

PRIME DIRECTIVE

KLINGON AWARDS & ORDERS

The Klingons have a bewildering array of military awards and honors for valor, service, command, victory, and achievement. While a more complete discussion of these awards must wait for another time, the fiction stories in this issue require us to mention a few of them to provide a historical context.

The highest award is HERO OF THE KLINGON EMPIRE. This is the equivalent of the British Victoria Cross or the United States "Congressional" Medal of Honor. It requires extraordinary bravery and personal courage so far beyond what would be expected of a warrior race that it merits extraordinary reward. The title comes with many attached honors, including land on a colony world, a lifetime financial stipend, children sent to the Academy, and other rewards.

The Military Nobility would require an entire article to explain. Heroic Klingon soldiers are given honorary titles of nobility to reflect the Emperor's personal notice. The lowest of these, Squire of the Blade, is given to virtually all command college graduates; some officers of particular merit receive this award earlier. (It should be noted that politics plays a role, and an admiral might be given a signal of imperial happiness by seeing his son given this award before Command College.) Knight of the Sword is a fairly common award, and is given to those who have won a significant victory or performed exemplary service for several years in a non-command position. Baron of the Axe is reserved for those with particularly impressive achievements or service.

ORDERS are another category of Klingon awards, and indicate that an individual has performed in the spirit of a previous hero. The *Order of Sarol* is given to members of subject races who perform exemplary feats while displaying absolute loyalty, and is named for a Dunkar who took command of a badly damaged starship during the Four Powers War and not only won the battle but did not betray the Empire. There are dozens of Orders named for heroes of Klingon history.

Each subject race has its own military awards, which are granted to its own citizens who perform extraordinary feats, and even rarely to Klingons who provide some notable service to that subject race planet. The Dunkar Cross is their highest award for heroism and achievement in combat.

OMEGA PRIME

Role-Playing on Another Frontier

by Gary Plana

Prime Directive players who want to take their adventures far afield, or perhaps try some first-contact missions, can now explore the Omega Sector. Statistics are given below for the races from Module Omega One. These are for "normal" members of these races; those who are selected for special operations units or other units similar to "prime teams" get the listed bonuses.

Players could experiment with combining the stats below with the bridge crew rules from Captain's Log #21 to create the crews of wayward Omega ships with which Alpha Sector ships have contact (even if such contact would largely be non-historical).

RACIAL BONUSES & NOTES

Psi usage: Of all the Omega Sector races, only the Tazol and Female Probr can have psi capability. They may not use the Vulcan disciplines given in THE FEDERATION HANDBOOK, just the psi powers listed in the PD rulebook.

Ka-ma-ty-u, Phons, and Drexari: Stats for these races are included for reference — these races would NEVER appear as part of a Prime Team, only as NPCs.

Mæsrons: All seven of the Mæsron races receive three +1's which can be applied to any stat, or combination of stats; however no stat can be raised above 6 in this manner. Mæsron Prime Teams will always have at least one Tazol, Wallimi, and Vulpa member. It is not unusual for some teams to have ONE member from a "minor" race (the Chkikk, Floaters, T'Kal, or Crell) but will never have MORE than one. Many other Mæsron minor races exist but are not listed here; if a GM wishes to create such a race assume that the total of all their stats (including racial bonuses) is 27-29 points.

Koligahr: One +2 can be applied to any stat.

Trobrin: One +1 can be applied to any stat.

Vari: Two +2s which may be applied to any stats, as long as they are not both applied to the SAME stat.

Probr: Both males and females receive three points. These may be applied as +1 to three different stats, or as a +3 to one stat, or as one +2 and one +1.

Chlorophons: The stats given below for a Phon are for a barely-still-mobile immature individual 2-3 meters tall who has not

INDIVIDUAL STATISTIC, OMEGA CHARACTERS

EMPIRE, RACE	STR	ACC	SPD	LDR	LGC	INT	DIS	TEC	GKN	PER
Mæsron Tazol	2	2	3	3	5	4	3	4	3	3
Mæsron Wallimi	3	2	4	3	4	3	3	2	3	5
Mæsron Vulpa	5	4	4	5	3	2	1	2	3	3
Mæsron Chkikk	6	2	2	2	3	3	2	2	2	2
Mæsron Floaters	2	2	6	2	2	3	2	2	3	2
Mæsron T'Kai	5	2	2	2	2	2	2	2	2	2
Mæsron Crell	2	5	5	2	2	2	2	2	2	2
Koligahr Koligahr	4	4	5	3	3	3	3	3	3	3
Koligahr Ka-ma-ty-u	2	3	3	4	5	4	4	5	5	2
Trobrin	6	4	1	3	5	3	4	4	4	2
Vari	2	3	3	3	6	3	3	4	3	3
Probr Male	3	4	4	4	3	3	3	4	3	4
Probr Female	2	2	2	2	4	4	5	4	2	4
Chlorophon Phons	1	5	4	5	5	5	3	4	4	1
Chlorophon Keepers	3	5	4	3	2	2	5	4	3	4
Drex Drexari	1	1	1	2	2	2	1	2	2	3
Drex Robots	2	2	2	2	2	2	2	5	2	2
Alunda Mirn	3	3	3	4	4	4	3	4	3	3
Hiver Drones	3	3	3	3	3	3	3	3	3	3
Sigvirion+Ashani	3	4	3	3	4	4	4	4	3	3
Sigvirion+Cortlizan	1	5	5	3	4	4	4	4	3	4

yet “taken root” (literally and figuratively). While Chlorophon Prime Teams are always composed solely of Keepers, an immature Phon might accompany them — rarely — on missions that required a member of the master race, such as diplomatic functions. Note that immature Phon cannot provide the Keepers’ food requirements; they gain this ability only when they grow large enough that they are no longer mobile.

Drex: As robots, they can be configured in almost any fashion: extra arms, a more powerful CPU, etc; the stats given reflect the “basic core design.” Drex robots receive one +4, one +3, one +2, and one +1, which must be applied to different stats. Players should discuss with their GMs the purpose for which their robot characters have been customized and how that affects their appearance, etc.

Mirr: One +1 can be applied to any stat.

Hivers: One +3 which may be applied to any stat, which also determines what type of specialization they have (STR = Warrior, PER = Scout, LGC = Planner, TEC = Builder, etc).

Sigvirion: A Sig virus will always be found inhabiting a host body, never alone; the table lists typical stats for a Sig virus inhabiting the most commonly available (90%) host bodies. Sigs can be found using ANY Omega Sector race as a host except Trobrin or Drex, who are totally immune to Sig infection. Rather than give detailed stats for each possible combination, use the following: (Step 1) Take the basic stats WITHOUT racial bonuses for the host and subtract 1 from each stat; (Step 2) Change LGC and INT to 4, LDR and DIS to 3; (Step 3) add one bonus +1 to any stat. Note that the host body does NOT receive any racial bonus points normally given to that race; this, and the -1 applied to all host stats, reflects that the Sig mental interface to its host body is not as good as the host’s own body-to-mind interface.

Loriyill: Stats for this race are not included as, well, they’re mysterious. Loriyill don’t appear to have Prime Teams, at least in the same fashion as other races.

SIGVIRION INFECTION

It is possible for a player character (or NPC) to become infected by the Sigvirion virus during the course of an adventure. The Sig virus can only infect a body by fluid transfer, which includes drinking or eating infected food or liquids. Once the Sig virus has entered a potential host, use the following procedures:

1. There are three outcomes of being infected: either the host beats off the infection, usually with medical assistance, OR the virus successfully invades the host, OR the battle between virus and host continues for so long that the character’s body, weakened from the infection, dies. This last is handled in paragraph 2.

2. Damage from the infection itself: the Sig virus is a very nasty infection that, by definition, the character has no resistance to. Every hour after contracting the Sig virus, subtract one point from SDC (Stun Damage Capacity). When SDC=0, subtract the

points from LDC (Lethal Damage Capacity.) There are NO die rolls involved, either for affect or resistance, nor is the character able to heal or restore any of the points by ANY means until the infection is resolved one way or the other. Handle unconsciousness and death in the usual fashion. The loss of SDC/LDC continues until the host is cured of the virus or the virus successfully invades the host; points lost are then regained as normal for disease.

3. Sig versus character: once each hour after contracting the virus, the character makes a Task Roll; the number of dice rolled is equal to the character’s STR; if the character has already lost STR to the virus (see below) then the die roll is reduced accordingly. If another character has Medical Skill, that character may make a Supporting Skill Task Roll on the infected character’s behalf. The tricode for the STR Task Roll is 6/12/18. A Complete Success indicates that the infection has been thrown off and/or cured; a Moderate success means that one point of lost STR (if any, so far) is regained; a Minimal Success means that no STR is gained or lost; a Failure means that one point of STR is lost. A Botch at any point means that the character’s STR has dropped to zero. When STR reaches zero, the character has lost the battle and the Sig virus has a new host.

4. Once a character has been successfully invaded by the Sig virus and turned into a host, the mind and personality of the character are rapidly absorbed by the virus. If medical treatment is not available, the character’s original mind is doomed; this will occur in (LGC plus INT plus DIS) hours. Once per hour, a doctor or other medic may make a Continuing Task Attempt based on his Medical skill against a 6/12/18 tricode; if the character has any of the following skills (found in the FEDERATION HANDBOOK) he may make Supporting Skill Task Rolls for each: Immunology, Neurology, Pathology, and Pharmacology. A Complete Success indicates a cure and the Sig virus is eradicated. If the doctor is unsuccessful within the time it takes for the Sig virus to absorb the host’s mind, the character’s mind is gone permanently and irrevocably. If the doctor is successful, the character will recover fully within the time it takes all the SDC and LDC previously lost to be restored.

A NEW PRIME DIRECTIVE?

We are currently negotiating a deal to bring Prime Directive back into active development and production. We plan to license a major existing “game engine” and to sign-on a crew of writers and developers. RPGs are a major market segment which SFB has ignored too long (and which the original Prime Directive never exploited). We hope to have the deal wrapped up soon, but at press time it was just not done yet (and, deals being what they are, there is no guarantee it will ever happen). Prime Teams will be an important part of the new game system, but will not be the ONLY way that you can play a role in the Star Fleet Universe.

