two major land masses, a number of smaller islands, and large, deep oceans that separate the continents. Rich both agriculturally and in minerals, Yitalia is an ideal Class-M world. It tilts on its axis only slightly, leading to a long growing season and only mild seasonal changes. The planet has about 10% more tectonic and volcanic activity than earth, making earthquakes and volcanic eruptions the main form of natural disaster faced by the natives. The planet has vast deposits of the strategic mineral topaline, as well as fairly large quantities of platinum, rhodium, uranium, and pergium. Small quantities of dilithium have also been discovered. The Klingon geologist who first studied the planet called it "a treasure house."

## YITLIANS IN PRIME DIRECTIVE

by Gary Plana

While the Yitlians are not considered one of the Klingon Empire's Subject Races, they are sometimes found serving in DSF Black Dagger Teams in place of Zoolie scouts. Yitlians are never allowed to serve as part of an ISF Blue Dagger or ESS Long Dagger Teams as their race is not a fully integrated (and therefore not fully trusted) part of the Empire.

### STANDARD YITLIAN CHARACTER TEMPLATE

STR - 3	LDR - 3	INT - 3	TEC - 2	PER - 4
ACC - 3	LGC - 2	DIS - 4	GKN - 3	SPD - 3

Yitlian characters also have one +1 bonus point (see Prime Directive rule 1.3) which may be added to any characteristic except LGC or TEC.