

QUARTERMASTER CORPS

Star Trek
Gaming Material

by Pete Rogan

Thermocrete: This substance (used by Dr. McCoy to patch up the Horta in *Devil in the Dark*) usually comes in five, ten, or twenty-five kilo bags, hundred kilo drums, and unbagged bulk. In dry form, it is a grey-bluish powder, coarser to the touch than cement, but without the grit and gravel of 20th century concrete. Like its construction site ancestors, thermocrete is wetted, mixed, poured into place, and left to dry. There the resemblance ends.

Thermocrete stays wet about half an hour after mixing, the actual time depending on ambient temperature, tending to be longer when it is cooler. It will not set at all below -100 degrees Celsius. Higher temperatures to above 400 degrees Celsius may shorten the wet period and drastically accelerate the set. It stays semifluid during this time and then suddenly increases in temperature to above 100 degrees Celsius for from two to ten minutes, depending on temperature and the size of the pour. As it heats it hardens in the thermocrete set, and when it cools it is a permanent and very hard, resilient material, not prone to cracking, spalling, or

dusting. It does not cure after setting and can be built upon immediately.

Thermocrete is a semisynthetic material obtaining its strength from catalytic agents in the mix that react after a certain time to bond the material together through polymerization. It can be mixed to any consistency, since its setting is not controlled by the wetting. It can be made doughy, for fast repairs of buildings and fortifications, or made into a pourable slurry for large scale castings like foundations. One hundred kilos of thermocrete, whatever the proportion of water, makes about one cubic meter of thermocrete solid. It is tougher than 20th century concrete by about 15% and lasts longer. Using excavators and forms Starfleet engineers can build a thermocrete structure in less than an hour per level. A crew of 10 with proper equipment could pour 1000 square meters of floor space, minus roofing, in that time.

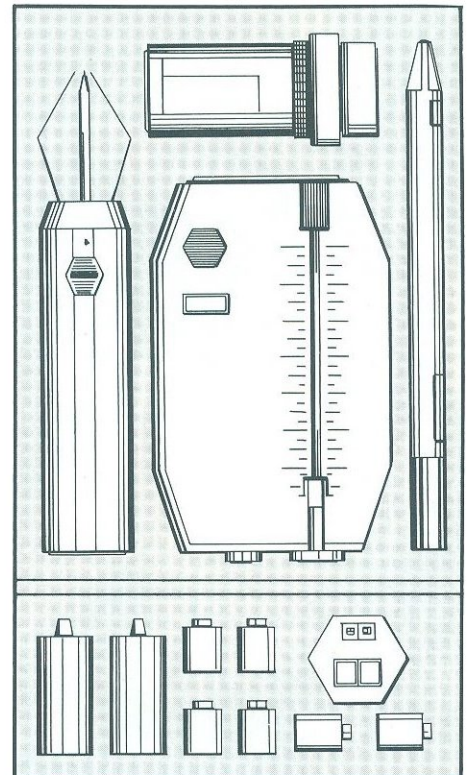
Sometimes called thermoconcrete, it is an excellent insulator against heat, cold, energy and dampness due to the high proportion of silicon in it.

Personal First-Aid Kit, Mk. II:

Known throughout the Federation as the Electric Band-Aid, this is a small first-aid kit designed for use on flesh wounds not involving major tissue damage or broken bones. It is 5 × 10 × 2 cm. in size, and can be opened with one hand if necessary. Inside the kit are three components: an easy-open container of sterilite cleansing wipes, a small disposable topical-anesthetic dispenser with three charges, and a disposable protoplaser capable of covering about 20 square centimeters of damaged flesh. All are clearly marked in Galacta with glow in the dark lettering.

The kit works on all Federation races and most known advanced life forms, sentient or not. It is painless, quick, and handy when a minor injury occurs in a work detail or a landing party.

The P.F.A.K., Mk. II is not found



very often among Starfleet personnel. For one thing, the cost is fairly high and the wounds it can treat are not disabling. Federation and Starfleet practice usually requires a medical technician or doctor accompany a landing team or detachment if they are not within reach of medical facilities. Perhaps most telling of all, the Electric Band-Aid is almost the same size as a communicator, and if it is carried at the back of the belt, as is standard, it may be grasped accidentally. It takes only a couple of instances of crewmen trying to report back to their commanding officer on their first-aid kits for them to be discarded before leaving the ship.

Interestingly, the main users of the P.F.A.K., Mk. II are merchant traders who have bought up some of the Starfleet surplus. Many of these merchants use them personally rather than selling them, as they operate far from medical aid and may have room for nothing more extensive in the way of medical gear on a trading expedition.

