Bridge Crew FIP Game Manual

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Introduction to the Federation of Independent Planets (FIP)

The Universe (or "Game World") released with Bridge Crew is based around an imaginary interstellar military and trade bloc - the Federation of Independent Planets. The FIP is a coalition of inhabited worlds, each of which is an independent state. The federation is similar in many respects to the NATO alliance of 20th century earth. The three founding members of the FIP were the Humans, the Thorans (the first alien race encountered by the Humans) and the Soulites (originally a human colony; founded on religious principles).

Opposing the FIP are the Xingons and the Rhemans, both of whom are war-like alien races. The relationship between the Xingons and the Rhemans seems to vary from competitive joint ventures through to open hostility.

The Scorpion pirates are not allied to the FIP, the Rhemans, or the Xingons and will trade with or steal from anyone, regardless of political alliances.

A number of other races are included in the FIP universe, they are described in the chapter 'Notes About Races.'
### Star map and Notes about Star systems

#### FIP Orani Sector

<table>
<thead>
<tr>
<th>Xing</th>
<th>*Eta_Corvi</th>
<th>*Here</th>
</tr>
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<tbody>
<tr>
<td>*Asimov</td>
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<td>*Merlin</td>
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<td>*Cassandra</td>
<td>*Artemide</td>
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<td>*Vesta</td>
<td>*Euclid</td>
</tr>
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<td>*AsellusOne</td>
<td>*Pythagoras</td>
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<td>*Porrima</td>
<td>*Thales</td>
<td>*Border</td>
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</table>

Grid Distance is: 100000

The star map for the FIP universe is loosely based around a sector of space within 75 light years of Earth in the Sol system. It was developed using the Sky Watch Starwheel and StarList 2000. As space is three-dimensional, and the game currently operates in only two dimensions, the third dimension has been ignored, so stars that are shown close together on the map may, in reality, be much further apart than they appear.

When the map had been developed, it was decided to add some star systems to enhance game play. These are Ganges, Clarke, Asimov, Heinlein and Border; they are not included in the table shown below.

Although the star map does have some correlation with the real universe, it should not be viewed as an accurate depiction thereof.

The ‘official’ star name (mostly based on the constellation in which the star is grouped) is shown in the left hand column. As star systems were explored and colonised, the earlier name was often superseded (especially when the star had no name other than its constellation and Henry Draper Catalogue Number). Names in common usage in the FIP are shown under FIP Star Name.

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The Henry Draper Catalogue lists all stars with up to ten times fainter than the unaided eye can see. It was published in 1918-24, listing 225,300 stars.

<table>
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<tr>
<th>Star Name</th>
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History of the Federation of Independent Planets

21st Century

The discovery of the warp drive in the early 21st century resulted in a large number of colony ships being sent out from earth. The colony ships were often financed publicly, with the aim of colonising with a specific type of person or genetic class. These wild explorers were sent out in FTL ships of early design and construction. Even travelling Faster Than Light, a ship could take many years to reach its destination.

22nd Century

In the early 22nd century pollution could no longer be ignored on earth and a series of environmental wars broke out, halting the exodus of colony ships. The wars caused even more damage to the environment, and Earth's population shrank dramatically for the first time since the Industrial revolution.

23rd Century

During this period the search for extra terrestrial intelligence continued, culminating in success in the late 23rd century with the first communications with the Thorans.

The Thorans turned out to be a friendly and technically advanced race of Satyr-like creatures.

The advent of 2nd generation warp drives in the late 23rd century resulted in the discovery of several flourishing (and several defunct) colonies settled by the colony ships of the late 21st century.

The Federation of Independent Planets (FIP) was started at the time of the Leonine wars. When the expanding Terran empire met the Leos it became apparent that the Leos would win unless more combat capable starships could be found. Fortunately the Thorans also encountered the Leos at the same time. The resulting alliance was called the Independence Alliance. Later, when the Soulites joined to combat the Xingons, it was renamed the Federation of Independent Planets.

The Federation of Independent Planets is a coalition of states. A state may be part of a world or may consist of one or more inhabited worlds. The federation is similar in many respects to the NATO alliance of 20th century earth. Each member state has voted, under the regulations of its lawful governing body, to contribute a significant force to common defence under an FIP command. The normal commitment is to supply forces to the FIP in a ratio of 2:1 (i.e. A system supplies 2 ships of the same mass to the FIP for each starship that it keeps for itself.)

Member states are given the following membership options:

Full Members:
The state contributes about 2/3 of its armed forces in exchange for an unlimited defence alliance. Full members are not permitted to pursue territorial claims against other Full Members militarily. Economic and diplomatic negotiations over territory are permitted. FIP starships have the right to use any starport for re-supply, and in a state of FIP emergency, the local armed forces must take instructions from FIP commanders. Full Members are not permitted to stake territorial claims on any world that MAY harbour or develop intelligent life or that MAY be 'owned' by another state.

Partial Members:
The state contributes between 10 and 30 percent of its armed forces. The FIP commitment to defence is limited to the same tonnage and manpower that was committed over the previous 100 stardays. Additional
defence forces may be committed only by a special vote of Full Member states (requiring a 60% majority). The FIP does not have to defend territorial claims made by partial members if the claim violates the rules of Full Membership.

**Invited Member:**
The state must disarm. Its defence is entirely the responsibility of the FIP. The members of FIP may vote to allow a minor amount of militarisation for law and order purposes or as a reward for good behaviour.

**New Member:**
The state has probationary Partial member status, with a normal commitment of 10%. The probation period that applies prior to progress to Partial Member should in theory last 500 star days. The FIP senate has been known to extend the probationary period, or to reject the probationary state, if it is obviously not abiding by the FIP rules.

**Associate Member:**
The state has agreed to abide by the rules of being a Full Member, but commits only a small military force to FIP. The state has no automatic right to military defence by FIP, but will often be helped if aid is sought and actions are not in violation of the FIP Charter. The state retains control of its own military at all times.
At this time the FIP consists of the following states:

<table>
<thead>
<tr>
<th>Planet</th>
<th>System</th>
<th>Membership</th>
<th>Race</th>
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<tbody>
<tr>
<td>Earth</td>
<td>Sol</td>
<td>Full Member</td>
<td>Humans</td>
</tr>
<tr>
<td>Janus</td>
<td>Silat *</td>
<td>Associate Member</td>
<td>Darsai (Human Sub Culture, Warrior)</td>
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<tr>
<td>Feline</td>
<td>Dingo</td>
<td>Invited Member</td>
<td>Leos</td>
</tr>
<tr>
<td>Soul</td>
<td>Asellus One</td>
<td>Full Member</td>
<td>Soulites (Human Sub Culture, Religious)</td>
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<td>Thor</td>
<td>Hubble</td>
<td>Full Member</td>
<td>Thorans</td>
</tr>
<tr>
<td>Sahara</td>
<td>Simpson *</td>
<td>Partial Member</td>
<td>Atreides (Human Sub Culture, Nomadic)</td>
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<tr>
<td>Greymare</td>
<td>Nostro *</td>
<td>Partial Member</td>
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<td>Awac</td>
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<td>Alpha_Cen</td>
<td>Full Member</td>
<td>Human</td>
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<tr>
<td>Barnard</td>
<td>Barnard's Star *</td>
<td>New Member</td>
<td>Thoran/Human colony</td>
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<tr>
<td>Corroboree</td>
<td>Kakadu *</td>
<td>Associate Member</td>
<td>Dreamtimers (Human Sub Culture, Australian Aborigines)</td>
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<tr>
<td>Waiata</td>
<td>Te Kanawa *</td>
<td>Full Member</td>
<td>(Human Sub Culture, Maori)</td>
</tr>
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</table>

* These systems are not in the Orani Sector. The sectors of space in which they are contained may be included in subsequent releases.

**Federated Trade Alliance (FTA)**

The FTA is the Federated Trade Alliance, a trading organisation that exists to encourage the free flow of commerce between FIP (and other) worlds. It is a condition of membership, that in a state of emergency, FTA vessels are to obey the commands of FIP if in a FIP protected convoy.

Members of the FTA agree not to trade with states supporting hostile activity against FIP members.

**Notes about Races/Species**

**Members of the FIP**

**Humans**

Originated on the planet Earth in the system Sol. All players should be familiar with Humans and their history (at least until the 1990s.)

**Thorans**

Natives of the planet Thor in the system Hubble. A friendly and technically advanced race of Satyr-like creatures. The Thorans knew of our existence some two hundred years before we discovered them. They studied our history and observed the devastating effect that premature exposure to more technologically advanced races had had on our own indigenous peoples. Being a very rational species, they determined that a first contact initiated by themselves could be seriously damaging to human development. Much better then, to allow us to come to them.

Despite their care, the expedition that discovered the Thorans was greeted with a very mixed reception upon its return to Earth with the first Thoran representatives. The scientific community in general, reacted very well to Ambassador Thule and her party's arrival, the medical section being especially interested in their anatomy. The Thorans resembled the Satyr of Greek legend, thus causing great consternation amongst the leaders of some of Earth's religions, with two broadly divergent reactions. The first, sadly, decried the visitors as 'minions of Satan', largely because of their appearance, and counselled against any contact at all. The second, and more readily accepted reaction, was delight at another potential source of converts. The tabloid press had a field day reminding the public of the appetite of the Satyrs of legend, and were soon printing stories such as "My Night of Alien Passion", "Alien Love-Child Miracle" and even "Royal Scandal -
Prince John takes an Alien Lover”. A somewhat bemused Ambassador Thule explained the irrationality of the stories, pointing out the impossibility of Human-Thoran interbreeding without substantial technological intervention, not to mention the sheer incompatibility of our sexual equipment. This statement generated another spate of headlines, "I was Kidnapped by an Alien Surgeon", "Half-Human Half-Thoran Test-Tube Baby" and so forth. Ambassador Thule made the obligatory denial and was heard to remark that she did not understand how such an irrational race could reach the stars.

Darsai

The planet Janus in the system Xenophon was settled by a group of human colonists dedicated to self-improvement through the rigours of martial arts training. Students and teachers of Ju-jitsu, Karate, Aikido, Kung-Fu, Judo, amongst other disciplines, formed the backbone of the new society. A highly honourable society resulted, with most citizens having studied at least one martial art during their lifetime. The Darsai are valued throughout the FIP for their Strategic and Tactical proficiency, as well as their formidable combat abilities.

The Darsai have little material wealth on their world. Their major source of income is hiring themselves out as mercenaries. They will not, however, fight on both sides in a war.

Leos

The Leos were the second alien species discovered by the Humans. A carnivorous race of feline appearance, the Leos turned out to be a very war-like race. The initial friendly overtures of the Human discoverers were rejected and war ensued. The Leos are a very proud species, and rely heavily on politeness to live in harmony with each other, as hair-trigger emotional reactions are not uncommon. One school of thought contends that the war was the result of a misunderstanding of the etiquette required in delicate political negotiations. The more commonly held view is that the Leos relished the prospect of combat with an hitherto untamed and nasty opponent.

As the Leos name for their home planet was found to be unpronounceable, it was dubbed Feline. The system had been named Dingo, as it was in the constellation Lupus (the wolf). Even after the discovery of the cat-like Leos, the name Dingo stuck.

Soulites

Inhabitants of the planet Soul in the system Asellus One. Soul was colonised by humans during the first interstellar push of the 21st Century. The colony was founded on religious principles, providing a haven for those who wished to build a civilisation based on the spirit, rather than on the trapping of an over-materialised society. A wide range of religious views are represented, from the zealous ‘we will convert you, by force, if necessary’ (in a minority) to the contemplative totally non-violent ‘find peace in the presence of God/Nature’ faction.

Once peace had been established with the Leos, the Soulites sent several missionary expeditions to Thor in the system Hubble and Feline in the system Dingo. The Thorans responded to the missionaries by trying to convince them that belief in a supernatural being was ‘irrational’. Leos ate the missionaries for lunch.

Atreides

Inhabitants of the planet Sahara in the system Simpson. The Atreides are a nomadic people - their planet is hot and dry. The humans who made up the initial wave of colonists were drawn from various groups, such as the Romanies (Gypsies), American Indians, and Arabs.

Scars

Inhabitants of the planet Greymare in the system Nostro. Greymare was settled by a group of human mystics, looking for a life of solitude & contemplation.

Ursine

A Teddy-bear like species, inhabitants of the planet Ursus in the system Hadlee.

Awacs

Genetically similar to the Ursine, the Awacs are nevertheless much larger. Their home system is Theodore; Awac is the third planet of the system.

Dreamtimers

Corroboree was settled by Australian Aborigines who were looking for a land where they could live at one with nature and the land. The fourth planet of the system Kakadu provide an ideal dreamtime to replace the one usurped by the European settlers of Australia.

Maoris

Waiata in the system Te Kanawa was settled by Maoris, from New Zealand. They carried with them genetically engineered reconstructions of the Moa and other extinct bird species of New Zealand (Aoteoroa).

Other States

Quocca in the system Menkent

A rat like race near the Rheman border, they occasionally get quite territorially expansionist.
**Bandari in the system Vesta**

A human sub culture near the Scorpion zone, comprising of three worlds; Stork, Lumber and Pholl, which orbit a gas giant - the sixth planet of the system Vesta.

**Ashhaven in the system Ganges**

A neutral human colony near the Xingon neutral zone - they trade with everyone.

**Scorpion Trade Block**

An alliance of traders organised into corporate units and inhabiting three stars of the Scorpion cluster. They are technically neutral, but will do anything to make a buck. Scorpion traders are of mixed race. Their trade bloc grew out of the early settlement ships of several species, including Humans, Xingons, Rhemans and several others. A certain amount of technologically assisted interbreeding has taken place to produce a diverse society. The Scorpions are organised into TPGs (Trade Pirate Groups), each notionally run by a dictator/pirate.

**Star Wolves in the system Hydrae 50**

A relatively primitive space-faring race of dog like creatures. A few of their colonies are tolerated in FIP space. Though technically neutral they do not appear to want to join the FIP or FTA.

**Xingon Empire**

A clan based warrior race that is generally humanoid. They have pacified at least two other races, the Tolarians and Rstxz (Rustics) which are now subservient to the Xingons.

We do not know a great deal about them, but they appear to have a clan based society involving territorial/border disputes. The leading clan at any one time is that which can gain the support of most other clans. The closest parallel in human terms would be the Scottish clan system.

The FIP has never seen the entire Xingon fleet. It is suspected that they have many enemies and are battling on several fronts - some of their opponents are species not yet encountered by the FIP. The Xingons often make peace for a few months at a time - it is suspected that this occurs when they are over-stretched and need their forces to fight on other fronts.

**Rhemans**

Little is known about this race except that occasionally members of species that have been 'enlightened' by the Rhemans manage to escape. At this stage Greeks, Egyptians and Kretins have managed to escape into the political asylum of FIP Space, though only in small numbers.

The Rhemans have an ant-like social structure. Hive superiority is all-important to them. Faced with an opponent who has a large number of ships, each of which is inferior to their craft, they will attack, even if greatly out-numbered, assuming that each of the opponents' ships is a separate 'hive' and will act individually. If confronted with one opponent, who is in a ship obviously superior to any one ship in their fleet, they will tend to retreat, as they cannot rely on the solidarity of their fellow Rhemans.

The Rhemans are humanoid, with rabbit ears and long, flexible antlers.
FIP Timeline

Events relevant to the Orani Sector.

NOTE: - Other Events will be added with the relevant module see your GM for details

SD: -14410 (2290 AD.) - The Humans encounter the Leos - a feline-like carnivorous race. Friendly overtures are made by the humans but are met with a war-like response.

SD: -14400 (2290 AD.) - The Thorans encounter the Leos and extend the hand of friendship. Leos initiate hostilities against the Thorans. To defeat the Leos, the Humans and Thorans form the Independence Alliance.

SD: -10440 (2301 AD.) - The Human and Thoran alliance defeats the Leos and pacifies them. The Leos are allowed to keep a small police force.

SD: -760 (2327 AD.) - The Xingons declare war on the pirates of Scorpius. A very mobile war ensues.

SD: -720 (2328 AD.) - The Xingons encounter the Soulites and attack them, believing them to be Scorpion pirates, or their allies.

SD: -370 (2328 AD.) - The Xingons capture Scorpius, only to find it abandoned. The pirates continue the war against the Xingons from bases unknown to the Xingons.

SD: 0 (2330 AD.) - The Humans, Soulites and Thorans form the Federation of Independent Planets to combat the Xingon Empire.

SD: 267 (2330 AD.) - The Scorpion pirates encounter the FIP. Largely due to luck, they do not attack each other. Negotiations begin.

SD: 302 (2330 AD.) - The FIP agrees to sell photon torpedo technology to the Scorpion pirates. The pirates re-equip their starships with photon torpedoes.

SD: 473 (2331 AD.) - The pirates launch a new offensive against the Xingons, attacking supply lines, planets and even fleets with their newly armed ships. The Xingons take heavy losses until they can make strategic and tactical compensations.

SD: 916 (2332 AD.) - An FIP exploration ship discovers the Darsai, descendants of one of the first colony ships. They have evolved a military culture, with the unique characteristic of preferring not to fight unless it is absolutely necessary (or unless the monetary rewards are significant). The Darsai offer their services in the current war against the Xingons, for a price.

SD: 1050 (2332 AD.) - The Xingons discover the new pirate bases in Scarab, Plato and Cassandra. The FIP, unable to evacuate in time, fight desperately to save them.

SD: 1101 (2333 AD.) - A small Darsai fleet, out-powered and out-gunned, traps and destroys a fleet of Xingon warships in the asteroids of the Ganges system. The resulting loss of ships forces the Xingons to pull ships away from the attack on the pirates' home worlds. The pirate bases on Scarab, Plato and Cassandra survive.

SD: 1109 (2333 AD.) - The FIP and the Xingons make peace. The Demilitarised Zone Treaty is signed. At the same time, the Xingons make peace with the pirates of Scorpius. It is believed that the attrition of continuing war with the FIP is the reason that the Xingons are willing to sign the peace treaty.

SD: 2100 (2335 AD.) - First Leonine uprising. The Leos slaughter the small FIP force on their planet and begin to construct warships.

SD: 2111 (2335 AD.) - Heavy pirate activity reported on the edges of FIP space.

SD: 2192 (2336 AD.) - The FIP fleet puts down the Leonine Uprising and establishes a stronger military presence on the planet. All weapons are outlawed for the Leos and their ships.

SD: 3512 (2339 AD.) - The pirates are identified as being of Scorpion origin.

SD: 7969 (2352 AD.) - All out war with the Rheman Empire.

SD: 7969 (2352 AD.) - First encounter with the Rheman Empire.

SD: 7970 (2352 AD.) - First encounter with the Rheman Empire.

SD: 9036 (2355 AD.) - Captain Jonathan Andrews captures a Rheman and learns that individual ship superiority is all important to them. Construction of the Los Angeles Class Cruiser begun.

SD: 13377 (2367 AD.) - The Los Angeles, under Admiral Jonathan Andrews, defeats two Rheman cruisers in a close engagement. The Rhemans negotiate a ceasefire. The Los Angeles goes in for redesign, as it is to slow and unmanoeuvrable for any but a defensive action.

SD: 13402 (2367 AD.) - The Rheman Neutral Zone Treaty is signed.

SD: 18203 (2380 AD.) - Scorpion raiders take the planet 'Leonardo', relocating most of the population and selling them into slavery. The FIP declares war on the Scorpion pirates.
SD: 18448 (2381 AD.) - The third generation of warp drives is developed, using the new Hydrogen/Titanium/Platinum control rods.
SD: 18474 (2381 AD.) - The Scorpion pirates start to use Xingon Disruptors, allowing them to cause serious problems for the FIP fleet.
SD: 19442 (2385 AD.) - The FIP assault on the Cassandra system is halted when the pirate fleet slips behind them and starts to raid systems in the Federation.
SD: 19743 (2385 AD.) - The war grinds to a halt. Although individually outmatched, the pirate fleet is too fast and manoeuvrable for the FIP to be able to pin them into battle. The Armistice Zone treaty is signed.
SD: 21349 (2389 AD.) - Current Date.

FIP Deep Space Fleet

Deep Space Fleet Organisation

The Area of space claimed by the FIP is divided into 8 named sectors.

Each sector has an HQ starbase of class 2, a battle fleet and one or more escort fleets. In addition a small number of 'extra ships' will be allocated to assist if necessary as task forces.

Deep Space Fleet is divided into squadrons of three basic types:

Battle fleets
Escort Squadrons
Policy Squadrons or task forces

Each sector is allocated a battlefleet and one or more escort squadrons. Policy squadrons are allocated as needed by Deep Space Fleet itself.

Typical battlefleet

Typical Merchant Escort Squadron

<table>
<thead>
<tr>
<th>Type</th>
<th>Number</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scout</td>
<td>1</td>
<td>Vosper</td>
</tr>
<tr>
<td>Corvette</td>
<td>2</td>
<td>Amazon</td>
</tr>
<tr>
<td>Light Cruiser</td>
<td>1</td>
<td>Kiev</td>
</tr>
</tbody>
</table>

Example Policy Squadron

<table>
<thead>
<tr>
<th>Type</th>
<th>Number</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy Cruiser</td>
<td>1</td>
<td>Monarch</td>
</tr>
<tr>
<td>Light Cruiser</td>
<td>1</td>
<td>Larson</td>
</tr>
<tr>
<td>Scout</td>
<td>1</td>
<td>Vosper</td>
</tr>
</tbody>
</table>

Alert Status

There are four 'Alert Status' condition codes recognised by Deep Space Fleet Command.

**Condition Green**

Normal operating condition.

**Condition Yellow**

All crew to their posts. A threat has been detected, but the ship is not in immediate danger.

**Condition Red**

Immediate threat. Battle ready condition. FIP merchants and other civilian vessels must obey commands given by Deep Space Fleet Officers.

**Condition Blue**

Emergency condition. Casualties are such that some or all ship's functions are out of commission. All Bridge officers may act independently to abandon ship, or to repair the ship as they see fit. (Suicide is, at this time, legal.) All information that may be valuable to hostile forces is to be destroyed.
Duties of the Bridge Officers

Captain
- Runs the ship and makes combat decisions.

First Officer
- Does the things the captain leaves out (e.g. in the middle of combat ensures that enemy vessels' shields are scanned for damage and advises the captain). Liaises with the Watch officer and the Computer officer about the strategic situation.
- A court-martial of the First officer or Engineer is possible, at the captain's discretion, if the warp drive turbo overheats the engines at a critical time.
- Assumes command of the Bridge during the absence of the Captain.

Computer Officer
- Looks up information in the computer as needed. Needs to be familiar with the FIP and be ready to answer queries on it. Some information on the FIP is stored in the ship's computer.

Strategy officer
- Supports the Watch officer and the First officer by supplying the Delloits combat rating of starships as well as any other information given in the manuals provided. Keeps the officers advised on known ships (THINGS command).

Security officer
- Assigns crew positions to terminals, and maintains and advises the captain on the ship's readiness (CONDITION RED, BLUE etc.).
- The security officer is also the one that controls the self destruct initiation.

Science officer
- Scans and analyses bodies in space as necessary.
- Switches sensors on and off as necessary.

Missile officer
- Loads, locks and fires the missile weapons. Advises on remaining ammunition at the end of each battle.
- A court-martial is possible, at the captain's discretion, if the proximity is not properly set prior to firing. (The court-martial is usually only enforced if it threatens the safety of the ship.)

Beam officer
- Charges, locks and fires the beam weapons. Advises when insufficient energy is available to charge weapons.

Helm officer
- Sets course and speed and maintains the display status. Sets the display mode when required. Sets the scale as required.
- A court-martial of the helm officer is possible, at the captain's discretion, if he or she fails to advise of an imminent engine overheat due to speed.

Communications officer
- Sends and receives messages to or from other ships. Orders other ships under his or her control as to actions required.

Damage Control officer
- Assigns crew to stations. Undertakes repair and recovery actions to ensure the ships operational capabilities are maintained.

Cheif Medical Officer (CMO)
- Allocates crew to medical functions (after liasion with the DC officer).
- ReAssign medical officers to stations. To heal injured crew.

Engineering
- Repairs totally stuffed ship's functions and operates the transporters.
- Also controls the fuel consumption rate with the WARP and IMPULSE commands.
- A court-martial of the First officer or Engineer is possible, at the captain's discretion, if the warp drive turbo overheats the engines at a critical time.

Shield control officer
- Raises and lowers the shields and modifies charge rates.

Watch Officer
- Vets messages to the ship and brings important ones to the notice of the Captain.
• Decodes and Encodes sensitive messages at the request of the First Officer.

• Monitors the location of ships outside the immediate vicinity of the starship (notionally 10,000 to 30,000 TSU away) to ensure that the captain is given adequate warning of hostile ships.

• Assumes command of the Bridge during the absence of both the Captain and the First Officer.

• Keeps the First Officer and Captain informed of matters that pertain to the efficient operation of the ship and its personnel.

• Performs other tasks as directed.

Central Exchange

The FIP maintains Central Exchange. This is an administration area comprising of several starbases and a home fleet.

The central exchange monitors all FIP credit transactions and does all administration and logistics planning. Military planning is always run out of the flag ship. Most of the time, this is a Class Three Starbase which is part of the Central Exchange.

However, in crucial situations, military planning can be moved to the fleet flagship (the 'Monarch') or any Class Two Starbase. The central exchange starbases have warp engines and can manoeuvre, though only slowly. This means that the HQ of the FIP can be moved to prevent it being an easy target to potential threat forces.

Decorations

Deep Space Fleet Command may award any of the following decorations if the occasion arises.

Purple Heart
May be given to anyone wounded while on active duty.

DSC Distinguished Starship Crew member
Given to any crew member that gives distinguished service to a starship above and beyond the call of duty. (E.g. for performing six functions on the bridge because of casualties). This is a small gold medallion with the symbol of Deep Space Fleet on it. If a person receives it more than once, one or more gold bars are hung above it (e.g. a DSC with 2 bars). It can even be awarded with a bar for a very deserving crew member.

Campaign Medals
Awarded simply for participation in a campaign. For example, after the Xingon war of Stardate 0, the XW0 medal was created and made available to all front line participants. The XWB0 was made available to all back line participants.

FF First Footing
Available to away team members that are the first FIP officers to set foot on a Planet, Asteroid or other interesting Astronomical Body

COC Cross Of Courage
Used to reward courageous actions. This is a grey cross signifying great courage (e.g. awarded to an officer who crawled along the VFF rods to fix a crack in the warp engine housing whilst in the midst of battle.) Many of these are awarded posthumously.

DSP Distinguished Space Pilot
Awarded to pilots for extreme skill (or luck) in the handling of star ships.

AWO Ace Weapons Officer
Awarded to weapons officers usually only after five or more kills. It can, however also be awarded for any weapons related innovation or high skills, courage etc.

COB Confidential Badge
Awarded to security officers for reasons not known by the general public (rumour has it they identified traitors).

**DSFC Deep Space Fleet Cross**
This is the highest award that can be awarded to a Deep Space Fleet officer by the DSF command. It signifies significant achievement towards the goals of Deep Space Fleet.

**FM FIP Medallion**
This award is only awarded on the majority vote of the FIP council, which makes it rare even to be recommended. This means that the person has contributed to the goals of the FIP.

**SDSFC Share of Deep Space Fleet Cross**
This is awarded to crews of ships where the award of the SFC was to the ship rather than to the crew.

**SFM Share of FIP Medallion**
This is awarded to crews of ships where the award of the FM was to the ship rather than to the crew.

**ET Environmental Tree**
A badge in the shape of a tree, given to officers that save natural environments or life forms from destruction. Never awarded on worlds that have been terra formed.

Note: FIP command may also award the following civilian decorations:

**Dove of Peace**
Awarded to any citizen of the FIP who contributes substantially to Peace.
FIP Technology

Warp Engines

All known warp technologies require the annihilation of matter and anti-matter; the resultant reaction bends space, forming a worm-hole. Depending on the shape of the worm-hole (round to raindrop shape) a material object is sucked through the space at significant speed. This is known as a worm-hole siphon. Long thin raindrop shapes enable ships to travel faster than short squat shapes.

The matter anti-matter reaction (known as MAR) is channelled by Vector Force Fields (VFF) requiring long vector rods in the warp pods. The maintenance of the VFF uses a significant amount of energy. Fortunately the matter anti-matter annihilation causes a significant number of electrons and anti-electrons to be created. The anti-electrons are recycled back into the reaction, but a significant number of electrons are channelled via a super-conducting pipe to feed the VFF rods. Electrons that are excess to requirements are fed into the ship's grid (and shown as energy).

The VFF rods naturally run hot. When temperatures reach extreme levels, they are said to be suffering heat strain and the MAR slows. If the reactions are not adjusted, the MAR squibs, the chain reaction stops, and the rods are often damaged.

The composition and anti-composition of the VFF rods are the major technological differences between the first three generations of warp engines.

First Generation Warp Engines

These now obsolete warp engines created a round worm-hole using Graphite Carbonate rods. The worm-hole siphon was provided by rouge anti-electrons that distorted the worm-hole.

These engines were slow, inefficient and prone to overheating. Sustained speeds up to 48 were eventually attained (well below the theoretical maximum of 62). Above this, heat strain caused the engines to fail.

Many first generation warp drive systems needed additional energy to achieve maximum speed.

Second Generation Warp Engines

Second generation warp engines used the VFF properties of Impacted Titanium, providing better control over the shape of the worm-hole. A sustained speed of up to 60 was typical of the second generation systems. (The theoretical maximum being 179).

FIP drives of this technology are inferior to equivalent Rheman/Scorpion designs using similar technology, where speeds have been pushed as high as 80. No further development on these systems is being undertaken in the FIP, however Impacted Titanium engines are still under construction by the Scorpions.

The Rhemans are still developing this technology and it is believed that they have either not accepted or not discovered the superiority of third or fourth generation warp drive systems.

Some old photon torpedoes are still powered by Impacted Titanium VFF rods (found on the Cutter class corvette and Attack class patrol vessel).

The 'Meculite' company uses out of date facilities to produce photon torpedoes for commercial sale of this technology. Customers include the Scorpions, Leos (outside the confines of the FIP) and the FIP.

Third Generation Warp Engines

Third generation warp engines use the VFF properties of Duterilium a Hydrogen/Titanium/Platinum alloy providing better control over the shape of the worm-hole. Sustained speeds up to 65 are typical of third generation systems (the theoretical maximum is 290). Further development on these systems is being undertaken in the FIP and recent research vessels have sustained performances of up to 80 and burst mode speeds up to 90.

Fourth Generation Warp Drives

Fourth generation warp engines use the VFF properties of Polymer Platinum (hence the name 'Plastic Engine' or 'Plastic Fantastic') providing a cheaper control rod whilst giving good control over the shape of the worm-hole. Sustained speeds up to 60 are typical of fourth generation systems. (The theoretical maximum is 220).

The major benefit of fourth generation systems is the low cost. They are often found on small or commercial ships, as they are truly affordable warp drives.

Several manufacturers of photon torpedoes and probes are exploring polymer platinum technology to reduce costs. Budgets for commercial Research and Development in this area are of significant size.

Impulse Engines

Impulse engine systems have various technologies. All, however, have some factors in common:

a. Electrons are fed into super-conducting pipes to power the ship systems.

b. Thrust is provided at sub warp speeds.

c. The provision of artificial gravity.
d. Inertial damping during acceleration and deceleration.

Common technologies are:

**Manoeuvring Technologies**
- Reaction mass.
- Ion Drives.
- Fusion.
- Fission.
- Inertial Gyros (for thrust).
- MAR Generators.

**Inertial Damping and Artificial Gravity Technologies**
- Quantum Gravitic systems
- Inertial Gyros (for Damping).
- Static wave electronic inertial damping.

**Batteries**

Excess energy in the ship's grid is stored in a series of superconducting loops called batteries. Some older ships have capacitor batteries rather than superconducting hose loops.

There are other known battery technologies. These include:
- Chemical
- Fuel Cells
- Reverse fusion
- Inertial Gyro
- Semiconductor
- Electron Tunnelling.

**Shields**

An MAR that is below the worm-hole threshold is still capable of significant space distortion. Small MAR reactors with control rods project this distortion into four quadrants around the ship. These distortions require significantly more energy to start than to maintain and act as a space armour which ablates under physical or energy attack, providing the basis of the FIP shielding system.

Normal shield systems can maintain themselves without the expenditure of additional energy.

Shields can be dropped by splitting the distortion into 2 halves that cancel each other out, so that the net distortion is zero. The shields can be reactivated quite quickly. When in this state, shields are said to be charged.

There are other theoretical shield technologies; one which uses Inertial Gyros and one using Quantum Beam Distortion.

**Hull Armour**

FIP Starship hulls are made of Titaloy (a form of titanium with extra neutrons sandwiched between the atoms for greater strength). Such hulls will tend to ablate rather than to fail under chemical or physical attack. When a ship is attacked, the energy is dissipated, so that layers of Titanium/Neutrons are shed from the hull, rather than puncture damage being caused.

One of the advantages of Titaloy is that it can be electroplated back on to the hull after it is ablated off. For this purpose, Damage Control crews carry supplies of Titaloy, along with a bulky Titaloy re-plating device.

Despite years of research, Titaloy still holds many mysteries (e.g. why won't it ever re-plate to a thickness greater than that of the original cast?)

Modern polymers are used for the hulls of low cost vessels, giving them a lessor armour effect and making them more difficult to repair.

Xingons use a Platinum alloy of similar and in some ways superior properties. It is assumed that they have access to a cheaper source of platinum.

Some less modern ships use aluminium, magnesium and steel alloys. These can be very difficult to repair.

**Sensors**

There are several known sensor technologies:

**EM - Electro-Magnetic**

This technology will only detect objects travelling at sub warp speeds. It uses the properties of the electromagnetic spectrum.

A theoretically possible enhancement to EM sensor technology would allow EM radiation to detect space distortions by their effect on EM radiation, giving some sensitivity at speeds above 10. However, this has not yet been achieved in the FIP.

EM sensors can be active or passive.

**WS - Worm-hole Sensor**

The worm-hole sensor will detect worm-holes at significant ranges. Worm-holes are normally only visible at speeds above 10.

WS sensors are normally passive.

**SR - Subspace Radar**

Subspace radar uses an MAR to develop pulse like distortions which bounce back from objects in space.
worm-holes etc. This system gives an accurate location and some indication of size, but very little other detail.

Like all other MAR technologies it requires much energy to control. Several companies (Notably SAAB) are trying to develop energy efficient versions of subspace radar.

This is an active sensor technology that can easily be mistaken for a weapon at close range.

**SE - Subspace Eyes**

The passive technology of Subspace Eyes uses the properties of SUDRAD (SUbspace Distortion RADiation) to detect and resolve nearby objects. It uses extremely sensitive semiconductors and superconducting amplifiers to detail the shape of objects in subspace. Most of the amplifiers run very hot and require significant energy to obtain any sensitivity or range.

**PS - Plasma Sensor**

The Rhemans have a sensor system utilising a plasma fire. Its function is neither known nor understood by the FIP.

**Stealth Technologies**

Technologies that hide a starship by reducing its sensor signature are called stealth technologies.

**EM**

In the EM sensors this includes painting the ship black, adding heat insulation and the use of radar absorbing materials.

**WS**

Reducing the size of the worm-hole makes it harder to detect.

**SR**

Having a small mass, small worm-hole and small reflective cross section can significantly reduce the signature.

**SE**

It is very hard to hide from Subspace Eyes. The best method seems to utilise a very small mass, and no gravity generator.

**PS**

Not Known.

**Cloaking**

It is theoretically possible to hide a starship by fooling the receiving sensor.

**EM**

For EM sensors, this would involve transmitting an EM picture of nothing, an energy expensive process. The Rhemans are believed to be developing this technology.

**WS**

Creating an anti-wormhole outside the siphon is a viable method and has been proved in the laboratory within the FIP. However, it is still detectable by the SE and SR sensors so is not normally found on FIP starships.

**SR**

The energy expensive process of using a MAR to neutralise the SD wave is possible and has been installed on the Flower class scouts.

**SE**

It would be necessary to transmit an SE picture of nothing, which does not seem possible, since a SUDRAD transmitter of significant size has not been developed. SUDRAD appears to be an intrinsic property of matter.

**PS**

Not Known.
Treaties and Laws

DMZ (De-Militarised Zone) Treaty (Xingon / FIP Border)

This is a "plain English" translation of the DMZ treaty.

1. Signatory Parties.

   Xingon Empire
   Federation of Independent Planets

2. Area Covered.

   The zone of space bordered by the points (200000,840000) and (500000,840000) in TSUs from the FIP origin and points (200000,900000) and (500000,900000). This space will hereinafter be referred to as the DMZ.

3. Expiry date.

   This treaty shall remain in force from Stardate 1109 (FIP standard) and altos 3815.1 by Xingon records.

4 All parties hereby agree to the following within the confines of the DMZ:

4.1 No military vessel of any nature will be allowed in the DMZ except under the provisions of paragraph 6.

   Military vessels are defined as:

   a. Belonging to the Xingon Strategic Space Command and registered accordingly.
   b. Belonging to the Deep Space Fleet of the FIP and registered accordingly.
   c. Any armed vessel registered to member states of the FIP.
   d. Any armed vessel registered independently to a Xingon Clan.
   e. Any mercenary vessel under the employ of the FIP, Member states of the FIP, any Xingon Clan or the Xingon Empire.
   f. Any unarmed vessel under the employ of: the FIP; Member states of the FIP; any Xingon Clan; or the Xingon Empire; if that vessel is carrying troops or armaments or military stores.
   g. Any super tanker of heavy cargo craft of more than 1,000,000 tonnes registered in the Xingon empire or the FIP.

4.2 Vessels breaking the Treaty become the property of aggrieved party. Crew of any such vessel will be accorded the status of prisoners of war and will be dealt with according to the laws of the relevant signatory as regards POWs.

4.3 Unarmed vessels may freely pass through the zone provided they are registered in both the FIP and the Xingon empire and they are not carrying troops or armaments.

4.4 Vessels that have inadvertently entered the DMZ in violation of this treaty are to be treated as any other vessel that has violated the treaty.

5. Planets and star systems.

   All planets and star systems in the DMZ are to be accorded status of unowned by the FIP and unclaimed by the Xingon Empire. Economic and trade communications will be permitted only with those colonies existing at the start date of this treaty. No new FIP or Xingon empire settlements are to occur within the DMZ.

5.1 If a new settlement is made by a signatory and subsequently discovered, then it must be removed within 20 stardays after notice of the discovery is delivered to the relevant government. Failure to remove the settlement within 20 days gives the aggrieved party 20 days to remove the settlement. If the settlement is still in existence, then the treaty is declared void until the settlement is removed and one star day has elapsed.

5.2 To avoid prosecution under the terms of paragraph 5.1 of this treaty, a colony must be registered with the FIP or Xingon authorities at the time of the commencement of this treaty.

5.2.1 Data on the colonies registered to FIP and Xingons must be provided to the other state, as soon as possible after the signing of this treaty.

6. Exceptions:

   The following conditions allow the movement of military vessels through the DMZ in exception to paragraph 4.

6.1 If paragraph 4 is violated by one party then the other party may ignore paragraph 4 whilst exercising the option to take possession of that party's property awarded under 4.2. In exercising this option, the aggrieved party must:

   a. Stay within the DMZ or friendly space.
   b. Use no more than 3 times the number of ships that violated the treaty.
c. Upon recovery or destruction of the violating ships, leave the DMZ at the first possible moment.

6.2 If a vessel is responding to an SOS from an unarmed craft that is in life threatening difficulty and no unarmed vessel is available to make the rescue in a timely manner, then one and only one armed ship will be permitted to rescue the threatened ship and/or its crew. This armed vessel must transmit a “rescue under section 6.2 DMZ treaty” message over open communications at 3 deci-starday intervals while it is in the DMZ. In the event of two ships needing assistance, then only one armed starship is permitted on the rescue mission and must attend to all ships in difficulty.

6.3 If both parties agree, then a diplomatic craft may be armed and may transport diplomats across the DMZ. Notice of intention must be served at least three stardays prior to the craft entering the DMZ. The other signatory must respond in within two Stardays. Failure to respond will be taken as permission denied.

Subject to the above conditions, the diplomatic ship may have a military vessel escort provided that both parties agree and the exact nature of the escort is agreed.

6.4 Failure to comply with the handing over of aggrieved party's property.

If a violation is noted and the aggrieved party cannot take possession of the offending starship, then the forces available under paragraph 6.1 may be used to destroy the property. Losses of life and materials as a result of these actions will not be taken as an act of war and will not void the treaty.

7. Diplomatic immunity.

If a diplomat wishes to cross the DMZ, then he or she must do so in an unarmed craft or under the conditions of paragraph 6.3. Diplomatic craft need only be registered by one of the signatories, however such a craft must transmit a ‘D’ IFF code when challenged and may be inspected by either party when within 1000 TSUs of any edge of the DMZ.

8. Monitoring the DMZ

Both parties may maintain three unarmed outposts within 50 TSUs of the border (inside the DMZ) to monitor compliance. Violations, if noted, are to be reported to these outposts. Attacks on these outposts are forbidden and will immediately terminate the treaty.

9. Jamming the communications systems of the outposts allowed under paragraph 8 will be considered to be a violation of the treaty and the aggrieved party may ignore treaty restrictions until communications are restored.

10. Starbases and repair facilities.

Both parties agree that no starbases or repair facilities shall be maintained within the DMZ. This includes the permanent stationing of repair craft even if they are otherwise unarmed.

10.1 A repair ship is defined for the purposes of this document as any vessel that can repair essential functions of another ship, as defined by paragraph 10.1.1 below.

10.1.1 An essential function is defined for the purposes of this document as any function vital to the movement or combat capability of the starship in question.

11. Violations by independent action.

If, through their own independent action, officers of the FIP or Xingon Empire violate this treaty, then they are to be handed over to the aggrieved party for trial and punishment according to the relevant law.

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Armistice Zone Treaty (FIP/Scorpion Border)

1. Signatory Parties.

Scorpion Alliance - all Official TPG (Trade Pirate Groups)
Federation of Independent Planets

2. Area Covered.

The zone of space bordered by points (750000,740000) and (850000,760000) in TSUs including the system Aristotle.

3. Expiry date.

This treaty shall remain in force from Stardate 19743.

4. All parties hereby agree to the following within the confines of the ARMISTICE ZONE:

4.1 No large military vessel of any nature will be allowed in the ARMISTICE ZONE except under the provisions of paragraph 6.

   Large Military vessels are defined as:
   a. Having a speed of 80 or more and a armament of three weapons or more.

4.2 Maximum shipping limit.

   a. The sum total of all starships in the ARMISTICE ZONE registered to one single TPG of the Scorpion Pirates shall not exceed two.
   b. The total of all FIP registered ships present in the ARMISTICE ZONE shall not exceed ten.
   c. For the purpose of this paragraph the last vessel to enter the zone is considered to be the vessel that violated the treaty and is subject to the considerations of paragraph 10 if it applies.

4.3 Unarmed vessels may freely pass through the zone provided they are registered in both the FIP and at least one TPG of the Scorpion Pirates and they are not carrying military troops or armaments, providing that the terms of paragraph 4.2 are not violated.

4.4 No permanent armed space facility is permitted within 20000 TSUs of any point of the ARMISTICE ZONE, except for the one facility permitted in paragraph 8 and announced daily by transmission of the AMZ message from the facility.

4.5 Vessels that have inadvertently entered the ARMISTICE ZONE in violation of this treaty are to be treated as any other vessel that has violated the treaty.

5. Cessation of hostilities.

At the commencement of the treaty, all hostilities between units of the FIP and all TPGs of the Scorpion pirates will cease for the duration of the treaty.

6. Exceptions:

The following conditions allow the movement of military vessels through the ARMISTICE ZONE in exception to paragraph 4.

6.1 If both parties agree, then a diplomatic mission may be transported in a large military craft. To claim exception under this paragraph, notice of intention must be served at least five stardays prior to the craft entering the ARMISTICE ZONE. The other signatory must respond within three stardays. Failure to respond will be taken as permission accepted.

Subject to the above conditions, the diplomatic ship may have a large military vessel escort, provided that both parties agree and the exact nature of the escort is agreed.

7. The result of a Vessel or vessels breaking the Treaty will be the restart of hostilities and an automatic state of war between the TPGs of the Scorpion pirates and the FIP.

8 Monitoring the ARMISTICE.

Both parties may maintain one armed starbase within 500 TSUs of the border outside the ARMISTICE ZONE to monitor compliance. Violations, if noted are to be reported to these starbases.


Both parties agree that no starbases or repair facilities shall be maintained within the ARMISTICE ZONE. This includes the permanent stationing of repair craft even if otherwise unarmed.

   a. A repair craft is defined as a starship or base capable of the repair of Warp Engines or Weapon systems on other craft.

10. Violations by independent action.

If, through their own independent action, officers of the FIP or Scorpion Pirates violate this treaty then, they are to be handed over to the aggrieved party for trial and punishment.
Rheman Neutral Zone Treaty

1. Signatory Parties

Rheman Empire
Federation of Independent Planets

2. Area Covered.

The zone of space bordered by the points (775000,250000) and (824000,600000) in TSUs hereinafter known as the Neutral ZONE.

3. Expiry date.

This treaty shall remain in force until replaced by another treaty covering the same space, or until it is terminated by one of the parties under paragraph 7.

4. All parties hereby agree to the following within the confines of the NEUTRAL ZONE.

4.1. No Warp speed capable vessel of any nature will be allowed in the NEUTRAL ZONE except under the provisions of paragraph 6.

Warp speed vessels are defined as those having a speed of 10 or more.

4.2. Maximum shipping limit.

a. The sum total of all starships in the NEUTRAL ZONE registered to either party will not exceed two.

b. For the purpose of this paragraph, the last vessel to enter the zone is considered to be the vessel that violated the treaty. and is subject to the considerations of paragraph 10 or paragraph 11 if either applies.

4.3. Vessels that have inadvertently entered the neutral zone in violation of this treaty are to be treated as any other vessel that has violated the treaty.

4.4. No settlement, exploration or mining of any planet, asteroid or other natural bodies in the NEUTRAL ZONE is to be allowed by either side.

4.4.1. Upon discovery of a breach of paragraph 4.4, the discoverer must notify the non-discoverer of the position and nature of the breach. The lifeform(s) responsible for the breach must then be informed of their violation of the treaty and take any steps necessary to remove the offending lifeforms. Any acts of war committed under the jurisdiction of this paragraph shall not, for the purposes of this treaty, be considered to be an act of war. Paragraph 4.1, but not paragraph 4.2, is superceded by this paragraph. Breaches independent of both parties are resolved by a tribunal with members of both parties, and the rulings of said tribunal being carried out in accordance with paragraph 6.1, 10, or 11, depending on the ruling of the tribunal.

4.4.2. For the purposes of paragraph 4.4.1, lifeform includes robots and other automated facilities.

5. Cessation of hostilities

At the commencement of the treaty, all hostile actions between the Rheman Empire and the FIP within the NEUTRAL ZONE will stop and will remain halted for the duration of the treaty.

This treaty replaces the Cease fire agreement of Stardate 13377 between the FIP and the Rheman Empire.

6. Exceptions:

The following conditions allow the movement of vessels through the neutral Zone in exception to paragraph 4.

6.1 If both parties agree, then a diplomatic mission may be transported in a warp speed capable vessel. To claim exception under this paragraph, notice of intention must be served at least two stardays prior to the craft entering the NEUTRAL ZONE. The other signatory must respond within one Starday. Failure to respond will be taken as permission denied.

Subject to the above condition, the diplomatic ship may have a military vessel escort, provided that both parties agree and the exact nature of the escort is agreed upon.

7. If the treaty is violated and the required corrective action is not taken, then either party may notify cessation of the treaty by giving one hour's notice.

8. Monitoring the NEUTRAL ZONE.

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Both parties may set up monitoring facilities outside the NEUTRAL ZONE to observe violations.


Both parties agree that no starbases or repair facilities shall be maintained within the NEUTRAL ZONE, including the permanent stationing of repair craft even if they are otherwise unarmed and of subwarp capability.

a. A repair craft is defined as a starship or base capable of the repair of Warp Engines or Weapon systems on other craft.

10. Violations by independent action.

a. If, through their own independent action, officers of the FIP Deep Space Fleet violate this treaty then they are to be handed over to the Rhemans as POW's or killed/destroyed by the FIP and the evidence to be given to the Rhemans for verification.

b. If, through their own independent action, officers of the Rheman Security forces violate this treaty, then they are to be executed by the Rhemans and their remains given to the FIP as evidence.

c. If, by independent action, a ship registered to the FIP or Rheman trade fleet violates this treaty, then both parties may capture or destroy the ship. The punishment will then be decided by the side that first apprehends the vessel. Apprehension is considered to have occurred; when the vessel in violation is in weapon range and the apprehending vessel has sent an arrest message; or when the ship in violation has been destroyed. To perform this function, a violation must be notified and one only warp capable ship may enter the zone. The ship entering to perform this function must leave once the apprehension is completed.

d. Violence occurring as a result of Paragraph 10 sub paragraph c is not considered to violate the treaty.

11. Violations by deliberate actions

When violations are observed aggrieved parties may:

a. Use forces consisting of warp capable starships to destroy the violating vessels. Any such force may enter the NEUTRAL ZONE after a violation has been notified to the other party. The warp capable forces used to enforce this paragraph of the treaty must leave the neutral zone as soon as the offending vessel is destroyed.

b. Use forces consisting of warp capable starships to Capture the vessel and all its crew and passengers. This force may enter the NEUTRAL ZONE after a violation has been notified to the other party. The warp capable forces used to enforce this paragraph of the treaty must leave the neutral zone as soon as the offending vessel is captured.

Commonly found FIP Star ship – Descriptions

For more details refer to the FIP ships manual

Monarch Class
The Monarch Class is fast by FIP standards, heavily shielded and armed, but remains quite manoeuvrable.

The Monarch Class has photon torpedoes that fire forward and can deliver 900 DV (3 x 300) (Damage Values) directly to an enemy vessel.

Designed for deep space endurance patrols, the Monarch Class is perhaps the most advanced cruiser design in the FIP.

Vosper Class
This scout class starship is fast and manoeuvrable but lacks firepower. It is designed for scouting and is quite unsuitable for combat with any but the weakest of opponents.

Armed Shuttle
There are several classes of armed shuttles; all are owned and run by multi-stellar organisations (with a few exceptions). The basic approach is you take a shuttle craft and add weapons and shielding. This 'cost effective' approach to military starship design has the following drawbacks: They are not particularly manoeuvrable, not particularly fast, not particularly well armed, not particularly well armoured. In short they do not particularly threaten a 'real' military starship.

Larson Class
These are the previous generation of cruisers used by the FIP. In all respects they are still quite combat
capable. They have the drawback of only being capable of forward fire.

**Liberty Class**
A good 60% of all trade in the FIP is carried on starships of this class. Local modifications are common. An unmodified Liberty class transport carries no weapons. Shielding is limited to a weak meteor shield. Note: Armed versions do exist in Military/Commercial use.

**Valdez Class**
Big, and I mean BIG. Unarmed, slow, almost unmanoeuverable: A fitting description of the Dexxon designed and owned Valdez class of inter-stellar transport. This class of vessel is designed to carry away heavy loads of various cargoes. During the early stages of the class's development, the warp engines were notoriously unreliable and all the early crews were given danger money, but continuous modifications have made these monsters into workable starships.

### Ship Registration

**Federation of Independent Planets (FIP)**

To assist in the policing of the space ways, the FIP has introduced a registration system that registers ships with the FIP merchant marine or DSF. Registration numbers are allocated as follows:

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AC-MMT-XXXX</td>
<td>Federation of Independent Planets (FIP)</td>
</tr>
</tbody>
</table>

**Values for A**

- **F**: Responds to FIP IFF signal (i.e. it is registered with the FIP)
- **X**: Responds to Xingon IFF signal
- **S**: Responds to Scorpion
- **R**: Responds to Rheman IFF

**Values for C**

- **A**: Military Fleet auxiliary (unarmed or armed, eg X77T, Q ship)
- **M**: Military Fleet Strength (eg Monarch, Larson, etc.)
- **E**: Military Escort Strength (eg Leander, Amazon, Vosper)
- **S**: Military short range (eg FAC)
- **L**: Planetary range commercial
- **P**: Planetary range light craft (eg cabin cruisers)
- **T**: Trader
- **C**: Cabin cruiser of interstellar range

**Values for MM**

- **PE**: Sol
- **DA**: Darsai
- **SC**: Scars
- **AW**: Awacs
- **TH**: Thorans
- **DT**: Dreamtimers
- **WA**: Te Kanawa
- **LE**: Leos
- **SO**: Soulites

**Values for T**

- **F**: The Deep Space Fleet
- **P**: Private
- **T**: Commercial Federated Trade Alliance
- **C**: Commercial (other)
- **S**: Security (customs, police, etc.)
- **M**: Military
- **D**: Diplomatic

**Xingon**

The Xingons have a system of Registration that includes a three-character clan Id. Eg:

- **XDUS-A4109** belongs to the Dusafire clan.

**Major Companies**

**DEXXON Development Ltd**

Home World: Earth (Sol)  
Main Race: Human

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22
Products: Metals, Plastics, Antimatter virtually all basic resource products
Type: Interstellar.

A wonderful company that has mining rights on many planets, asteroids and ORT Belts. Its main claim is, 'If you discover it sell it to DEXXON'.

DEXXON Develops the new discoveries of the FIP for minerals and other resources, It also has significant interests in the use of low cost labour for the refining of metals and other materials. To this end, it has contracts for the supply of labour with many less developed states, both inside and outside the FIP.

General Products
Home World: Earth (Sol)
Main Race: Human
Type: Interstellar.

Originally known as General Dynamics, this company produces starships, transport vehicles, photon torpedoes and other weapons.

GP is one of the few weapon manufacturers to have survived the environmental wars of the 22nd century.

Darsai Materials Importers
Home World: Janus (Xenophon)
Main Race: Darsai (Human sub culture)
Type: Planetary.
Products: This government owned corporation organises the importing of products into Janus.

Black Space Mining
Home World: Earth
Main Race: Human
Products: Basic energy resources such as coal; oil; uranium and other radioactive substances; silicon based products; raw materials used in computer manufacture.

A subsidiary of CSR (Carbon Silicon Refining), BSM provides all the raw materials for CSR's interstellar operations. It specialises in the extraction of hazardous materials, providing employment for many unskilled workers.

BSM recently achieved notoriety when former employees were successful in a class action claiming damages for exposure to radiation during the 'Pilbara incident' over 20 years ago. The parent company CSR (Carbon Silicon Refining) was found to be liable for the cover-up, claiming for many years that the radiation was harmless and the increased levels of cancer 'a mere co-incidence'. The result of the case was brought to public attention in part by the release of the hit song "Black Space Mining" by popular band "Oil Drums".

DARSAI Skills Exporters
Home World: Janus (Xenophon)
Main Race: Darsai (Human sub culture)
Type: Planetary.
Products: This government owned corporation organises the exporting of Darsai skills.

Enube
Home World: Awac
Main Race: Awacs
Products: Vaccines and other medical products.

A company that deals in life, rather than death. It sees profits soar with each new plague. Enube also runs a number of quarantine planets to keep infectious diseases away from population centres.
Monetary System

Each state has its own monetary system (in some cases more than one). The FIP, rather than play with exchange rates and become a commercial organisation, has its own system based on the FIP credit. All FIP personnel are paid in FIP Credits.

FIP credits may be traded locally almost all starports have a Money changer of some kind, who will exchange FIP Credits for various local currencies.

The FIP credit has no hard currency at all, it is entirely an electronic currency of exchange.

Every employee of the FIP is paid by a specific member state and each FIP asset is maintained or owned by a member state. Payment to the Employee is always in FIP Credits.

Each state therefore budgets its FIP contribution in local currency. This contribution is then 'costed into FIP Credits'. The resultant figures become the basis of the FIP Credit exchange rate calculation. (The exchange rate is set by the member state, not the FIP).

This simple method of accounting means that the salary of officers in the FIP is fixed and in FIP Credit terms has not changed for 25 Years (i.e. the FIP Credit never inflates).

This also means that members of the FIP do not pay income tax as such. Any tax must be added by the member state when it sets the exchange rate. Interstellar companies and other governments frown quite heavily on those economies that put a tax on the FIP Credit, because it imbalances the FIP Credit exchange rate for all states. Some underdeveloped states effectively have no choice, since they lack the industrialisation to manufacture material assets, so they must contract out manufacture to other states.

The tax, usually in the order of 3%, normally covers administration.

An interesting side effect of this is the FIP Catalogue, which records the cost of each type of asset or stock item in FIP Credits. This is the value placed on an FIP asset. (E.g. from the point of view of the FIP, all three foot long beryllium bars of 4 months age are exactly the same value in FIP Credits, irrespective of how much they cost the supplying state to produce).

The FIP must authorise movements of FIP credits between states within the FIP. FIP Credits can not be traded by non member states, other than those which have a specific FIP Credit trade agreement.

Currency

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MIC</td>
<td>Mili Credit</td>
<td>0.001 FC (Used mainly in less developed states)</td>
</tr>
<tr>
<td>CC</td>
<td>Centi Credit</td>
<td>0.01 FC</td>
</tr>
<tr>
<td>DC</td>
<td>Deci Credit</td>
<td>0.1 FC</td>
</tr>
<tr>
<td>FC</td>
<td>FIP Credit</td>
<td>One life form earns approx 8 FC per hour =0.64 FC/Day</td>
</tr>
<tr>
<td>KC</td>
<td>Kilo Credit</td>
<td>1,000 FIP Credits</td>
</tr>
<tr>
<td>MC</td>
<td>Mega Credit</td>
<td>1,000,000 FIP Credits</td>
</tr>
<tr>
<td>GC</td>
<td>Giga Credit</td>
<td>1,000,000,000 FIP Credits</td>
</tr>
<tr>
<td>TC</td>
<td>Tera Credit</td>
<td>1,000,000,000,000 FIP Credits</td>
</tr>
</tbody>
</table>

Cost of running a Monarch class starship, (crew of 350) operationally per year:

Crew salary 8064 KC = 350*360*64
Officer Bonus 500 KC
Fuel 3,300 KC
Maintenance 2,400 KC
Crew Training 500 KC
Consumables 1,100 KC
Other Items 900 KC
Munitions 1,260 KC  Photon Torpedoes (60 * 21)

**Sub Total 15,259 KC**

Refit/5 3,100 KC  (5 Yr Refit Cost = 15,500 KC)
Construction/30 6,000 KC  (Construction Cost 200,000 KC)

**Yearly total 27,124 KC (27 MC)**

N.B. There are 36 pay periods, consisting of 10 days.

There are still seven days in a week (five working days and two non-working), so pay varies from period to period, depending on how many working days are in the ten day period.
## Rates of pay

<table>
<thead>
<tr>
<th>Position</th>
<th>Per Hr</th>
<th>Hours/week</th>
<th>Weeks pay</th>
<th>Years Pay</th>
</tr>
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<tbody>
<tr>
<td><strong>CIVILIAN</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Civilian Trainee</td>
<td>6</td>
<td>20+study</td>
<td>120</td>
<td>6 171</td>
</tr>
<tr>
<td>Civilian Low Risk</td>
<td>7</td>
<td>35</td>
<td>245</td>
<td>12 600</td>
</tr>
<tr>
<td>Civilian Supervisor</td>
<td>8</td>
<td>35</td>
<td>280</td>
<td>14 400</td>
</tr>
<tr>
<td>Civilian Scientist</td>
<td>8-9</td>
<td>40</td>
<td>340</td>
<td>17 486</td>
</tr>
<tr>
<td>Civilian Manager</td>
<td>9-10</td>
<td>40</td>
<td>360</td>
<td>18 514</td>
</tr>
<tr>
<td>Civilian Engineer</td>
<td>8-9</td>
<td>40</td>
<td>340</td>
<td>17 486</td>
</tr>
<tr>
<td>Very Senior Posts</td>
<td>10+</td>
<td>40</td>
<td>400+</td>
<td>20 571</td>
</tr>
<tr>
<td><strong>STARBASE OFFICER</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cadet</td>
<td>6</td>
<td>20+study</td>
<td>120</td>
<td>6 171</td>
</tr>
<tr>
<td>Ensign</td>
<td>7</td>
<td>40</td>
<td>280</td>
<td>14 400</td>
</tr>
<tr>
<td>Lieutenant JG</td>
<td>7.5</td>
<td>40</td>
<td>300</td>
<td>15 429</td>
</tr>
<tr>
<td>Lieutenant</td>
<td>8</td>
<td>40</td>
<td>320</td>
<td>16 457</td>
</tr>
<tr>
<td>Lt Cmdr</td>
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<td>40</td>
<td>340</td>
<td>17 486</td>
</tr>
<tr>
<td>Commander</td>
<td>9</td>
<td>40</td>
<td>360</td>
<td>18 514</td>
</tr>
<tr>
<td>Captain</td>
<td>10</td>
<td>40</td>
<td>400</td>
<td>20 571</td>
</tr>
<tr>
<td>Admiral</td>
<td>10+</td>
<td>40</td>
<td>400+</td>
<td>20 571+</td>
</tr>
<tr>
<td>Medic/Doctor</td>
<td>9</td>
<td>35</td>
<td>315</td>
<td>16 200</td>
</tr>
<tr>
<td>Administrator</td>
<td>8</td>
<td>35</td>
<td>280</td>
<td>14 400</td>
</tr>
<tr>
<td>Teacher/Instructor</td>
<td>8</td>
<td>35</td>
<td>280</td>
<td>14 400</td>
</tr>
<tr>
<td><strong>DEEP SPACE FLEET OFFICER:</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cadet</td>
<td>7</td>
<td>20+study</td>
<td>140</td>
<td>7 200</td>
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<tr>
<td>Ensign</td>
<td>8</td>
<td>40</td>
<td>320</td>
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<td>8.5</td>
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<td>340</td>
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<td>19 543</td>
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<tr>
<td>Commander</td>
<td>10</td>
<td>40</td>
<td>400</td>
<td>20 571</td>
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<tr>
<td>Captain</td>
<td>11</td>
<td>40</td>
<td>440</td>
<td>22 629</td>
</tr>
<tr>
<td>Admiral</td>
<td>11+</td>
<td>40</td>
<td>440+</td>
<td>22 629+</td>
</tr>
<tr>
<td>Medic/Doctor</td>
<td>10</td>
<td>35</td>
<td>350</td>
<td>18 000</td>
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<tr>
<td>Administrator</td>
<td>9</td>
<td>35</td>
<td>315</td>
<td>16 200</td>
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<td>Teacher/Instructor</td>
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<td>315</td>
<td>16 200</td>
</tr>
<tr>
<td><strong>GLOSSARY</strong></td>
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<tr>
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<td></td>
<td></td>
</tr>
<tr>
<td><strong>FIP</strong></td>
<td>Federation of Independent Planets</td>
<td>to detect the beam and therefore determine that it is being scanned.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>FTL</strong></td>
<td>Faster Than Light</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>MAR</strong></td>
<td>Matter Anti-Matter Reaction</td>
<td>Passive Sensor: A sensor that does not transmit a beam or other detection medium (e.g. listening to a conversation in the next room). The object being scanned cannot detect the scan.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Squib</strong></td>
<td>Process whereby a nuclear reaction fails. It is the result of an incomplete explosive reaction where the active components of the reaction were forced apart by the initial explosion, and are subsequently too far apart for the reaction to continue.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>VFF</strong></td>
<td>Vector Force Fields</td>
<td>Milli-starday: One thousandth of a starday</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>FAC</strong></td>
<td>Fast Attack Craft</td>
<td>Centi-starday: One hundredth of a starday</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Active Sensor</strong></td>
<td>An active sensor is one where the scanning device sends a beam (or other detection medium) to the object being scanned, which is then bounced back to the scanning device, providing the required information (e.g. radar). The object being scanned may be able to detect the beam and therefore determine that it is being scanned.</td>
<td>Deci-starday: One tenth of a starday</td>
<td></td>
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</tr>
<tr>
<td></td>
<td></td>
<td>Starday: One starday</td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>Deca-starday: Ten stardays</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Centa-starday: One hundred stardays</td>
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<td></td>
<td></td>
<td>Kilo-starday: One thousand stardays</td>
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<td></td>
<td></td>
<td>Mega-starday: One million stardays</td>
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<tr>
<td></td>
<td></td>
<td>DV: Damage Value</td>
<td></td>
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</tr>
<tr>
<td></td>
<td></td>
<td>FTA: Federated Trade Alliance</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>DDM: Dooms Day Machine, named because of they often attack inhabited planets without any apparent cause or provocation.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Player Sheet

GM: __________________________  Player: _________________________

Work Phone: ______  Home Phone: ______

Date: __________  Universe: Federation of Independent Planets

Practical Exams

<table>
<thead>
<tr>
<th>Characters</th>
<th>OER</th>
<th>OER</th>
<th>OER</th>
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<tr>
<td>Scenario</td>
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Date: _______________ Universe: Federation of Independent Planets

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Tours of Duty

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Appendix A - Strategy Guidelines

This extract from FIP Manual -23/1 is designed for use by starship personnel with a duty or interest in the strategy and tactics of the fighting starship.

Basic Starship Tactics

There are several basic manoeuvres that you can use versus an enemy ship. They will not always work, and their effectiveness varies depending on the ship you are flying - what works for a Monarch does not always work for a Revenge. A good captain can modify these tactics to fit nearly any situation and nearly any ship.

The basic tactics are:

The Dogfight
Stay on Target
The Rush

Change the angle of approach

Manoeuvre so that the enemy comes at you from a different angle, not straight on. This splits the damage up between your shields, making sure that none of them get too low, and doesn't much decrease the effectiveness of your weapons. This addition is most useful with The Dogfight. Only try it with The Rush if your ship doesn't use too much energy running at high speed, as the travel time is quite a bit longer then normal. It can be used with Stay on Target, although the range of first contact varies with the change in angle.

Accelerate

When used with Stay on Target, this option negates the weakness of the standard tactic, with only a small expense in the number of shots. If you accelerate when the ship closes you should be able to reach a speed of 20 or 30 before you pass each other.

Decelerate

This option is useful with two of the tactics above. With The Rush, it can be used to make the enemy fire missiles too early. If you approach at high speed and then decelerate when he releases his missiles, the extreme range of his missiles changes as you change your speed. By decelerating, you can make his first salvo explode short. When used in conjunction with The Dogfight, this and Accelerate above can be used to change the distance in which you turn, letting your ship turn inside another. This is very useful for changing shield facings and concentrating firepower.

Run Away

This is basically The Rush in reverse - you are rushing away from your target at high speed. This only really works when you have ships with rear-firing weapons, preferably missiles, which you can use to strike at the enemy ship's front shield. Run Away is useful in that, once your back shield is depleted, you can turn around and fight head-on. The best thing is that the enemy's missiles will be unable to hit you, and a rear firing missile has a longer range then most beams. Be aware however, that not all ships will engage in a stern chase, so that this may not work.

These tactics are designed for one-on-one combats, and may require revision or expansion to cope with multiple enemy targets. Combinations of these work well, such as Stay on Target for the first one or two ships, and then accelerating into a dogfight.
Some variations include:

The **Boff Dogfight** - Approach as in a normal dogfight and then decelerate to Speed 0 to gain a turn edge. This is good as long as you don't want to run away.

**Basic Rules of Combat:**

On stardate 1165, WIBR of the Thorans wrote the definitive text on starship combat and tactics. WIBR served with Captain Andrews during the battle of the asteroids of Ganges in 1101. Below is an extract of the key salient points from this text.

- Never get into a stern chase with a ship that has rear firing missiles. Think carefully about it if the ship has any rear firing weapons at all.
- Never use your front missiles in a stern chase of speed 70 or more - you'll have to be close and you could take your missiles on your front shield.
- Never overrun a drone - avoid all drones if possible.
- Never waste missiles on a ship that is dead in space - use your beams, they don't have an ammo limit. Target your missiles on the next enemy ship.
- Never set your proximity too small - a miss in a close fight could mean your death.
- Never use a Boff Dogfight versus a ship with missiles - the missiles will always hit.
- Always scan and analyse an oncoming ship for weapons, shields and crew - you never know when they'll try to surprise you.
- Always get your crew to assign DC crews *before* the fact. It's too late once you're dead.
- Always assign DC priorities - you don't want them to be fixing OTHER when the shields are down and the missiles won't load.
- Always check all systems before engaging your foe. The word 'OOPS' or "What Proximity?" occurs all too often, and usually when you really needed all your functions.

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Footnotes

1Sky Watch starwheel - David Ellyard Australian Broadcasting Corporation 1987


3The FIP Senate is a political body consisting of representatives of all member states. It decides FIP policy.

4The FIP Charter is the document defining the conditions and benefits of membership to the FIP.