



**CENTAURI
ALLIANCE™**

Field Guide



Prepared September 15, A.D. 2247

*This Manual is for the eyes of Alliance agents only.
Improper possession of its contents
can result in imprisonment.*



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Terms of the Alliance

We, the undersigned, as duly elected representatives of our races, do hereby covenant our allegiance to the Alliance of Centauri. Our people, our power, and our combined provision are at the complete disposal of the Alliance, that the causes of our individual races might fall secondary to that of the galaxy as a whole. We agree that the hostile powers which exist are far too significant to face without allies upon which we can rely fully, even as they can rely fully upon us.

We acknowledge that the Alliance is both necessary and of the highest importance, and our planetary and system-wide governments acknowledge its authority in these times of martial hazard. We therefore give ultimate governmental control to the Alliance, which will be the single power behind the armies of all our peoples.

We, the undersigned, accept appointment to the High Council of the Alliance, and agree to fulfill our positions with integrity, justice, and diligence, accountable only to the people of the Alliance, and to the Prime Mover Himself.

June 5, A.D. 2214



Historian's Report: Alliance Origin

As agents, you are thoroughly trained in all aspects of galactic history, but a brief summary of recent history can be a valuable tool to bring to mind certain patterns of past behavior that might have an effect on recent events, and particularly on your current mission.

After the creation of plenadium in a controlled reactor environment, the people of earth united to construct the first interstellar transport, which brought a small crew to the system of Alpha Centauri at near light-speed, arriving late in the year A.D. 2087. To their surprise, two other races had already been to the binary system and had previously established military outposts.

Facing a slightly superior technology, the race of Humanity established an alliance with the other two races (the Valkyryn and Arcturian peoples). With the Alliance of Centauri came a sharing of technology; our plenadium fusion technique was exchanged for a jump-ship technology which permitted the passage through several light-years of space instantly, though at great energy cost.

The galaxy was seen to be a virtual battlefield of segmented forces, the multitude of sentient races each at odds with one another, each desiring the ascendancy of their own people. Recognizing the need for solidarity in the face of such chaotic adversity, many races formed into coalitions with other races—those with similar foundations of logic and morality.

The six races which, in the year A.D. 2214, officially became the Centauri Alliance, shared such similar foundations and a mutual desire for galactic peace. Galactic adversity and chaos continue, however.



From the High Council

Greetings, soldier. As an officer of the Alliance, you are hereby discharged from standard martial duty and relegated to system patrol.

This seeming demotion is, in fact, a promotion of the highest significance. Standard martial duty includes strict obedience to the Intergalactic Convention, which forbids us from even defending ourselves to the fullest extent of our powers. You, and others of your same rank, can (as free agents) draw upon the resources of the Alliance and yet operate against our own sanction...though you will, in fact, be serving the Alliance to the greatest possible degree.

Your mission will be delivered to you through selected Alliance Headquarters as well as non-standard mediums of communication. Our best wishes, and highest regard, go with you.

The High Council of
The Centauri Alliance
July 17, A.D. 2247



Opposition Report: ***DAYNAB***

In the Omicron VII system, within the asteroid belt called the Hammer of Aries, our enemies have gained a strategic foothold in the outer fringes of Alliance space. Aided by unspecified individuals that have turned traitor to the Alliance, our enemies have the ability to penetrate our space to a critical degree.

One leader of the opposition, a Donsai mercenary captain, had Beta-level security clearance and is extremely familiar with Alliance space and military procedures. You must locate this renegade and neutralize him at any cost. He must not be allowed to remain both alive and in collaboration with our enemies.

The Alliance Headquarters in the Omicron VII system will fill you in on further details, and you will be given new directions as the situation develops. Included in your Field Guide are specifications for the counter-alliance currently assaulting us.

Any information discovered concerning these traitors during the course of your mission should be forwarded to the High Council, marked for my eyes only. Please maintain absolute confidentiality in this critical time.

Councilor Renfrew
elected to
The High Council
of
The Centauri Alliance
August 22, A.D. 2247



Official Document

Mission Status: **URGENT**

The recent opposition encountered at the fringe of Alliance space has been identified as the DAYNAB Confederation. DAYNAB has had little contact with the Centauri Alliance, preferring to maintain a neutral and uncontested boundary on the outer portion of the galactic spiral. DAYNAB space lies in a sector with less than 3% of the observable mass density of Alliance space. As a result, no major systems have been pinpointed, and their dominant race is rumored to be humanoid, but this remains unconfirmed.

Information linking DAYNAB involvement to recent fringe conflict is merely tentative, and as yet prohibits direct action on the part of the official Alliance governing body. But your own covert investigation and active involvement is necessitated and unofficially encouraged, given the potential threat to the Centauri Alliance.



The Fractyr Fist

The origin of the Fist is largely a mystery. It first appeared in the late 21st Century and was used to decisively affect the outcome of the Bernard Conflict. The wielder, a Donsai by the name of Keptak, claimed to have found it during a random inspection of space debris. Analysis confirmed that it is of Fractyr workmanship—a race that emerged in a distant system (Kindratus; 210,000 lightyears from Sol), and has long since vanished from the Cosmos.

The power of the Fist was never truly measured. As a combat device, it was incredible, vanquishing thousands with sonic blasts and crushing blows. Built into the palm and wrist guard was a high-level computer matrix and energy network. Its other abilities remain unknown.

After the Bernard Conflict, the Fist was reportedly damaged, and seemed to have disappeared. Well over a century has passed without mention of its whereabouts...until now.

Enemy transmissions have indicated that the Fist was dismantled into six individual components (perhaps in an effort to decipher its workings), and that they have appeared separately on the black market. The enemy's interest in the Fist is obvious; a functional artifact of its caliber would do much to aid their cause.

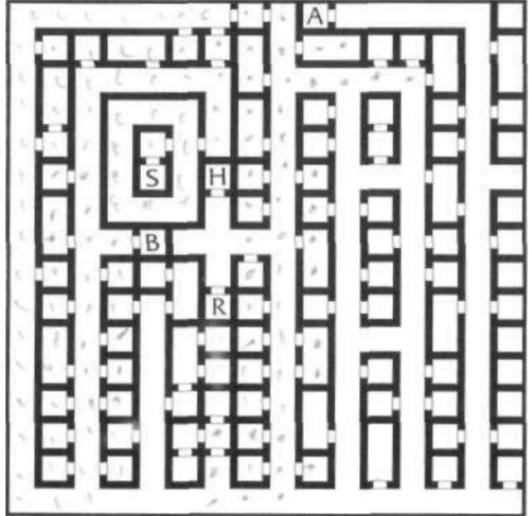
Your interest in this artifact is also clear: Enemy agents may be located near the components of the Fist, wherever they may lie. And under no circumstances must they possess them.



Lunabase

Lunabase is the center of Alliance operations. Below is a map, to assist you with orientation while in the city:

A	Academy
B	Biotech
H	Headquarters
R	Armory
S	Starport



Lunabase is a shielded city. The shield effect creates a dome of pure energy over the base, which contains the atmosphere and creates an artificial skyline. Luna is better suited for a starport than Earth, having only one third of its larger neighbor's gravity.

Lunabase is the major starport of the Alliance. Like any port, there is a large element that feeds off the the honesty and good work of others. These criminal types are most often found in the vicinity of the Starport, but are likely to appear at any time and attack any person of seeming wealth. This warning is given that you might be completely prepared as you walk the streets of Lunabase.



Basic World Descriptions

Omicron VII A distant Alliance outpost, Omicron VII lies at the edge of the asteroid field known as the Hammer of Aries. The primary base on Omicron, which contains the Alliance starport, is seething with aliens and strange enemy insurgents. This area of space is scantily patrolled and is a known center for contraband trade, including blackmarket arms.

Andrini Cluster This group of planetoids is an important mining operation for the Alliance. Also categorized as fringe worlds, the Cluster is the home of many unsavory alien types. The base here is on the largest planetoid in the Cluster. The majority of mining works are civilian operated; exact statistics are not available, as the Andrini Cluster is riddled with caverns.

Chronum This barren world has little material value aside from being the largest source of plenadium in the sector (plenadium being the volatile fuel element in the stardrive mechanism). It is used as a relay post for star travel due to its critical location.

Kevner's World This world is home to a humanoid civilization caught in an era resembling earth's medieval period. Not yet technologically mature enough to join the Alliance, its people barely tolerate the Alliance base in their capital city. Studies have reported mutant psionic abilities in many indigenous species, which have been locally mistaken for magic and spellcasting. Psionic and non-psionic personnel alike are cautioned against wandering far from the Alliance base.

Tau Eridani This distant world is a known mercenary base and the seat of much intergalactic smuggling. Our officers are advised to stay within the bounds of the Alliance embassy, near the space port. Tau Eridani has reportedly developed a training academy for mercenaries, but to date no Alliance agents have located this installation.

Veladron II This system is used as a local rendezvous point and logistics center for the Alliance. The Alliance shipyards are maintained here. Local crime has increased to the point where casual exploring can be very hazardous.

Port Minkar As a center for merchant operations and interstellar commerce, Port Minkar has few equals. Due to the rapid exchange of currency and precious items, it carries its own unique risks and adventure.

Kasdran Largely deserted, Kasdran dates back to the days of the Ancients' Empire. It is used as a starport connection by the Alliance, but wandering far from the starport has been designated as hazardous. Strange power surges have been measured emanating from some of the local ruins, but their precise origin is as yet unknown.

Epsilon Indi Also an ancient world, Epsilon Indi is currently used as a research outpost and is heavily garrisoned. Yet its fringe proximity makes it a hot spot for military activity. As a center for scientific and technical development, Epsilon Indi acts as a magnet to those who traffic in state secrets and proprietary hardware.

Gamma Base Used primarily as a starbase, this distant outpost contains a large warehousing industry for this sector of the galaxy, and is constantly under seige by smugglers, pirates, and counter-alliance forces. Those journeying through this system frequently meet with delays.

Keppa Var This world is thought to be the most ancient of all worlds in this quadrant of space. The barbarian residents of this planet are locked in violent civil war, and have little interest in, or sympathy for, Alliance operations. Due to the unstable circumstances reported there, travel is, at present, rarely permitted.



Official Document

Alliance weaponry

Dagger Type: Melee (close-quarters) or thrown
Damage: 1-4
Range: 2 hexes

The Alliance-issue dagger is an 8 inch dura-alloy blade that is finely balanced enough to throw in combat.

Broadsword Type: Melee (close quarters)
Damage: 3-12

Also of dura-alloy construction, the broadsword is a medium-weight weapon that can be controlled well with one hand.

Battle-axe Type: Melee (close quarters) or thrown
Damage: 2-8
Range:- 1 hex

The battle-axe has a large, double-sided blade of dura-alloy that is counter-weighted in its long hilt.

Shuriken Type: Thrown
Damage: 2-8
Range: 5 hexes

A razor sharp, six-pointed star, the shuriken is an accurate and deadly weapon in the hands of someone trained to use it.

Beretta Type: 9 mm automatic projectile pistol
Action: **Single** shot, holds 8 rounds: 9x23 mm
fixed cartridge ball
Damage: 2-8
Range: 4 hexes

The Beretta is a modified version of the handgun that became popular in the late 1970s. Its increased accuracy and reliability make it a popular handgun.

Colt .45 Type: .45 caliber revolver (projectile pistol)
Action: Single shot, holds 6 rounds: .45
fixed cartridge ball
Damage: 3-12
Range: 3 hexes

The Colt .45 remains in virtually the same state it has for centuries. It is an extremely powerful and dependable pistol.

Plasma Pistol Type: Energy pistol, firing heated phase-plasma slugs
Action: Single shot, unlimited slugs, and uses an
8 Power **Pack**
Damage: 2-8
Range: 4 hexes

The Plasma Pistol fires a phase-plasma slug that is laser-heated and then ejected at high velocity from the weapon's muzzle. The molten slugs travel along an ion sighting beam until they reach their target. The power pack is good for 4 shots.

Veer-Light Pistol Type: Spec 42.14 laser energy pistol
Action: Single shot Phase Pulse, uses an 8
 Power Pack (4 charges)
Damage: 2-8
Range: 4 hexes

A very accurate, lightweight laser pistol, the Veer-Light has a lower power consumption and high discharge rate that has made it the favored laser pistol in Alliance circles.

UZI 9 mm Type: 9 mm conventional assault rifle (projectile)
Action: Up to 8 bursts (entire hex), using 9x44 mm
 fixed cartridge
Damage: 4-16
Range: 2 hexes

This Israeli assault rifle is still used in many non-energy mission situations, due to its light weight and compact size.

M-18 "Stormer" Type: .45 caliber conventional assault rifle (projectile)
Action: Up to 6 bursts (entire hex), using .45 fixed
 cartridge shells
Damage: 5-20
Range: 2 hexes

The Stormer fires heavy bursts of .45 caliber shells, and is typically used in open terrain and under lighter gravity conditions. The shells pack more punch than the 9 mm, but tend to travel at slower velocities and are less accurate.

Dezran Riotgun Type: 18 mm pump shotgun
Action: Single shot, wide dispersal (entire hex) of 18x60 mm fixed cartridge buckshot (holds 4 cartridges)
Damage: 6-24
Range: 1 hex

The Dezran Riotgun was created to effect damage in close-range multi-opponent combat. It is extremely effective in close quarters assault, and will deliver a cartridge (containing dispersal of 10 6 mm slugs) to cover an entire hex.

veer-Light Carbine Type: Spec 28.44 laser energy rifle
Action: Phase energy burst (entire hex), using an f9 Power Pack
Damage: 3-12
Range: 3 hexes

Like the Veer-Light pistol, this rifle is extremely lightweight, power efficient, and accurate. It fires up to 6 controlled-dispersal bursts on one power pack.

Photon Blaster Type: Spec 29.11 laser energy assault rifle
Action: Phase energy burst (entire hex), using an f9 Power Pack
Damage: 4-16
Range: 1 hex

Of slightly heavier construction than the Veer-Light Carbine, the Blaster gives up some of the Veer-Light's range and accuracy in favor of a more concentrated phase burst. The Blaster is also heavier and more cumbersome.

Duro-fabric Suit **Type:** 2.1, 2.2, 2.5 and non-standard types;
Duro-fabric jumpsuit
Focus: Harsh weather protection and light combat

These suits are composed of a cotton-lined duro-fabric mesh, designed in a jumpsuit fashion that endeavors to protect the entire body. Will deflect some damage resulting from projectile and energy weapon assault.

Vacuum and Environment Suits **Type:** Vacuum and environment standard issue,
sealed duro-fabric
Focus: Light to medium combat, airless and
temperature extreme climate

These suits provide protection on the level of Duro-fabric suits, but are temperature shielded and have air-sealing gaskets and internal air supplies. The helmet is composed of a duro-composite fabric that undergoes molecular alignment and becomes a rigid helmet when fully connected.

Combat Armor **Type:** Alliance-construction combat frame
Focus: Combat

This suit is solidly armored with flexible duro-mesh joints. It contains a power supply that provides energy to numerous internal motors that accentuate the wearer's strength to a heightened degree. It is resistant to temperature and air loss, and has an internal air supply to handle vacuum assaults.



Medical Report: *Human*

Avg. height	Male 1.8 meters Female 1.5 meters
Avg. weight	Male 75 Kilograms Female 60 Kilograms
Body temperature	Male 36.9°c Female 36.9°c
Life expectancy	Male 98 standard years Female 102 standard years



Humans are mammals, considered to be of average strength and size as compared to the galactic norm. They have no psionic ability of any sort, but are possessed of tremendous combat expertise, as well as substantial technical ability. This race is known to function at peak ability during combat and other periods of stress.



Medical Report: *Valkyryn*

Avg. height Male 2.2 meters
Female 2.0 meters

Avg. weight Male 50 Kilograms
Female 38 Kilograms

Body temperature Male 19.4°C
Female 19.4°C

Life expectancy Male 118 standard years
Female 116 standard years

The Valkyryn stand erect and bipedal, but are derived from avian stock. They are weaker and lighter than the galactic norm, but are slightly taller. They are covered with a fine though dense plumage, and are brightly and distinctively colored. They have great psionic abilities and are superb technicians.



Medical Report: ***Praktor***

Avg. height	Male 1.1 meters Female 1.0 meters
Avg. weight	Male 94 Kilograms Female 93 Kilograms
Body temperature	Male 5.3°C Female 5.3c
Life expectancy	Male 120 standard years Female 120 standard years

Praktorians have no internal bone structure, aside from a single hard casing which surrounds their most important neurological apparatus. They are composed of millions of independent silicone supercells, which combine and adhere to one another on mental command. This gives them the ability to metamorph (shape change) into a variety of animal forms. Their natural shape, once all supercells are relaxed, falls into that pictured above.



Medical Report: *Donsai*



Avg. height Male 2.2 meters
Female 1.8 meters

Avg. weight Male 86 Kilograms
Female 70 Kilograms

Body temperature Male 31.6°C
Female 31.6°C

Life expectancy Male 94 standard years
Female 99 standard years

The similarities between Human and Donsai races are incredible, anthropologically speaking. The Donsai are a warrior people, and are mammalian, though they are taller and somewhat stronger than the average human, and have a bluish cast to their skin. They lack the dexterity of their human counterparts, however.



Medical Report: *Manstrak*

Avg. height	Male 2.0 meters Female 1.8 meters
Avg. weight	Male 210 Kilograms Female 115 Kilograms
Body temperature	Male Ambient Female Ambient
Life expectancy	Male 72 standard years Female 81 standard years



Manstraks are of reptilian origin, although they are distinctly humanoid in appearance. Their strength is legendary across the galaxy; in size and weight they dwarf the other members of the Alliance, and therefore make formidable warriors. They are covered with a system of interlocking plates, which vary in size to permit greater flexibility in certain regions. The Manstraks' keen eyesight aids in fine technical work.



Medical Report: ***Arcturian***

Avg. height Male 2.4 meters
Female 1.8 Meters

Avg. weight Male 70 Kilograms
Female 45 Kilograms

Body temperature Male 38.9°C
Female 38.9°C

Life expectancy Male 129 standard years
Female 134 standard years

Constructed of an amazingly durable chitinous exoskeleton, the Arcturians are deemed excellent fighters, even considering their light weight. Their insectoid forms appear very humanoid, and their hands have segmented fingers and thumbs.



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