

STARSHIP TROOPERS™

THE ROLEPLAYING GAME



THE UNITED CITIZENS'
FEDERATION

STARSHIP TROOPERS™

THE ROLEPLAYING GAME

RETINAL SCAN: COMPLETE
IDENTIFICATION: CONFIRMED
PERMISSION TO PROCEED:
GRANTED

THE UNITED CITIZENS' FEDERATION

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Priority Signals

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INTRODUCTION

WELCOME, CITIZENS.

You have proven yourselves to be outstanding members of the Federation, men and women with the courage and capacity to rise above the ranks of the masses and embrace the responsibilities and privileges that come with citizenship.

You have been to boot camp, you have tested yourself and passed. You have become a small but essential part of a great

cause, as integral and important to the Federation as any other citizen. But while boot camp has surely taught you how to *be* a citizen, you may not yet understand all that it *means* to be a citizen. *The United Citizens' Federation* is designed to show you, to teach you everything that, as a citizen, it is your responsibility to know and understand about the Federation itself.

You know that being a citizen in the United Citizens' Federation requires something many human beings are not capable of – it requires a willingness to put the safety and security of the human race ahead of your own, to lay down your life if necessary that the race itself might survive. It is the ultimate price for the ultimate reward. You know this but do you understand why it is necessary?

The *Citizens' Federation* will show you why. Knowing what the Federation is, understanding the importance and clarity of our system, as well as the troubles and trials we have endured to reach where we are today, is an integral part of truly understanding what citizenship means, of holding to that great commitment each of you has made to achieve what you have achieved.

Boot has taught you how to fight. Now you will come to understand what it is you are fighting for.

Moreover, you will find within the pages of *Citizens' Federation* an incisive look at the enemies that may face you in your service to the Federation, wherever that may lead you. From the enemies of years past that no longer trouble us to the enemies of the here and now, *Citizens' Federation* will give you the knowledge you need to do battle and protect your race.

As you read through the *Citizens' Federation*, you will notice a SICON Security Rating Seal at the bottom of the first page of each chapter. Very little of the information contained in *Citizens' Federation* is highly classified. However, there are some subjects that should not be shared with civilians, and a few that should not be shared with anyone.



FEDERATION HISTORY

THE UNITED CITIZENS' Federation was forged in the fires of the Disorders, a time of violence and horror such as Earth had never known before, nor has it known since. The basic facts of Federation history are well known to most citizens and civilians in the Federation, lessons learned during the History and Moral Philosophy class almost every civilian youth takes as a required part of any public education.

Unfortunately, teachers of History and Moral Philosophy have only one year in which to educate their students, to instill in them the sense of rightness and clarity of vision which are hallmarks of the Federation. Thus, sometimes these teachers must omit or skim over facts which, while not absolutely required for the course material, are nonetheless germane to any significant discussion of Federation history. With this in mind, the *Citizens' Federation* opens with an extensive discussion of the history of the Federation, to cover any aspects of that history which might have been neglected in the regular coursework.

TIMELINE OF THE UNITED CITIZENS' FEDERATION

When discussing history, it is eminently helpful to have a timeline of events to refer to, in order to place the evolution of the United Citizens' Federation in its proper context. This timeline is purposefully general, only highlighting events of importance to the UCF at large. Historians have long complained that often, there is little to study in the history of the Federation, that years, even decades go by without any major events. Though this may be vexing for the historians, citizens and civilians of the Federation through the long years since its founding have always been grateful not to be afflicted by that ancient Chinese curse – 'may you live in interesting times'.

SICON SECURITY RATING SEAL



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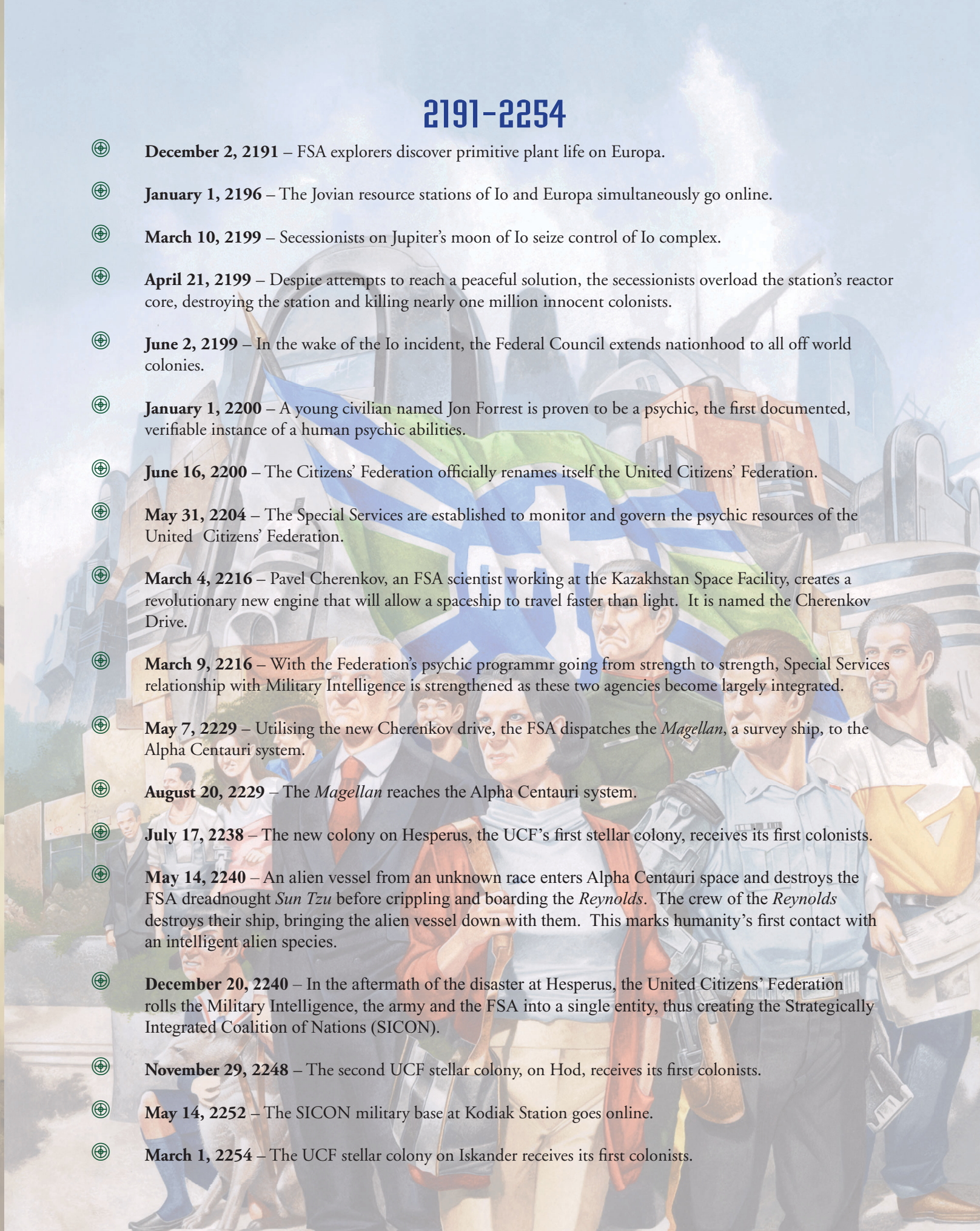
None of the information contained within this chapter of the *Citizens' Federation* is secret or classified. It requires no specific security rating to read and is open to any citizen or civilian wishing to review or share it.



2041-2190

- ⊕ **February 21, 2041** – The Russo-Anglo-American Alliance and the Chinese Hegemony go to war, touching off the Disorders.
- ⊕ **November 1, 2125 to April 17, 2126** – The ‘Revolt of the Scientists’. Intellectual elite in multiple nations attempt to seize control of government.
- ⊕ **July 21, 2130** – The Treaty of New Delhi is signed. Its afterthought approach to the problem of prisoners of war enrages veterans worldwide.
- ⊕ **August 14, 2132** – The newly-formed Aberdeen militia publishes the Emergency Measure.
- ⊕ **October 19, 2132** – The day the Aberdeen militia succeeded in overthrowing the gangs and criminals in Aberdeen, Scotland. Now celebrated as Federation Day.
- ⊕ **December 26, 2132** – Declaring the Aberdeen militia a dangerous and unlawful force, the government of the European Alliance begins military action against the city.
- ⊕ **April 19, 2133** – After several months under assault by its own enraged population, the European Alliance ceases to exist.
- ⊕ **May 4, 2133** – The Federation is raised on the ashes of the old European Alliance.
- ⊕ **August 30, 2134** – The Russo-Anglo-American Alliance officially becomes part of the new Federation.
- ⊕ **February 11, 2145** – The Pu Yi Massacre in Beijing finally spurs the population of the Chinese Hegemony to rise up against their government.
- ⊕ **June 7, 2146** – The government of the Chinese Hegemony is overthrown, bringing the last of the great powers beneath the umbrella of the Federation.
- ⊕ **April 7, 2147** – In order to communicate effectively with its population, the Federation launches FedNet, a worldwide computer and broadcast network to disseminate information to the people.
- ⊕ **January 1, 2150** – The Federation, with the introduction of sovereign franchise, renames itself the Citizens’ Federation.
- ⊕ **January 5, 2150** – The Federal Council announces ambitious plans to provide for the housing, health, education, safety and freedom of all its people.
- ⊕ **March 11, 2169** – The Federal Council reconstitutes the space programmes of the pre-Disorders superpowers beneath the Federal Stellar Authority.
- ⊕ **October 7, 2178** – The FSA launches the *Galileo*.
- ⊕ **April 3, 2182** – Luna Base, the first Federation installation outside Earth, goes online.
- ⊕ **November 20, 2190** – Olympus Base, the first Federation colony on Mars, goes online.

2191-2254

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- ⊕ **December 2, 2191** – FSA explorers discover primitive plant life on Europa.
 - ⊕ **January 1, 2196** – The Jovian resource stations of Io and Europa simultaneously go online.
 - ⊕ **March 10, 2199** – Secessionists on Jupiter's moon of Io seize control of Io complex.
 - ⊕ **April 21, 2199** – Despite attempts to reach a peaceful solution, the secessionists overload the station's reactor core, destroying the station and killing nearly one million innocent colonists.
 - ⊕ **June 2, 2199** – In the wake of the Io incident, the Federal Council extends nationhood to all off world colonies.
 - ⊕ **January 1, 2200** – A young civilian named Jon Forrest is proven to be a psychic, the first documented, verifiable instance of a human psychic abilities.
 - ⊕ **June 16, 2200** – The Citizens' Federation officially renames itself the United Citizens' Federation.
 - ⊕ **May 31, 2204** – The Special Services are established to monitor and govern the psychic resources of the United Citizens' Federation.
 - ⊕ **March 4, 2216** – Pavel Cherenkov, an FSA scientist working at the Kazakhstan Space Facility, creates a revolutionary new engine that will allow a spaceship to travel faster than light. It is named the Cherenkov Drive.
 - ⊕ **March 9, 2216** – With the Federation's psychic programmr going from strength to strength, Special Services relationship with Military Intelligence is strengthened as these two agencies become largely integrated.
 - ⊕ **May 7, 2229** – Utilising the new Cherenkov drive, the FSA dispatches the *Magellan*, a survey ship, to the Alpha Centauri system.
 - ⊕ **August 20, 2229** – The *Magellan* reaches the Alpha Centauri system.
 - ⊕ **July 17, 2238** – The new colony on Hesperus, the UCF's first stellar colony, receives its first colonists.
 - ⊕ **May 14, 2240** – An alien vessel from an unknown race enters Alpha Centauri space and destroys the FSA dreadnought *Sun Tzu* before crippling and boarding the *Reynolds*. The crew of the *Reynolds* destroys their ship, bringing the alien vessel down with them. This marks humanity's first contact with an intelligent alien species.
 - ⊕ **December 20, 2240** – In the aftermath of the disaster at Hesperus, the United Citizens' Federation rolls the Military Intelligence, the army and the FSA into a single entity, thus creating the Strategically Integrated Coalition of Nations (SICON).
 - ⊕ **November 29, 2248** – The second UCF stellar colony, on Hod, receives its first colonists.
 - ⊕ **May 14, 2252** – The SICON military base at Kodiak Station goes online.
 - ⊕ **March 1, 2254** – The UCF stellar colony on Iskander receives its first colonists.

2255-2320

- ⊕ **April 19, 2255** – The mining rights to the gas giants of Castus and Pollor are sold to civilian corporations.
- ⊕ **October 28, 2263** – The UCF stellar colony at Shoreridge III receives its first colonists.
- ⊕ **December 3, 2272** – The UCF stellar colony at Epsilon Prime receives its first colonists.
- ⊕ **June 11 2278** – The UCF stellar colony at Faraway receives its first colonists.
- ⊕ **October 7, 2278** – The UCF stellar colonies at the Trio receive their first colonists.
- ⊕ **December 13, 2284** – The UCF stellar colony at Cassandra receives its first colonists.
- ⊕ **April 5, 2285** – The UCF stellar colony at Karrus receives its first colonists.
- ⊕ **October 13, 2287** – The *Ozymandius* survey mission to the Beta Cygni system discovers evidence of intelligent life on a planet dubbed Scylla, however on closer inspection all traces of alien inhabitants appeared to have been swept away in one of the planet's numerous and violent storms.
- ⊕ **September 16, 2299** – The UCF stellar colony at Zegama Beach receives its first colonists.
- ⊕ **September 3, 2300** – A spate of raids and attacks plague the Trio. These raids have subsequently been attributed to the enigmatic race, colloquially known as the Skinnies.
- ⊕ **March 12, 2308** – The UCF stellar colony at Rhohan receives its first colonists.
- ⊕ **January 23, 2312** – The SICON post at Wolf Run goes online.
- ⊕ **June 21, 2313** – The SICON post at Fomalhaut goes online.
- ⊕ **February 20, 2317** – Arachnids are discovered on Pluto and are initially thought to be an indigenous race.
- ⊕ **February 28, 2317** – Mobile Infantry troops are sent to Pluto to exterminate the hostile Arachnid presence.
- ⊕ **December 7, 2319** – SICON announces that the extermination of the Arachnid threat on Pluto has been a success.
- ⊕ **December 8, 2319** – The SICON observation post on Charon reports anomalous readings, seemingly departing Pluto in the wake of SICON's departure from the planet. These reports are met with widespread skepticism.
- ⊕ **December 24, 2319** – The SICON observation post on Charon again reports anomalous readings, this time of heading towards the heart of the Sol system. Fourteen hours later, before Charon's reports can reach Earth, Buenos Aires is destroyed by a mile wide meteor and over ten million people are killed.
- ⊕ **Present Day (2320)** – SICON returns to Pluto.

THE DISORDERS

Any discussion of Federation history, of course, must begin with a discussion of the Disorders.

Study of the Disorders is considered one of the most difficult – and depressing – fields of study available to any historian of the Federation. It is difficult not only because so many records of that time were irretrievably lost, but also because the mindset, the short-sighted goals and shallow ambitions of that time are singularly incomprehensible to the citizens and civilians of the Federation.

In the days before the rise of the Federation, the world was divided among many independent and sovereign nations, each claiming its own scrap of the Earth's surface and each seeking to impose its will upon its neighbours, or even upon the rest of the globe. Seeking strength in numbers, many of these nations found common cause with one another, forming limited alliances and pacts in order to better project their combined strength. These alliances, for the most part, replaced the individual superpower nations that had existed before. Nations with commonalities – be they national interest, cultural ties or even a shared language – formed together into these alliances. The three strongest of these new superpowers were the Russo-Anglo-American Alliance, the European Alliance and the Chinese Hegemony.

The time leading up to the Disorders is, unlike the Disorders themselves, fairly well documented. Looking back on that time through the telescope of the centuries, with the utter clarity of hindsight as their tool, it is easy enough for historians of the Federation to pick out the beginnings of the Disorders in the governments of the day, the rot at their cores that would eventually bring the world they had created crashing down in flames around their ears.

FAILED CIVILISATION

At the beginning of the Disorders, nearly 200 different nation-states dotted the surface of the Earth. Varying widely in size, military power and geopolitical influence, these nations alternated between open war and a tense, armed peace that usually amounted to little more than a brief lull in the actual fighting.

War had always been part of human history but, for much of that time, it never threatened the very survival of the race, nor had it been a near-constant state of affairs. The Disorders changed all that.

'The darkest period in the history of the human race, the time now coming to be known as the Disorders is of vital importance. By the wisdom of the founders, we will never again see such a terrible time upon this Earth. However, despite the foolishness and wastefulness of the old nations of the Earth, they taught us one lesson that must never be forgotten, that force is the ultimate expression of will.'

Text quoted from 1st Edition History and Moral Philosophy textbook, printed 2152

The Disorders grew slowly and in such a way that it was impossible for the people of the time to realise what was happening to them. As with most things, it began small. Some of the lesser nations sought to increase their own power and protection by imposing their will on their equally minor neighbours. Larger nations, in a bid to secure access to the dwindling natural resources of the planet, began to engage in seemingly endless ill-planned and ill-executed adventures throughout the world, sowing the seeds of violence and discord wherever they went.

As oil became increasingly scarce in the middle of the 21st Century, the great superpowers of the world turned their attention more and more to the remaining deposits – the Middle East, the Caspian Sea, parts of Africa and eastern South America. Competition for these dwindling resources marked the true beginning of the Disorders, as open warfare began to break out, a plague marring the surface of the Earth.

Initially, most of the fighting was carried out by proxies, smaller client states of the great superpowers. As with all such conflicts, however, the fighting soon escalated, and theories of Mutually Assured Destruction were cast aside in the race to claim the world's remaining fuel. Eventually, the Russo-Anglo-American Alliance and the Chinese Hegemony, two of the three great powers of the world, went to war and set the whole globe ablaze. Hostility and propaganda became commonplace, and the people of the Earth came very close to sacrificing themselves on the twin altars of greed and bigotry. Nuclear and biological weapons, so long held in reserve in hopes they would never be used, began to darken the skies and poison the land.

For nearly a century, these wars dragged on. Millions died and vast tracts of the planet's surface were rendered uninhabitable



by radiation and plague. In the great tumult of war, the nations forgot about their people, focusing instead on the drive to ephemeral and elusive victory, ultimately impossible for any of them in the sciamachy of the Disorders.

For the citizenry of the world, these wars carried a heavy price, greater even than the losses of their sons and daughters in battle after battle. While the nations warred with one another, the people at home were forgotten, left to fend for themselves in an atmosphere of ever-increasing crime, privation and governmental apathy. Street gangs wielding military-grade weaponry began to take over the cities, preying upon the people there. Cries for help to the various governments were ignored – there was too much at stake in war to divert resources to deal with such problems at home.

It was a situation that could not endure. It lacked only people with the vision, drive and courage to bring it to an end.

RISE OF THE VETERANS

The first of those people were a group of veterans who called Aberdeen, Scotland their home. Like so many other cities, Aberdeen at the time no longer belonged to its citizens – it belonged to the criminals.

The streets of Aberdeen had become a battlefield, not between rival nations but between rival gangs. Criminals thronged the city, taking advantage of governmental apathy and the lack of any effective police force to indulge their wildest whims at will. Violent crime was the order of the day, as gangs of thugs with enough military ordnance to level the city battled for turf on the ancient streets. Murder, rape and robbery were the most common pastimes.

Caught in the middle of this increasing nightmare, a group of war veterans decided they had had enough and the time had come to take matters into their own hands. Gathering their families together for protection and drawing upon their knowledge of warfare as it once was, these veterans joined forces and issued a call to arms to the citizenry of Aberdeen, asking any who were willing to come forward and help them in their fight to free their city from the thugs and criminals who ruled it with a bloody fist.

They called this document, this call to arms, an ‘emergency measure’ and it drew the people of Aberdeen out in droves. Hundreds of angry, frustrated, embittered men and women answered the call, ready to take up arms against their oppressors. Drawing on their experience, the veterans organised this motivated volunteer force, teaching them the tactics of guerilla warfare, the secrets of strategy that had been in use for centuries before the superpowers gave themselves over to war by mass destruction.

The Aberdeen rebels launched an immediate and enthusiastic campaign against the criminals, cutting supply lines, seizing weapons, ambushing isolated gangs and assassinating their leaders. Within a few weeks, the gangs were reeling from the sudden and unexpected onslaught by these people they had long since dismissed as nothing but helpless victims.

On October 19th, 2132, the Aberdeen rebels made their final push against the gangs, crushing the criminal threat and restoring some measure of order and safety to their city. Victory, however, was still far away.

CONSEQUENCES OF REBELLION

The defeat of the criminal gangs by the Aberdeen rebels might well have been the end of the fighting for the veterans.

If it had, this seminal event would have left the Federation stillborn, the fighting ire of the veterans sated with their victory over the only people they had, to that point, seen as their enemies.

Fate had a different course in mind.

The actions of the Aberdeen rebels were enough to attract the attention of the European Alliance, distracting it from its wars abroad long enough to take a closer look at what was happening within its borders. After years of countenancing the predations of violent gangs like the ones the rebels had just defeated, the corrupt government decided it must take action. This action, however, was not directed against the gangs looting and burning whole regions of other cities, but against the rebels who had made Aberdeen safe again.

There are no surviving records from the Genevan capital of the European Alliance spelling out exactly what the Alliance's leaders thought and said before taking action but Federation historians agree they feared the actions of the rebels far more



This is a fragment of the only surviving copy of the Aberdeen Emergency Measure, now carefully preserved in Geneva:

... police will not do it, then we must! If the government will not do it, then we must! We must stand up and cry out with one voice – 'No more murders, not more rapes, no more terror!'

No More! No More! No More!

than they feared the actions of the gangs – that the bravery and resolve of the rebels would lead exactly where, in the end, it did lead.

The leaders of the European Alliance suspected the victory of the rebels would lead other groups in other cities to take up arms against the gangs and criminals plaguing them. Knowing full well that the rebels were organised around a core of military veterans, they realised it would only be a matter of time before different groups from different cities began to contact one another, first to share information, then to share supplies and finally to coordinate their efforts, effectively creating an entirely new army within their borders, an army over which they exerted no control. The government considered it an untenable situation and reacted accordingly.

The government of the European Alliance branded the Aberdeen militia a dangerous and unlawful force. Their first step against the militia was to launch a propaganda blitz, portraying the militia as traitors and deadly insurgents, determined to destabilise the home front while the European Alliance itself was locked in combat in other regions of the globe. With paeans to loyalty and patriotism so strident they almost had the air of desperation, the Alliance sought to dispel any sympathy or adulation the militia may have accrued from the remainder of the Alliance by painting them as disloyal and unpatriotic. The results of this propaganda campaign were lukewarm at best. People throughout the European Alliance were coping with the same problems in their cities that caused the formation of the Aberdeen militia, and they too had seen firsthand the callousness and apathy of their government. For most of them, a bit of flag-waving

and calls for patriotism on the part of the government that had ignored them for so long had little effect.

Within a matter of days, the European Alliance abandoned its propaganda campaign against the militia. The campaign had been intended to inure the remainder of the populace against what the government intended to do about the militia, to bring them over to the government's side and make them willing to countenance most any act, so long as it was carried out in the cause of purging such disloyal and dangerous elements. Ultimately, the government of the European Alliance decided there were other ways to make sure no one sought to follow the example set by the Aberdeen militia.

Upon realising that the propaganda attempt was failing, the European Alliance stepped up the second phase of their plan and fell upon the city with all the military might at the superpower's beck and call. This apocalyptic assault very nearly wiped Aberdeen from the face of the earth and tens of thousands of men, women and children, rejoicing in the new and sudden freedom from the tyrannies of the gangs and the criminals, died in an instant under the thunderous attack.

This act of utter brutality was intended to accomplish two objectives. First, it was meant to bring the Aberdeen militia to a quick and bloody end, negating what the government had come to see as a threat to the internal stability of the European Alliance. Second, it was meant to serve as an example to the rest of the citizenry, a clear indication of the fate awaiting anyone who intended to emulate the actions of the militia. It was, in a way, a success but hardly the kind of success the government had hoped for.

The Aberdeen militia was indeed all but destroyed in the assault on Aberdeen itself. Only a few hundred people escaped the devastation of the city but two of those were men who had helped found the militia, men who would never forget what was done to them by their government. As the message the European Alliance intended to send to its citizenry with the destruction of Aberdeen, the message was received. Ordinary citizens who had borne the depredations of the gangs and criminals, the proud arrogance of their government and the privations of their lives with steadfast courage saw what their government intended to do to any who stood up for themselves and they were not cowed. They were angered.

THE OLD WORLD IS SWEEPED AWAY

There was more to the Aberdeen militia's founding than anger and frustration at what was happening in their city, though that was the match they struck to ignite the populace into supporting them. The founders of the militia were veterans, men and women who had served honourably and faithfully in the armed forces through the dark days of the Disorders and who had learned the terrible price of war and the inseparable bond of fighting men.

Just before the rise of the Aberdeen militia, the Chinese Hegemony and the Russo-Anglo-American Alliance had forged the Treaty of New Delhi, a document both sides heralded as the first great step to bringing the Disorders to an end. Though the Treaty was not without merit, it failed terribly on one count most dear to the veterans on all sides – it all but ignored the fate of the prisoners of war from both parties. The return of such prisoners was only a single line buried in the middle of the treaty, a line roundly ignored by both sides in the conflict who simply used the treaty as a means to catch their breath before plunging back into the meaningless war it was supposed to bring to an end. Naturally, when writing the emergency measure, the founders of the Aberdeen militia chose not to focus on this point. After all, their differences with the treaty were a poor motivation to the fellows in Aberdeen when compared to the violence and brutality that was claiming their street and burning their city. Explicit or not, however, the anger over the treaty was still there, an anger found in veterans throughout the world, priming them for what was to come.

Across Europe, the news of the European Alliance's assault on Aberdeen spread like wildfire. The tales of the government's reprisals against people who had simply sought to create a little peace and security for themselves inflamed and angered the populace. The message the government had intended to send, that any who emulated the actions of the Aberdeen militia would be subject to the same kind of response, was understood and received. Instead of cowing the populace into mute submission, however, the attack on Aberdeen created a wave of fury throughout the continent, as men and women rose up against their apathetic and autocratic government.

The European Alliance was ill-prepared for the sudden maelstrom of unrest and, within days, impromptu militias were claiming control of cities across the length and breadth of the continent, pushing aside the suddenly outnumbered security forces and seizing government buildings, hospitals and military bases.

The European Alliance struggled to fight back, to reclaim the lands and facilities it had lost almost overnight, but was unsuccessful. This was not a rabble-like uprising of disgruntled, leaderless thugs. It was a rebellion with a purpose. Each city, following in the footsteps of Aberdeen, drafted its own emergency measure, though these were focused not on the gangs of criminals roaming the streets but on the government itself. The European Alliance reeled from this unexpected onslaught from within. The people were an unstoppable force.

This groundswell of discontent and revolution quickly burst through the borders of Europe itself, spreading outward across the globe like the rings of water on a pond after a stone breaks the surface. Long-held ideological divides and ancient feuds were cast away as people in Europe, Asia, Africa and elsewhere rose up to break the chains of oppression that had held them for decades, even centuries.

The revolution swept onward and the governments of the Earth began to crumble and fall under its weight. The people moved with a single purpose – to wash away the old world and start anew, to start something better, to finally achieve

a world in which they could live in peace and security. And the name ‘Aberdeen!’ was shouted from all corners of the globe.

THE NEW ORDER RISES

As the smoke began to clear, a new order rose from the ashes of the old world, like a phoenix from its own destruction. In the chaos and flame, the Federation was born.

The Federation was not a success overnight, however. Nor did the wave of discontent and revolution sweep away all vestiges of the old world; many of the old nations and powers remained, now determined to focus all their might against this newest and gravest threat to their stranglehold on power – the fledgling government formed by and for the people known as the Federation.

The Federation seized control of the remaining European Alliance military assets to secure its very existence and began the difficult work of expanding its borders. For several months, it seemed as if the Federation was doomed to fall, just as the European Alliance had. Combined with

the threat of military action from the remaining countries and powers of the world were the thousands upon thousands of problems of moving from a revolution into a government, particularly the kind of government envisioned by the founders – strong, fair, unyielding and eternal.

The most immediate outside threat to the fledgling Federation was the Russo-Anglo-American Alliance, one of the two great powers left over from the old world that shared miles upon miles of border with the new Federation. Fortunately, the unrest that had given rise to the Federation was shared by the people of the Russo-Anglo-American Alliance, who, like their European compatriots, had begun to rise up against an apathetic and inept government. Moreover, the people of the Russo-Anglo-American Alliance, in many cases, shared common language and culture with the people of the new Federation. After several months of threats, military posturing and finally



They say the Federation began in Aberdeen, Scotland on October 19th, 2132, the day we now call Federation Day. But I do not believe that is so. Surely, that is the day the heroic veterans overthrew the criminals and gangsters that had been plaguing their homes and families, surely it is the day the first leaves of our mighty Federation pushed through the rough and poisoned soil of Earth to usher in a new spring and a new day for humanity but I do not believe it was the beginning of the Federation. No, as surely as a plant must have deep roots to be strong, to survive the winds and the rain, so must any government, no matter how just and honourable, have deep roots to survive the tumult of the centuries. I contend, as I always have, that the Federation began with the beginning of civilisation on this green Earth, with the first primitive men and women willing to place the tribe before themselves, the first willing to sacrifice themselves with savage nobility for the good of the whole.

Through the long march of time, we have seen them, men and women of bottomless courage and unassailable honour, who have faced danger with sword drawn and teeth bared, placing themselves in harm's way that others might know peace. Governments, religions, races have all come and gone but always that essential courage remains. That courage, that willingness to accept responsibility for the safety of others, is the very core of what it means to be a citizen of the Federation. It is the foundation, the root upon which the Federation relies.

For all of human history, our race has been building toward this moment. For all of human history, the seeds of the Federation have grown. Our government stands today, as it has stood for centuries, as the ultimate expression of what is best in humanity and the natural result of thousands of years of civilisation.

Today, I have the honour of addressing you, the newest generation to take up the mantle of courage and freedom and responsibility that is citizenship in the Federation. Today, we become stronger than ever, more indomitable than ever. The Federation stands today stronger than it has ever been, unconquerable, unassailable, a protector with unquenchable valour and a defender with gentle strength. Today, our roots grow deeper still.

Remarks by Sky Marshall Petra Valdov, West Point Boot Commencement Exercises, 2311

negotiation, the Russo-Anglo-American Alliance was folded into the greater Federation.

With this tremendous infusion of strength, the Federation was able to turn its gaze to the remainder of the planet. Only one superpower remained, the Chinese Hegemony, but there were dozens of minor states and countries that continued to hold out. Scattered throughout the world and increasingly isolated as the Federation expanded its borders, these minor nations were the first targets of the greater Federation. The founders knew that if their dream of one government for all humanity, one government to put an end to war and pestilence on Earth, was to ever come to fruition, they could not allow such states to continue to exist. Whether through diplomacy or through military action, each of these was folded into the Federation, one after another. The government of the Federation would settle for nothing less than total compliance with its emergency measures, for the good of humanity.

At last, only the Federation, the Chinese Hegemony and a handful of small hold-outs still existed. The Chinese Hegemony proved the greatest problem yet faced by the Federation, which was still in the process of finalising its government, having existed in a state of martial law and near-constant war since its founding ten years earlier.

With the passing of a decade of war and danger, some of the fire had gone out of the people of the Federation. The government was still committed to the ideals of total compliance with the emergency measures and determined to bring the entire world beneath the flag of the Federation, but the Chinese Hegemony stood firm against them, an awesome force with the military power to back up its continued independence. Stretching from Siberia to Indonesia, from Japan to the edges of India, the Chinese Hegemony occupied nearly one third of the planet's total land mass and was made up of very nearly half her citizens. To take the Chinese Hegemony by force seemed the only option but the people of the Federation resisted the idea. They were tired of war and demanded some measure of peace in their lifetimes.

In truth, the Federation of the time might have emerged the loser in a confrontation with the Chinese Hegemony, which is why the Federation government chose to accede to the wishes of the people and search for another way. Returning to their roots, they found it. Just as the Federation had been forged in the fires of unrest, from the dreams of people whose governments had failed them again and again, so would the Federation seek to overthrow the Chinese Hegemony,

not through strength of arms, but through the will of the Chinese people.

The Chinese people, however, were less prone to rebellion than those who began and abetted the formation of the Federation, having spent decades, even centuries beneath the heel of an oppressive government. Moreover, many of them were widely scattered and poorly educated, particularly in the most inland areas of Asia, making them poor recruits for a country-wide rebellion. However, the veterans who made up the founders of the Federation believed these downtrodden people were not quite broken and, given time and incentive, would ultimately rise up against the cruel government that oppressed them. Time proved them right, lending credence to the theory, posed much later, that one of the founders of the Federation, John C. McManus, was indeed an early psychic.

The growing power and encompassing holdings of the Federation were justifiably making the government of the Chinese Hegemony quite nervous. As well as anyone else, they knew the Federation had come first into existence, then into power, by the actions of a downtrodden populace rising up against their own government. As so many other nations had proclaimed, the government of the Chinese Hegemony decreed it would not happen to them. However, like so many other governments, beginning with the now-defunct European Alliance, the path they chose to make sure it did not happen could not have been more unwise. The Chinese Hegemony began to see civilian unrest around every corner and behind every stone, growing more and more paranoid while the founders of the Federation discussed how to bring the Hegemony into the fold.

The Chinese Hegemony's response to these presumed acts of unrest was swift and decisive. Records from the era describing these incidents are relatively few, as all such incidents were vehemently denied by the Hegemony at the time. United Citizens' Federation historians believe the first incident of note took place at a music concert in Hong Kong, where several people were killed by local police and dozens more beaten and arrested on false charges. From that point onward, the frequency and severity of the events only escalated, as the Chinese Hegemony continued to see the chimera of civilian unrest where there truly was none. For several years this continued, the people of the Hegemony suffering more and more beneath the heel of their government's paranoia, before things finally came to a head in the Pu Yi Massacre on February 11, 2145.

Named, ironically, for the last emperor of China, the Pu Yi Massacre took place in Beijing, near the old Forbidden City, where thousands of starving citizens of the Chinese Hegemony had come to demonstrate. The draconian measures taken by the Hegemony to stifle any form of civil unrest had, of course, only thrown fuel onto the fire. The last measure taken, after some imagined action on the part of the people of Beijing, was to curtail food shipments into the city from the rich farmlands in the Hegemony's interior. This, of course, was finally enough to cause the people of Beijing to truly protest their government's actions. In response, the Chinese Hegemony ordered its military against its own citizens, slaughtering thousands of them as they rallied. Despite the Chinese Hegemony's near-total control of the flow of information within its own borders and despite the fact that they called the tale of the Pu Yi Massacre a tissue of lies created by the Federation, challenging any to produce evidence of the terrible crime, word of the Pu Yi Massacre spread rapidly across the length and breadth of the Hegemony, aided, of course, by the Federation. The people of the Chinese Hegemony finally rose up in revolt.

The Federation was there to aid the people of the Chinese Hegemony in their long-overdue bid for freedom from the oppression of their government, supplying shipments of weapons and food, as well as military training, to an eager army numbering in the millions. Despite the strength of the Chinese Hegemony's own military, they could not stand for long against this assault from within and, just as with the European Alliance 13 years earlier, the Chinese Hegemony soon collapsed beneath the will of its people. The Federation had earned the gratitude of the Chinese people during that turbulent time and with the fall of the Hegemony, the Chinese reciprocated by joining the Federation. At last, the dream of the founders, of a humanity united beneath one rule and free from the destruction of petty, greedy nations, was assured.

ON THE ASHES OF THE OLD

'And when Alexander saw the breadth of his domain he wept, for there were no more worlds to conquer.'

Unlike Alexander in this apocryphal quote, the founders of the Federation did not weep when the Chinese Hegemony, the last of the great superpowers to stand in the way of their dream of uniting humanity in peace beneath a single rule, fell to its citizens. They had no time to weep. There was too much to do.

In the early days of the Federation, immediately after the fall of the Chinese Hegemony to the strength of its own people, a massive memorial and mausoleum was raised at the site of the Pu Yi Massacre. A plaque on the front of the memorial reads in both English and Chinese:

'Here lie the first fallen of the last great battle for peace on this green Earth. Here they find the rest they could not find in life, here they find the safety that was denied them. Let them lie forever undisturbed.'

Suddenly, the Federation, only an idea some 20 years before, found itself in control of the entirety of the Earth, a feat never before managed by any government. Its enemies were gone and before it lay the future. Or, in the words of the famously blunt John C. McManus, one of the two surviving founders of the Aberdeen militia: 'Well, we've got the world. Now what are we going to do with it?'

McManus' question was rhetorical. The Federation already had plans for what to do with the world, the question was really about how the Federation would implement those plans. The founders of the Federation, primarily men and women brought together by circumstance and a dream of united humanity beneath a single banner, found themselves tasked with establishing a new world order, of distilling their dreams of peace into a coherent and functional government for the future of the world. In a matter of days, they were faced with the challenge of not only moving from a war footing to a time of peace, but also constructing a government to forever enshrine the virtues they cherished.

THE FRANCHISE OF CITIZENSHIP

Now that the Federation had the first real breathing room it had been afforded since its creation, the founders turned their attention to the future. The struggle for the ascendancy of the Federation had been long and hard, with many of the founders beginning to grow old or injured in the Federation's earliest struggles. In any case, they knew all too well that the time would soon come that they would have to turn their great enterprise over to a new generation. The question was how.

The founders had no interest in establishing a dictatorship, or in creating a kind of royal line so that their biological heirs could continue to rule by divine right. Though their popularity at the time was such they could certainly have created such a system, it would have been a betrayal of all they fought for.

They knew that if their new government was to stand the test of the ages, it had to be a government endorsed by its citizenry. The issue before them, then, was how to define citizenship. During its long struggle against the entrenched and corrupt powers of the old world, the founders of the Federation had learned a profound lesson, that the greatest force on Earth was a determined people willing to take up arms and defend itself and forge its own destiny. Every change for good the Federation had accomplished had been achieved through military means – a lesson not lost on the veterans at the heart of the new government.

It was with this in mind that Dmitri Petrovich, formerly a colonel in the Russo-Anglo-American Alliance and one of the people primarily responsible for that government's embrace of the Federation, proposed a new definition of citizenship to the assembled founders in Geneva. In a radical departure from the practices of virtually every component nation of the new Federation, Petrovich proposed that the Federation's criteria for citizenship involve a term of military service to the Federation. This would not be mandatory service. Rather, any person could choose to enter military service or not, as he pleased. Those who did not would be considered civilians, those who did would receive the franchise of citizenship, a franchise that would carry with it certain rights, chief among them the ability to vote for government leaders, to hold elected office and be employed in public service.

Petrovich's fellow founders rallied around his new and revolutionary definition of citizenship, voting nearly unanimously to adopt it. However, they also realised the Federation was still new and not entirely secure yet – if a populace of angry people were able to throw down the old governments, they could do the same to the Federation. Further, many of the people who had fought hardest for the Federation, even a few of the founders, had never served in any nation's military. Therefore, they had to find a way to make the majority of the population embrace this new definition.

The means of doing so was simple enough. The founders decreed that anyone who had taken up arms on behalf of the Federation at any point was to be considered a veteran and

thus would now be considered a citizen. As this definition applied to the majority of the people now living under Federation rule, the founders felt confident the people would accept this measure.

For the most part, the people did. Although a large number of individuals had the title of citizen conferred on them unjustly, having never actually served the Federation under arms, such imperfections in the establishment of the new system were considered a small price to pay.

However well the majority of the people under the new flag of the Federation accepted the citizen and civilian distinction, there were many who did not, who felt they had mistakenly traded one oppressive government for another. As protests to the new law began to flare up, the Federation promptly launched a diplomatic campaign to ensure the rules of citizenship were understood. The reasoning behind Petrovich's proposal was simple – only those willing to set aside their own needs and work for the betterment of the Federation as a whole should have a say in how it is governed, and enlistment in Federal Service was the only way to judge that. Anyone living in the Federation had the option of entering Federal Service and becoming a citizen, it was a matter of personal choice whether or not to do so.

Although the Federation's well-meaning diplomatic approach had some partial success, this sudden ascendancy of the military as the dominant social order and backbone of government did not sit well in some regions of the world, and the protests to the Federation's redefinition of the meaning of citizenship boiled over into violence. In such cases, the Federation acted swiftly and forcefully to bring the issue to a quick and final conclusion.

The Federation, obviously, had more on its plate than merely redefining citizenship. It also had to create the entire fabric of its government and ensure that fabric was strong and pliable enough to endure. With the question of citizenship behind them, the founders turned their attention to drafting a constitution, outlining the functions of the government, from passage of legislation to succession of leadership. It was a difficult task, the last great gift of the founders to the Federation. By the time it was completed and the Federal Constitution was ratified on January 1, 2156, the newly renamed Citizens' Federation was ready to move forward into the future.

A MORE PERFECT WORLD

The time of the Disorders had not been good to the Earth. The widespread, even casual use of nuclear and biological weapons by the superpowers of the Disorders had left large tracts of once fertile land poisoned and dead. The population of the planet, after reaching a peak of more than eight billion people in the 21st Century, had fallen to slightly more than two billion, the grisly toll exacted by decades of unconventional warfare.

The first mission of the newly renamed Citizens' Federation was clear. Now that there was peace across the face of the Earth, now that humanity was united as never before, it was time to tend to the people, the citizens and civilians who had suffered so much for so long. It was time to provide homes for all, health care for all, employment for all and hope for all. To do anything else would be to betray the Federation's dream of equal opportunity for all.

Most of the founders had retired from public service by this time but the second generation of Federation leaders leapt on the project with gusto. Poverty, hunger, ignorance, illness, all were as prevalent then as they had been at any time in history.

Of all of these, the greatest enemy and most immediate danger was hunger. The Disorders had left much of Earth's farmland useless and decimated herds of livestock until some were very nearly endangered species. With all conventional means of producing enough food to feed its population rendered untenable, the government of the Citizens' Federation turned to science. By pouring resources into the problem, the Federation pioneered new methods of hydroponic and closed-system agriculture and even toyed with the creation of underground farms. The result was by no means ideal but it was enough to keep the population fed while the government searched for better answers.

Once the necessity of feeding its population was attended to, the Federation shifted part of its focus to the other problems plaguing the ravaged Earth and its people. Massive governmental housing and employment programmes were instituted, ensuring that any citizen or civilian with the willingness to work would have a roof over his head and a means of putting food on the table for his family.

Disease walks hand in hand with war and, despite the impressive medical knowledge available at the time of the Federation's founding, plague and sickness were still awful realities in many places on the Earth, where disease had

OPEN FEDNET HISTORY ARCHIVE

'Think, if you will, of two men. One is a soldier, a man so dedicated to his nation, to the very concept of something larger and greater than him, that he is willing to put his very life's blood on the line to defend it. He is, like all men, the distillation of countless generations of ancestors, of millennia of lives lived and lost. He is a link in that great chain, carrying the legacy of his ancestors on to the next generation. Yet he is willing to break that chain if he must, in the service of his nation, his people, his very race. He will spill his blood on some nameless beach if he must, he will risk his own existence in the name of the greater good.'

'Now consider the other man. He is not a soldier; he is a man of commerce. He cares little for the fortunes of his race – far more important to him are the fortunes of his fortunes. He feels no call to military service, he thinks the soldier is beneath him, someone to be sent to fight and die that he may continue to live in comfort and ease.'

'Think of these two men. Which is the better man? Which has demonstrated beyond all doubt that he holds the good of society above his own life, and which has shown he will use society as nothing but a tool to enrich himself? Think of these two men, and ask yourselves who is more deserving of that ultimate power within a peaceful society – which of these men do you trust with the awesome power of the right to vote, to determine the fate of this fledgling government?'

'While you think of that, think of this. We stand at the dawn of a new age of mankind. The small and great nations, the strong and weak powers and principalities grasping frantically at one another's possessions, these are things of the past. Humanity is no longer divided among hundreds of nations. There is one government now for the whole of the world, and it will rule for good or for ill over every son and daughter of mankind. And it, in turn, will be ruled by the votes of the people. An election gone astray through incompetence, through corruption, through greed no longer affects just a small portion of humanity, but the entire world, the entire race. Must we not then take what steps seem necessary, even obvious, to ensure that the vote, that awesome weapon of the common man, is wielded by those who are willing to place the whole of the race above themselves?'

'Think on this and ask yourselves those questions. My comrades, you will find you already know the answers.'

Transcript of Col. Dmitri Petrovich's speech to the assembled founders of the Federation on the subject of citizenship. March 8, 2149.

Would you like to know more?

reigned unchecked since the time of the Disorders. Most of these were places traditionally considered the Third World, where even the most basic of services, such as fresh water, refrigeration and sewage facilities, were in short supply or altogether nonexistent. Food, housing and employment, while welcome, were of little use to a region ravaged by one of the loathsome, genetically engineered plagues set free during the Disorders. Thus the Federation instituted Project Schweitzer, perhaps the most ambitious public works programme to date.

Project Schweitzer, named for a doctor who lived in the time before the Disorders, had the daunting mission of providing health care access to every man, woman and child living on the planet. In the remaining cities, this was fairly simple but in order to ensure global access, the Federation Health Council, part of the larger bureaucracy of the newly established Social Services, had to expand its thinking. People living in the cloud-wrapped peaks of the Himalayas, in the steaming jungles of Africa and South America, in the frozen expanse of Siberia and the Yukon, all were entitled to health care access under the aegis of the Federation Health Council. In some of these places, the people were so remote they had not yet even heard of the Federation but they were considered civilians nonetheless and all were thus entitled to the same rights as those civilians living in Geneva or Beijing.

Only slightly less ambitious in scale than Project Schweitzer, primarily because it was not considered quite so time critical, was the Federation's massive education initiative. Just as all citizens and civilians living beneath the rule of the Federation would be entitled to health care, employment and housing, so too would they all be entitled to an education. Essentially, the Federation Education Council, another face of Social Services, had the same job ahead of it as did the Federation Health Council with Project Schweitzer, in that it was entrusted with the task of creating new schools accessible to every child in the Federation.

One added wrinkle in the Federation's education plan was the problem of teachers and language barriers. In many regions of the world most in need of these new schools, the same 'Third World' areas where basic health facilities were so rare, the language spoken by the people was once for which the Federation had few, if any, fluent teachers. Rather than face the complicated task of allocating teachers to different regions of the world, then instructing all of them in the language indigenous to whichever region they had been assigned, the Federation chose a more difficult and yet much more simple path. As the majority of the Federation's

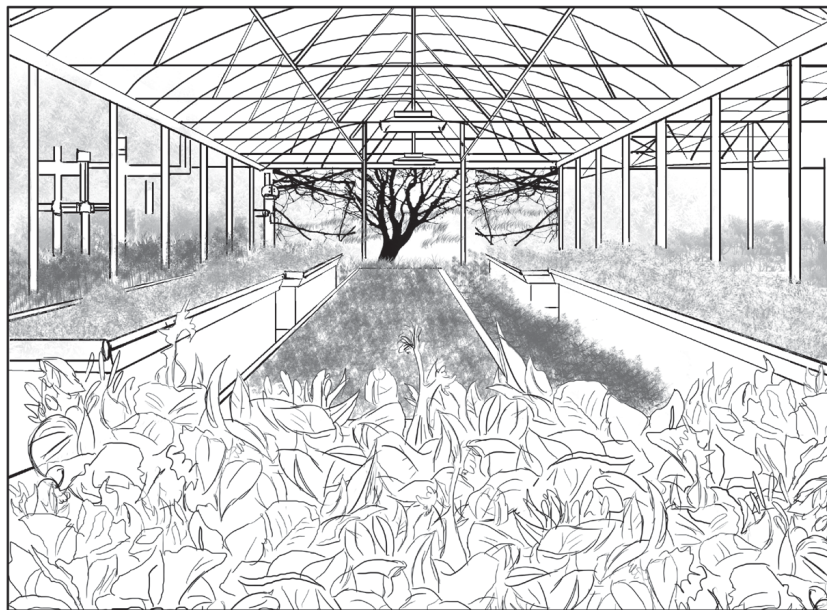
founders and current rulers were native English speakers (and those who were not were fluent) and the Federal Constitution was penned in English, the Federation took the next logical step by declaring English the official language of the Federation. From that point forward, all schoolchildren were required to learn English, and access to Federation services, while strictly speaking still available to anyone, was all but impossible to receive without some degree of proficiency in English.

When discussing the massive public works initiatives of the Citizens' Federation in its formative years, it is important to remember the difficulty faced by the new government in working equally across old borders that had existed for centuries or millennia, borders that in many cases had been fought over with such awful frequency the blood had soaked down to the bedrock. Faced with the advent of world government, many of the people of these former nations worried about homogenisation, that they would lose their distinct cultural identities or worse, that they would be folded in with the population of a former rival nation. Just as difficult as Project Schweitzer had been, so was convincing the people of the Earth that the Federation intended to do no such thing. It was part of the mission of the Citizens' Federation to provide housing, to provide health care, to provide employment, to provide education. However, the cornerstone of the Citizens' Federation was, and still is, personal responsibility. The government merely provided these services. Whether or not to accept them was up to the individual.

TOO MUCH OF A GOOD THING

It would be a mistake to think the Citizens' Federation was able to accomplish any of these massive projects overnight. Even with the full support of the government behind them, they took decades to complete. However, even before such endeavours as Project Schweitzer were even halfway completed, their influence could be felt.

In a matter of just a few years, the Citizens' Federation was able to take a poisoned and diseased planet with a weary but hopeful population and create what was by comparison a near-utopia. There was, however, one major drawback to



an increasingly healthy, educated and productive populace. They were reproducing too quickly.

The population of Earth, reduced to a mere two billion by the end of the Disorders and the rise of the Federation, began to explode, adding an additional 500 million people within just three decades. The spectre of hunger, barely beaten back by the best science the Federation was able to marshal to the problem, began to return.

In response to this looming crisis, the Federation instituted several new measures designed to stave off the problem, from the reproductive limitation of two children per family still in existence today to various food rationing programmes that proved exceedingly unpopular. Ultimately, however, Federation scientists realised these steps were nothing but temporary patches on a very real problem, a problem that could only be solved in one way – the Federation had to find new sources of food.

The first and most immediate stumbling block was where to look for this food. The Federation's best efforts had only managed to restore small tracts of arable land, only tangentially damaged during the Disorders. Several members of the Federal Council advocated the clearing and farming of the planet's remaining rain forest areas but the ecological devastation wreaked during the Disorders had offered final and overwhelming proof of the fragility of life on Earth, and all measures that were introduced to allow for such clear-cutting and farming were resoundingly defeated. Still, the

Federation knew something had to be done to resolve the problem, and quickly. The measures to limit childbirth and ration food had been enough to buy the government a few decades but no more, and the leaders of the Federation knew in their hearts that a government that could not provide for its people had no more right to rule than the corrupt institutions the founders of the Federation had torn down to build a better world. Even putting aside such assumptions, the leaders also knew there was nothing more dangerous to a government than a hungry populace and deserving or not, they could well find themselves the target of a starving population incited to riot by the rumbling in their bellies.

It was a problem that seemed impossible, and it was one that would require an innovative solution.

LOOKING OUTWARD

Except for a few halfhearted efforts during the brief periods of peace, the space programmes of the old powers of the old world had lain dormant since the beginning of the Disorders. A return to space had been part of the Federation agenda since the time it was formed – the founders knew the destiny of humanity was not confined to a single small sphere in the vastness of the galaxy – but any thoughts of revitalising the space programmes left behind by the defunct superpowers like the Russo-Anglo-American Alliance, the European Alliance or the Chinese Hegemony had, quite logically, been trumped by the far more immediate and down-to-Earth concerns of creating a stable world first.

Now that stable world had been created, filled with a population that was rapidly breeding itself out of food. The Federation had drawn up a tentative timetable to restore to habitability all the lands that had been poisoned by the Disorders (a timetable that is still ongoing) but the process was exceptionally slow, far too slow to keep ahead of the ever-increasing demand for more food. Thus, the Federation combined its goals of returning to space with its need to solve a growing problem. It may have looked at first glance like a desperate gamble but it was really the only option available. In order to feed its people, the Federation needed to look outside the planet.

The return to space was not an easy task. The Federation decided to consolidate all the remnants of the former space programmes at the massive facility in Kazakhstan and created a single governmental agency, the Federal Stellar Authority, to oversee its efforts to bring humanity to the stars. Considering the burgeoning population of the Federation, the Federal Council knew that, in addition to more food,

it would soon need to find additional living space for its people. The two needs, interconnected as they were, could be solved together.

THE FIRST STEPS

The Federal Stellar Authority chose an ambitious project for its first efforts – the construction of a permanent colony on Earth's moon Luna. Within two years, it began to launch a series of rockets into orbit, ferrying with them immense containers that would hold the necessary equipment to lay the barest foundations of what was already being referred to as Luna Base. In 2178, only a decade or so after its creation, the FSA launched the *Galileo*, its first manned vessel.

The *Galileo* gathered the orbital containers left behind by previous launches and ferried them to the Sea of Tranquillity on the moon's surface, where construction began on temporary quarters to house the crew of the *Galileo*, and the crews that would follow them.



The work was exceptionally difficult and dangerous and very nearly one quarter of the *Galileo's* complement of 43 crewmen died in the efforts. With determination and perseverance, however, these first colonists of the Citizens' Federation endured, building the first habitable domes on the moon's surface, the barest foundations of the immense facility that stands there today.

Mission after mission after mission followed the *Galileo* to the moon's surface and the tiny handful of domes mushroomed into a full-fledged lunar complex. Eventually, Luna would become home to four installations, housing a total of three million people, as well as the largest shipyard facility in the entire Federation.

The moon held a number of valuable resources but the ability to grow food was not among them. Setting its sights elsewhere in the Solar system, the FSA turned its attention to Mars. Major innovations in everything from drive systems to specialisation of ship designs made the long-held dream of colonising Mars and mining its great mineral resources a dream that could withstand the light of day. With the lessons learned from the establishment of Luna Base, the FSA was soon bending the entirety of its efforts toward human habitation of the red planet.

In 2190, only eight years after the establishment of Luna Base, the FSA and the population of the Federation once again had cause for celebration and pride, as Olympus Base, the first permanent human colony on Mars, went online. Mars proved to be everything the FSA had expected it to be, a resource-rich world of untapped potential that could supply the mineral needs of the Federation for the foreseeable future.

Mars also provided an excellent stopover point for vessels travelling farther out into the reaches of the Sol system, and almost as soon as Olympus Base was online, the FSA commissioned the construction of an orbital base above the planet, between the orbits of Phobos and Deimos (Mars' two moons). Christened Crimson Base, this orbital station would act as a repair and refueling depot for FSA ships, as well as a last line of defence for Earth itself, should such a thing ever be needed.

In only one way did Mars disappoint the Federation, though it was a significant disappointment. Hopes that there would be life somewhere on the planet in the form of primitive plants that could be harvested for food were dashed. The colonists at Olympus Base began agricultural efforts in the large underground chambers beneath their feet, but these

efforts were not even enough to feed the population of Mars, let alone export food back to Earth.

With its options for finding a new source of food somewhere in the Sol system beginning to run low, the Federation turned to its last hope – the Jovian moons.

Of the four major moons of Jupiter, the so-called Galilean moons of Callisto, Europa, Ganymede and Io, only Europa seemed a possible prospect for solving the impending food crisis of the Federation, a crisis looming larger year by year and whose inevitable approach was making the Federal Council exceptionally nervous. In 2191, just a year after the first permanent Martian colony was established, the FSA sent the research vessel *Beagle* to land on Europa and begin an in-depth study that ultimately had but one real goal – to determine if there was any way Europa could feed Earth. As every citizen and civilian in the Federation now knows, it could.



The distinctive greenish banding of the Jovian moon was determined to be a rich ecosystem of sub-arctic plant life and nutrient-rich rivers, promising an effective and renewable food source for Earth. Elated at the news, which was beamed out over FedNet the moment it arrived, the Federal Council directed the FSA to place a colony there as soon as possible.

Overlooked in the elation at finding this new food source was an even more important discovery, one not fully appreciated until days later. Though it might be small, primitive and wholly unintelligent, the first alien life had been discovered beneath the ice of Europa.

Although it took eight years for the FSA to actually get Markham Base, the first true colony of Europa, up and running, the Jovian moon was providing Earth with food within a year of the *Beagle's* discovery. With the smallest permanent population of any Sol system colony, Europa nonetheless continues to occupy a position of tremendous importance to the Federation. For more than a century, it has been the breadbasket of Earth, a task it seems perfectly suited to continue performing for a very long time to come.

Concurrently with the colonisation of Europa, the FSA was directing its attention to the Jovian moon of Io. As different as night and day from placid, pleasant Europa, Io is a hellish place of volcanic eruptions and temperature extremes. However, it is also a rich source of multiple gasses and other

forms of energy that can be collected and stored. As Callisto and Ganymede were revealed to be nothing but extremely large rocks, the FSA ignored them utterly.

THE IO TRAGEDY

Flush with the success of every colonisation effort thus far in the Sol system, the FSA confidently moved forward with the colonisation of the Jovian moons, establishing colonies simultaneously on food-rich Europa and resource-rich Io. The moon's volatile, volcanic nature posed some significant problems for the establishment of a functional, permanent base but by applying the experience learned with other colonies, the FSA was finally able to build a small but secure colony site on the moon's surface. It was named McManus Base, in honour of John C. McManus, the man considered by many to be the founder of the Federation, who weathered the violence of the Disorders to bring a new golden era to humanity.

For a handful of years, McManus Base seemed like the latest in the line of Federation success stories, harvesting the gases, the geothermal and electrical energy of Io for use elsewhere in the Federation. Unseen beneath the placid surface of the colony, however, discontent was growing.

Working conditions on Io were exceptionally harsh but that fact had hardly been hidden from the colonists recruited to McManus Base, who were extremely well compensated for their service. However, for some of the civilian colonists, such compensation was not enough.

Led by a gas mining technician named Alfred LaRocque, a small group of dissidents began to form on Io. They were careful to keep their presence invisible, meeting in secret in small groups, where they slowly formed themselves into a coherent band of insurrectionists, with the self-styled name of Free Io.

When LaRocque and his forces moved at last, they did so swiftly. They stormed and raided the Federal Service armoury on the base, then took control of the major installations of McManus Base before sabotaging its spaceport and herding as many colonists as they could capture into the base's enormous dormitory buildings that had not been used in more than a decade, not since the earliest days of McManus Base.

Once they had claimed control of McManus Base, LaRocque and his followers flashed a message to the FSA, listing a number of demands they wanted fulfilled before they would

'We stand at the dawn of a new day. In my hand I hold the first true alien life. Though small and simple, it offers us proof that we are not alone. If this new life thrives in our very solar system, what other wonders might await us among the stars?'

The words of Jason Markham, FSA researcher aboard the *Beagle* who first examined the European algae, as reported by FedNet.

'My God! Flash back to HQ and tell them they were right! This stuff is alive!'

The actual, less than poetic, words of Jason Markham.

agree to continue Io's support of the Federation. Chief among these were higher wages, nationhood for Io and abolition of the citizen franchise. In response to these demands, and aware that Free Io could erupt into a full-scale rebellion, the Citizens' Federation moved swiftly. As diplomats worked nonstop with the Free Io insurrectionists, a military mission was dispatched from Mars to intercept any threat that might come from Io but to only use military force as a last resort. While the military task force was still en route, however, the negotiations between Federation diplomats and Free Io dissidents broke down.



Upon detecting the arrival of the military ships in orbit, the Free Io dissidents made a monstrous decision. Rather than seeking out and accepting a peaceful solution, they chose death. Within moments of the FSA ships' arrival, a series of immense explosions battered the moon's surface and left a smoking crater where McManus Base had stood. The Free Io dissidents had chosen death not just for themselves but for every citizen and civilian in the colony. More than 17,000 souls were lost that day, April 21, 2199, the greatest loss of life due to violence since the Federation had risen to power.

TO TOUCH THE STARS

With the expansion of the Citizens' Federation to reach as far as the Jovian moon of Europa and the commencement of harvesting the seemingly endless plant life of Europa to feed the population of Earth, the FSA had effectively reached its limits.

With the technology of the time, the FSA was boxed in. The colony of Europa was so distant it took weeks to reach them, rendering the possibility of colonising the Saturnian moon of Titan an impossible dream. The hostile and violent planet of Venus was deemed untouchable as well, possessed of an atmosphere so thick that merely standing on the surface would subject a person to the same kind of pressure found half a mile or more beneath the surface of an Earth ocean. The FSA informed a disappointed Federal Council of the news – without some significant technological leaps forward, humanity had found the limits of its reach.

In truth, this technological barrier was a blessing in disguise, as it gave the Federation time to consolidate its holdings and enshrine new laws to keep the territory of the human race peaceful and secure, free of the threat of future incidents like the one that destroyed the base on Io. This was a finite project however, and once it was done, the Federal Council knew the vexing technical limits on its expansion still loomed, unbreakable without the creation of new technology, creation that could not be rushed by an impatient government.

Fortunately, the Federal Council and the FSA did not have to wait for long. Deep inside the massive FSA compound in Kazakhstan worked a civilian scientific researcher named Pavel Cherenkov, a soft-spoken man who had proven a sturdy, if uninspired, asset in the FSA's reach into space who made a hobby of studying every theory, however unlikely, ever published about faster-than-light travel. Walking from his quarters to his laboratory one morning, Dr Cherenkov was struck with a sudden epiphany, seeing with absolute clarity the lines of connection between all the theories he knew so well, leading him to one inescapable breakthrough.

Once in his lab, he began work on his inspiration immediately, something that very nearly led to his termination by the FSA as he let his assigned work lapse. After a little more than a week of work, scarcely taking the time to sleep, he had constructed a computer model of his new engine model, an engine designed to allow a ship to travel beyond the speed of light. Needless to say, once he presented it to his superiors at FSA, his future employment was assured.

BEGIN FEDNET ARCHIVE PLAYBACK

In Stockholm tonight, crowds are gathering to toast Citizen Pavel Cherenkov, the man who created the Cherenkov drive and gave humanity the gift of the stars. Even in this gala event, Citizen Cherenkov's famous modesty came through when he accepted the Nobel Prize for Science.

'It is with overwhelming gratitude and tremendous guilt that I accept this honour tonight. Gratitude for all that the Federation, my family and my friends have done for me. Guilt because I do not deserve this. I have done nothing but draw together the imaginings and theories of those who have come before me, geniuses in whose company I fear I do not belong. I was nothing more than a child seeing shapes in the clouds. The child cannot form the clouds, he cannot shape them as he desires, he can only see what is put in front of him by forces far greater than he. This engine that bears my name does not belong to me, it belongs to those who came before. I could never have created it on my own, indeed, I must even go so far as to fall back on my great hero, Sir Isaac Newton, for words to express myself tonight, as I have none of my own that are equal to his. As he once said, if I have seen farther than others, it is because I stood on the shoulders of giants.'

Would you like to know more?

END FEDNET ARCHIVE PLAYBACK

Immediately, construction on a prototype began. Once it was completed, it was installed in an unmanned ship, dubbed the *Einstein*. The *Einstein* was towed away from Earth, past the orbit of Mars, as several scientists at FSA who were dubious of Dr Cherenkov's invention had spun theories of the potential disaster the engine could unleash. Once the *Einstein* was in place and had been programmed to fly a distance of three astronomical units tangentially to the orbit of Jupiter, the researchers aboard the observation vessel crossed their fingers and activated the engine. The *Einstein* vanished.

Less than a minute later (though it was only by comparing timelines later that this could be verified – the *Einstein* vastly outpaced any radio signal), the *Einstein* appeared again at its



destination, seemingly no worse for wear. Though dozens more tests would follow, it was clear that the new engine was a success.

Famously self-effacing, Dr Cherenkov objected to the FSA insistence that his new design be christened the Cherenkov drive, asking that it be named instead after his hero, Sir Isaac Newton. By then, however, it was too late. FedNet was already spreading the word of this amazing technological leap, one of the cusp events in the history of humanity. The Federal Council immediately conferred on Dr Cherenkov the status of citizenship, the first time such an honour had been bestowed on someone who was not a veteran but his contribution to the Federation clearly warranted it.

MANIFEST HUMANITY

The creation of the Cherenkov drive opened the galaxy to humanity and a new day dawned in human exploration. With the vast resources of the colonies in the Sol system at

its disposal and concerns about keeping its population fed a thing of the past thanks to the wealth of plant life discovered on Europa, the Federal Council directed the FSA to turn its gaze to the stars.

In order to grow, to become ever stronger, the human race needed to expand. Eventually, given the growth of its population, even the entire Sol system would not be enough room. Moreover, the exciting discoveries made on places like Europa, almost literally in humanity's back yard, offered persuasive arguments that there were limitless mysteries to be found among the stars. Certainly there would be new worlds, offering new resources and new homes for the human race but perhaps there would also be alien races, creatures on a par with humanity, strange new allies waiting to be discovered. It was a time of excitement and expectation – the Sol system suddenly seemed too small, too claustrophobic. There was no doubt in the human heart that the race's destiny was among the stars.

Earth's closest stellar neighbour is the Alpha Centauri system (see page 111), just over four light years away. Before 2216, the distance seemed immeasurably vast, a great gulf of darkness that would take centuries for the fastest FSA ship to cross. Now, with the benefit of the Cherenkov drive, it was but a few months away. On May 7, 2229, the FSA launched the *Magellan* to great fanfare on a two-year mission to explore and map the Alpha Centauri system. On August 20, 2229, the *Magellan* arrived and began its work.

After two years out of contact with the Federation, considering that any transmission made from the Alpha Centauri system would take four years to reach Earth, the *Magellan* returned with a data core full of information about the strange, hostile but mineral-rich worlds orbiting Alpha Centauri. The FSA identified two potential candidates for potential colonisation, Hesperus and Hod. Hesperus would be first.

EVERYTHING CHANGES

The construction of the colony on Hesperus seemed cursed from the start. Material failure, record numbers of suicides among the construction workers dispatched by the FSA, equipment malfunctions and illness all dogged the venture and threatened to render the Hesperus project an expensive folly. Members of the Federal Council talked of canceling the project; people on Earth grumbled about the wasted lives and wasted money. In only a few years, the mood of the Federation had gone from supreme confidence in the future of stellar colonisation to worry that humanity had

overstepped its bounds. Finally, five years behind schedule and more than a billion dollars over budget, the base opened its doors and the Federation Colonisation Commission began the tricky work of recruiting colonists to relocate to another star system.

Unfortunately, the Hesperus troubles were not over. Humanity's first meeting with alien life, with the algae on Europa, had been a pleasant surprise. Humanity's second meeting was far less welcome. In what has come to be known as the Hesperus Incident (see page 93), an alien ship entered the Alpha Centauri system in 2240, just two years after the Hesperus colony went online. Obviously the product of a technologically advanced race, it was superior to anything the Federation could produce. It destroyed one FSA battleship, the *Sun Tzu*, and was only stopped by the heroic sacrifice of a second battleship, the *Reynolds*, which detonated its own power core to destroy the invaders.

When the news reached Earth, it struck the population like a blow to the face. The government of the United Citizens' Federation declared a day of mourning, then set out with a purpose to prepare for war against this new foe. Ultimately, the original purpose of those preparations was in vain, as no ship remotely like the alien vessel at Hesperus has ever been seen again. However, the incident sent ripples throughout the Federation, instigating changes that exist to this day.

The first change was the addition of a mandatory contingent of soldiers on every ship in the fleet, men and women with the skills, training and tools to fight off the boarders who had overwhelmed the unprepared crew of the *Reynolds*. The second change was to the ships themselves. The enemy vessel had fired some sort of fusion-based directed energy weapon, a technology that was still beyond the Federation which had armed its ships with cannons and conventional missiles. In light of this new threat, all FSA warships would now be armed with nuclear torpedoes. Perhaps they were not as advanced as a directed energy weapon but their destructive power was hard to deny.

The largest change of all was to the fleet itself. The Federal Council was no longer willing to let the FSA handle the Federation's warships, and decided to bring such administration under its own control. The Federal Council created the Strategically Integrated Coalition of Nations (SICON), a new and mighty arm of the Federation that would have complete control over the UCF military – be it the fleet, ground forces, military intelligence or any of the auxiliary services. SICON shouldered this burden with enthusiasm, creating the Mobile Infantry and instituting

new training measures in all armed forces that have made the UCF military the most highly trained and capable military force in human history.

THE EXPANSION CONTINUES

In the first years after the Hesperus Incident, the watchword for Federation expansion was caution. However, as time went on and, despite the very best efforts SICON could muster, the unknown attackers were not found, the Federal Council concluded it was time to continue the work of staking humanity's claim in the galaxy.

Made aware of all the dangers stellar colonisation posed, both through the attack on Hesperus and the Herculean task of building the colony in the first place, the Federation proceeded outward from the Sol system with a careful deliberation. Survey missions dispatched to new stars, such as Proxima and Barnard's Star, travelled under sufficient military escort to mount an invasion and a nervous populace saw the possibility of alien menace in every parsec of space, every penumbra of an unexplored star. Gradually, however, the Federation came to realise that the galaxy was a very empty place, where intelligent life seemed a rare thing indeed.

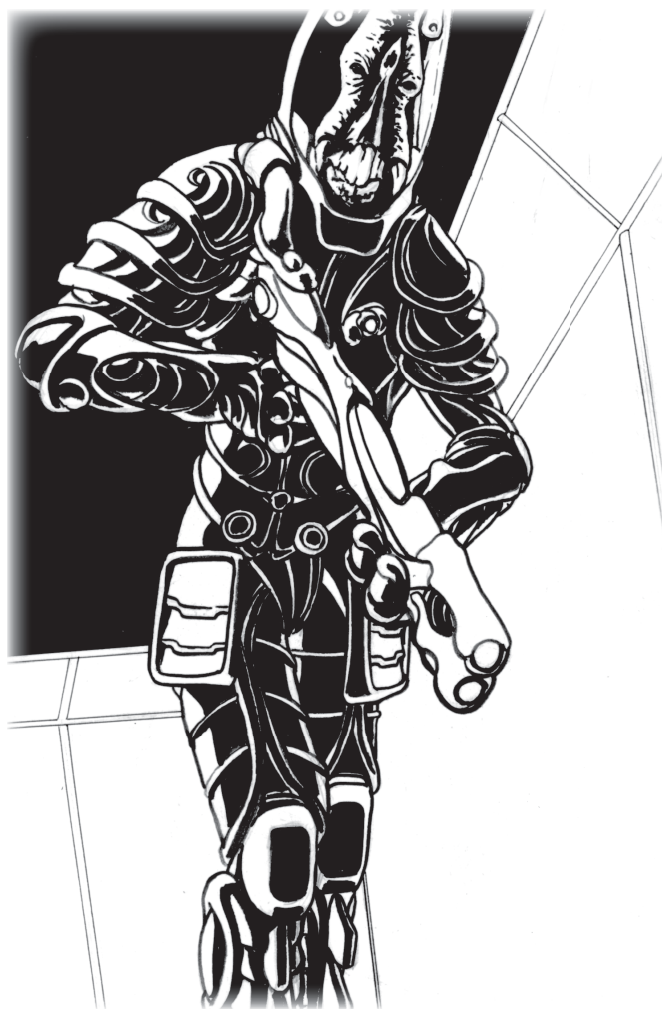
Many of the worlds the Federation scouted and eventually settled already had some form of life on them. For example, Iskander had a thriving ecosystem when the Federation arrived in Proxima system but was devoid of any kind of intelligent life. In other places, like Karrus, the Federation discovered evidence of intelligent life but it had died out long before the first survey ships arrived.

There were a few encounters with spacefaring alien races over the course of the first several years after the Hesperus Incident but none of them led to first contact. Either the alien vessels would flee before the approach of the SICON ships, or they would only be a tiny glimmer on the edges of sensor range, gone and vanished into the blackness of space before any attempts at communication could begin.

Eventually, the fears brought on by the Hesperus Incident were forgotten and the Federation went busily about its work of claiming the galaxy for humanity.

INTO THE PRESENT

The expansion of humanity into the galaxy following the founding of the first stellar colonies was marked by excitement and tranquility, an era of peace, expansion and



scientific advancement that served to further strengthen and unite the human race. Spreading ever farther, the Federation had established colonies as far-flung as the Trio (see page 138) and Fomalhaut (see page 145) when evidence of a new alien race was discovered.

Though there was a great deal of scientific research done during this time of peace, it was also a time in which little happened that was of dramatic import to the Federation as a whole. Most historians that study this period restrict their study to the stellar colonies, places where humanity was taming new worlds and facing new challenges in its march to fulfill its destiny. Each of these stellar colonies has its own history, found in the Federation Stellar Colonies chapter of this book (see page 103).

Upon the discovery of the new and obviously very advanced alien race colloquially known as the Skinnies, SICON tried repeatedly to make contact but each time the alien ships would turn and flee before SICON could establish

communications. This pattern went on for more many years, with SICON constantly reaching out to the Skinnies (see the *Starship Troopers Roleplaying Game* core rulebook) only to be rebuffed each time. Eventually, SICON scientists came to the conclusion that the Skinnies were a pacifist and perhaps xenophobic race and opted to wait to see if the Skinnies would come to humanity.

The Skinnies did indeed come, but not as SICON had hoped. Beginning with a series of raids against unofficial colonies outside Federation space, the Skinnies finally showed their true colours. Repeated attempts to establish communication with the Skinnies still met with failure, as the strange aliens continued their raids that seemed aimed not at destruction or death but at capture of all the humans they could seize, in an ongoing conflict known through FedNet as the Skinny Incursions (see page 93).

WAR RETURNS

Convinced at last that all attempts to reach a peaceful negotiation with the Skinnies were doomed to fail once their raids began to target official Federation territory, SICON began plans for a massive military strike against the alien threat. Operation: Clean Sweep was to be a multi-pronged, progressive campaign that would leapfrog its way into Skinny space and bring the menace to an end once and for all.

Before it could be implemented, however, a new discovery was made. Deep beneath the surface of Pluto, the outermost planet of the Sol system and a valuable resource world for the Federation, a new species of life was discovered. This species was a race of giant insects, which SICON scientists named the Arachnids.

Initially, the Federation believed the Arachnids to be an indigenous species of Pluto, a rugged form of life that had managed to escape detection by virtue of hibernating far underground. Fascinated by the discovery of this species, the Federation sent scientists and diplomats (in case the creatures were intelligent) to Pluto, under the protection of a squad of Mobile Infantry troopers.

In the destruction and devastation that followed (see The Pluto Campaign chapter of the *Starship Troopers Roleplaying Game* core rulebook), the Federation learned three things. First, the Arachnids are not interested in diplomacy. Second, they are not a native species of Pluto. Third and most importantly, they are intelligent, though not in the way humanity tends to define it – possessed of a hive mind but not individual intellect.

The Arachnid infestation of Pluto was a sore blow to the Federation. For the first time, war with an alien species was not something confined to the distant borders of human space. Instead, it was right here, in humanity's back yard. A remorseless, deadly enemy had encroached to the very doorstep of Federation power and had done so undetected.

Operation: Clean Sweep was put on hold as the Federation began to consider what to do about this new problem. The Arachnids made that decision for the Federation and SICON, however, launching a brutal attack against Earth itself by dropping an asteroid from space onto the city of Buenos Aires.

Now, for the first time since taming the Earth and uniting humanity, the Federation must go to war.

FEDERATION CULTURE & SOCIETY

'See that speck of light there, you apes? That's Earth. It may not look like it from here, but it's the brightest light in the galaxy and it's your job to make sure it never goes out. Now, saddle up for re-entry! On the bounce!'

Sgt. Maxwell 'Maximum' Ferris, supervising Mobile Infantry Zero-G training near Titan

THOUGH EARTH MIGHT technically be a small planet orbiting a minor star in a massive galaxy, to the Federation it is the centre of the universe. The birthplace of humanity and home to more humans than any other place in the Federation, Earth remains the most important planet in the Federation. Thus, any discussion of the culture and society of the Federation must begin with Earth. Even the oldest colonies still retain a great deal of the cultural flavour the original colonists brought with them from Earth, though obviously it has been coloured now by life on a new world light years away from their ancestral home.

To truly study the cultures and societies found in the UCF, even if the subject was restricted to only those present on Earth, would require at least a dozen books the size of the *Citizens' Federation* to even scratch the surface. After all, the Federation has existed for almost two centuries and humanity itself for many thousands of years before that. Instead of attempting the impossible and littering this chapter of *Citizens' Federation* with a profusion of anecdotes about how the ancient Mayan culture is still visible in some aspects of the society of Mexico, or how the Eastern Orthodox Church has informed the culture of Russia over the millennia, it will focus instead on some of the most defining aspects of the Federation as a whole.

SIGON SECURITY RATING SEAL



Open Access

None of the information contained within this chapter of the *Citizens' Federation* is secret or classified. It requires no specific security rating to read and is open to any citizen or civilian wishing to review or share it.

THE FREEDOM OF CHOICE

One of the hallmarks of Federation governance is the choice afforded to every citizen and civilian of humanity, and any discussion of Federation culture would be remiss not to start here. Each individual may choose to be part of society or not to be. Though the Federation offers housing, employment, health care and education to every member of its population, it is up to the individual whether or not to take advantage of those opportunities. The Federation forces itself on no one. It extends its hand to every citizen and every civilian.

'What has value?

'Many of your friends and neighbours may tell you about the value of money. You may have even had an opportunity to learn of it yourself, perhaps in a summer job. And money does indeed have its place in a successful life in the Federation.

'What your friends and neighbours might not have mentioned, might not understand, is that when it is weighed in the balance, money has no intrinsic value. It has value because the Federal Council says it has value and we all agree but, taken in and of itself, it has no worth. Nor can money be used to purchase those things that truly and deeply matter in life. It can buy a larger home or a trip to Zegama Beach but it cannot buy loyalty, it cannot buy love, it cannot buy morality.

'The price of these things is much more personal than money and much more dear. Their price is effort, hard work and devotion, and it is only through paying this price that we truly come to understand what value is.'

History and Moral Philosophy text, 2317 edition

It is the choice, and ultimately the responsibility, of the individual to take that hand or to brush it away.

In Federation culture, choice is the only true freedom anyone has. Or rather, it is the root of all freedoms enjoyed under Federation rule. There are no barriers imposed on the populace with regard to race, to creed, to sex or any other of the demarcations and prejudices that divided human society before the Federation. A person's success or failure in life is his victory or his defeat alone.

THE PRICE OF CITIZENSHIP

Nothing worthwhile is given freely. Nothing important comes without cost. For something to be of value, it must be earned. This is a central precept of the Federation and one which informs everything the government does.

For example, the government of the Federation provides housing, education and health care to all its citizens and

civilians. This is not given freely, however. In order to take advantage of these opportunities provided by the government, the citizen or civilian must be employed and act as a responsible, contributing member of society. If an individual chooses not to work, he certainly may, but he will find his access to Federation housing, health care and education abruptly cut off. The Federation is not in the business of supplying the needs and wants of an idle population.

Housing, education and health care therefore are not truly given by the government to the populace; they are earned through a life of productivity and contribution to the larger community.

For something of even greater value, such as citizenship, the Federation demands a higher price. Any person in the Federation has the option, from the day he turns 18 years old until he reaches 50, to enlist in Federal Service for a term of no less than two years. At the completion of his service, and only upon satisfactory completion, he will become a citizen of the Federation.

WITH SACRIFICE AND RESPONSIBILITY COME FRANCHISE

When a young civilian of the Federation becomes old enough to qualify for Federal Service, freshly graduated from high school and with the lessons from his History and Moral Philosophy class still prominent in his mind, he is usually able to recite by rote memory the official distinction between a soldier and a civilian. The text of the current edition of the class textbook reads like this: 'The difference lies in the field of civic virtue. A soldier accepts personal responsibility for the safety of the body politic of which he is a member, defending it, if need be, with his life. The civilian does not.'

Of course, being able to recite this distinction by rote and understanding what it truly means are two entirely different things and represent a central thrust of the standard coursework of the History and Moral Philosophy class – to teach young people, who have not yet been faced with the difficult choices of adulthood, exactly what the distinction between citizen and civilian means, knowledge that will allow them to make an informed decision regarding whether or not to apply for Federal Service.

Those who do enlist in Federal Service and who manage to see their terms of service through to the end, will become citizens of the Federation. This is no mere semantic



distinction. With citizenship comes power, the ability to exert one's will upon the government through the ability to vote, or even to hold public office within the government. Such is the franchise of a citizen, the ultimate expression of power within the Federation.

CITIZENS AND CIVILIANS

It is no secret in the Federation that being a citizen carries with it a certain amount of prestige and honour that a civilian, no matter what his accomplishments, cannot achieve. It is also no secret that, by and large, citizens and civilians do not mix.

The most important reason for this demarcation of mutual consent in Federation culture is that citizens and civilians simply do not understand one another. The citizen sees the civilian as someone who is all too willing to reap the benefits of life under the Federation but is not willing to endanger himself to defend it. The civilian sees the citizen as someone who spent two years crawling around in the dirt being shot at and is somehow under the impression that makes him a better man than the civilian.

Unless they happen to work side by side in their place of employment, citizens and civilians rarely mingle. Citizens often choose to marry other citizens and are likely to encourage their children to enter Federal Service to earn their franchise when they reach the age of 18. Civilians are equally likely to stick to their own, to marry other civilians and urge their children to get an education or a job instead of Federal Service when they reach the minimum age for enlistment. Families have been broken apart because the children of citizens have chosen not to enter Federal Service, just as they have when children of civilians have taken the path of enlistment. Citizens and civilians rarely even live in close proximity – a Federation-supplied housing complex is usually taken up with entirely citizens or entirely civilians, who often complain the citizens have more luxurious accommodations. That it is the civilian residents who damage and vandalise their own housing projects is rarely factored in to those complaints.

LIFE AS A CITIZEN

Of course, no one can live his or her entire life as a citizen. All minors in the Federation population are, by law, civilians until they reach the age of 18 and can select enlistment in the Federal Service.

Once the two-year term of service in Federal Service is complete, the newly-minted citizen may choose whether to remain in the Federal Service, perhaps even going to Officer Candidacy School and going career, or he may retire to the private sector, his franchise as a citizen gladly bestowed. As all citizens know but most civilians do not, it is illegal for anyone still enlisted in Federal Service to vote, whether he has served two days or two decades.

If the citizen chooses to go career in the Federal Service, he has a rewarding life ahead of him spent in the service of the Federation and humanity as a whole. Perhaps eventually he will achieve the rank of general or admiral, depending upon his branch of service, of course. Or, if he is willing to accept the challenge, he may try his hand at both Fleet and Mobile Infantry, in hopes of one day becoming a sky marshal.

On the other hand, the new citizen may choose to leave Federal Service behind. If so, he will find the world has opened up to him. His franchise as a citizen gives him not only the right to vote but the right to seek employment in the government as anything from an economist at the Economic Services department to a police officer in his old home town. He may also choose to follow a career in politics, serving the Federation at the local or regional level,

or perhaps even aspiring to a seat on the Federal Council. In time, the awkward boy from high school who felt the need to enlist in Federal Service and serve all of humanity may even attain the position of prime councilor, the highest office in the entire Federation.

Even if the citizen chooses not to pursue any of these paths reserved for citizens only, he will still find a number of perks offered to him by a grateful government and population for his service. If he wishes to enroll in a university, he will enjoy a lower tuition cost. Should he choose to open his own company, to test his capitalistic wings and see if he has what it takes to succeed in the private sector like he did in Federal Service, he will find he is entitled to certain advantages there as well.

Ultimately, whether he serves only one term or makes a career of Federal Service, the citizen knows that, when the end finally comes, he will be able to look back on a life well spent.



LIFE AS A CIVILIAN

For a civilian, life in the Federation tends toward one of two extremes, either great wealth or crushing poverty. The latter is by far the more common of the two.

Upon finishing his education at age 18, the civilian may choose to go straight into the workforce, labouring at a job assigned him by Social Services that best fits his aptitudes and talents. Alternatively, if his grades and/or his finances permit, he may seek higher education at one of the many universities of the Federation, seeking a better education and the better standard of living that often comes with it.

If at any time before he turns 50 years old the civilian realises that he has made a mistake in not choosing Federal Service, he may rectify that mistake by signing up and seeking his franchise as a citizen. However, many civilians, particularly those that succeed in the private sector, either through skill, ability, luck, education or all of them combined, feel that Federal Service is a dangerous waste of time and effort. They see the sovereign franchise as a wholly nominal political privilege that has little or no effect upon the Federation and, most importantly, does not pay a single penny.

So long as the civilian remains employed (and he always will, if he is willing to work), he need never fear for the loss of shelter, food or safety. All of these will be provided for the productive civilian until the end of his days. However, even the wealthiest civilians, looking back on their lives when the end comes, may find themselves wondering what legacy they have left, how they have bettered the world by their passage through it. On that day, if on no other, the civilian will look at the citizen and feel regret.

MULTIPLE CULTURES, ONE GOVERNMENT

Since the Federation rose from the ashes of the old world nearly two centuries ago, one Earth united under a single government, the culture and society of humanity has changed dramatically in some ways and remained relatively similar to what came before in others. This is not due to some oversight on the part of the Federation but is rather a fact which is lauded and encouraged by Earth's government.

The Founders understood that nothing grows in a sterile, homogenised environment. Just as in nature, humanity can only thrive if there is competition. The competition they had was one another and the Federation has taken pains throughout the many years of its history to make certain every existing culture on Earth was allowed to survive and thrive.

For example, the Federation supplies government housing, made available to every citizen and civilian. Though these housing blocks share certain similarities no matter where they are located, they are also designed and built with the local culture in mind. In Japan, for example, the housing projects are built with steeply-pitched roofs, lacquered doors and, in homes with more than one room, paper walls. In areas like Mexico and the American West, housing projects feature stucco exterior walls, bright interiors and tile floors.

Obviously, there is more to a culture than just housing but, in nearly every way possible, the Federation actively encourages the continuity of old cultures throughout the world. There was significant concern when the Citizens' Federation instituted English as the only official and accepted language that the other languages of Earth would die out, and the cultures they embodied along with them. Fortunately, both for the preservation of the cultures and the cultural and social growth that comes with diversity, that has not happened. Even obscure languages like Tagalog have survived and thrived. They may not be used in school or business, but they continue to be spoken in homes of people who make maintaining a cultural heritage a point of pride.

There are some cultures that take adherence to the old ways even further, as is their right. For example, in the Amazon rain forest of South America, a region of the world that was spared the majority of the destruction that was the hallmark of the Disorders, there are still some indigenous tribes that practise a Stone Age lifestyle. They are born, live and die just as their ancestors have for thousands of years, making their living by fishing, hunting and gathering, building their own shelters and keeping completely to themselves. Technically, they are required to register any births at the nearest Federation Health Centre, if only so that the newborn child may receive his Federal Identification Code (FIC) and be processed into the system. In practice, this rarely happens and, for such cultures, the Federation tends to turn a blind eye to this choice.

REGIONAL DIFFERENCES ON EARTH

Although the advent of the Federation united the people of Earth under a single government for the first time in history, a government and a way of life that has endured for centuries since its founding, it would be a mistake to assume that every place on Earth is exactly the same. While the consistency of government, as well as the immediacy of technology, communications and transportation, has certainly contributed to a sort of homogenisation of the different cultures and peoples of the Earth, not all differences have been forgotten.

The lines marking the borders of old nations still exist on the map, though those nations are obviously no longer sovereign entities, their status under the global government of the Federation altered to be more like that of a state or province. Nonetheless, the people of those ancient countries have not all been blended into a bland amalgam of humanity. Rather, they have found ways to preserve what they can of their ancient cultures while still becoming fully invested and patriotic citizens and civilians of the orderly government of the Federation.

THE ROLE OF FEDNET

FedNet first went online in 2147, just a year after the Chinese Hegemony collapsed under the revolt of its citizens and while the Federation was still in the process of consolidating its rule across the remainder of the planet. Initially conceived of as simply an efficient means for the fledgling government to communicate with its population, the FedNet of the time was nothing like what people in the Federation are used to seeing today.

When it was first conceived, FedNet was little more than a single channel of programming, showing occasional events on the floor of the Federal Council (though never the deliberations) and endlessly repeating governmental announcements tailored to the various regions of the Federation's territory. For example, if the government was about to start construction on a new school in Lahore, that information would be broadcast to the viewers in the area, but not to the rest of the world, under the reasonable assumption that no one in Europe or North America would particularly care.

FedNet has changed dramatically over the course of the years and is now an important element of daily life for citizens and civilians of the UCF. It is the primary entertainment medium of the Federation, broadcasting hundreds of programmes daily to every home in Federation space which range from educational programming to interactive gaming to sporting events to simple, fun entertainment.

FedNet also remains true to its original purpose, to provide the government with a means of effectively and efficiently communicating with the populace, but has expanded on that role to become the primary, and usually sole, source of news for the people of the Federation. It is a wholly interactive medium, allowing viewers to request additional information on breaking news stories or access archived records from as far back as the beginning of the Federation (and even before, when such records still exist). Users may also use FedNet to



check their financial information by accessing the Economic Services department of the UCF government.

Lastly, FedNet is used for private communication between citizens and civilians throughout the Federation. A simple command opens a small window in one corner of the FedNet screen, allowing the user to talk live to any friends or relatives on the same planet he wishes to speak to, or to compose a written or recorded message that will be transferred through FedNet to the recipient's terminal. In the case of communication between different star systems, there is a small fee attached to the transmission of the message and no guarantees given regarding when it will be delivered.

Basic model FedNet terminals are provided free of charge to every employed citizen and civilian in the Federation. Upgraded (such as a larger screen) or additional models are available for a nominal fee.

FEDNET & FREEDOM OF THE PRESS

The Federal Council retains ownership of the airwaves and computer communications networks within the Federation and any individual, group or corporation wishing to make use of them for the purposes of public broadcasting must petition the Federal Council for permission and provide compelling reasons why they should be permitted to do so. Thus far, such petitions have been extremely few and none of them have been compelling.

The reasons for this are relatively simple. FedNet already provides everything from news to entertainment to sports coverage to interpersonal communication. There are even channels on FedNet devoted to dating services. All those who have petitioned for use of the airwaves and computer networks currently used by FedNet have merely proposed 'more of the same', more channels of entertainment, of news, of communications but, considering the hundreds of channels already available through FedNet, such new additions would not add variety or uniqueness. Further, it was determined long ago that, with the creation of FedNet, there was no need for additional news outlets. As an instrument of the government itself, FedNet reporters have

FedNet, and the unofficial news outlets on stellar colonies, offer positive, upbeat reporting on the Federation. For FedNet, this is because it is an element of the government. For the unofficial news outlets, this is because they are unofficial and know the Federation will stop ignoring them if they do something to anger the government. In both cases, the focus is mainly on the level of civil security within the Federation, showing citizens and civilians that they live in a stable, crime-free society with no significant threats to their safety. These broadcasts show the worlds of the Federation as lands of boundless promise and fortune for anyone willing to take active part in Federal affairs.

With the advent of the war against the Arachnids, news coverage throughout the Federation has abruptly become far less sunny. The whole of humanity is now at war and news has taken on a decidedly martial tone.

easy access to government officials, from Social Services to SICON and are thus able to gather and report the news far more effectively than would some employee of a third party attempting to secure the same kind of access.

On the stellar colony worlds, the Federation has unofficially conceded the need for additional news sources. Despite the speed of the Cherenkov drive and the Guilder wave, the vast gulfs between these colonies, some more than a score of light years away from Earth, make speedy communication impossible. Thus, on each of these planets, small news organisations have risen, filling the void in news caused by the void of space.

Generally, these unofficial news organisations restrict themselves to reporting on the events of the colony itself, relying upon FedNet to supply the lion's share of news coverage of the happenings elsewhere in the Federation. So long as these unofficial groups, usually formed by a group of wealthy individuals or by a local company, cause no problems in the colony and do not interfere with the official FedNet broadcasts, the Federal Council tends to ignore them. They are, however, carefully monitored to ensure that they, not having the centuries of experience and expertise developed at FedNet, do not inadvertently make a serious error in their coverage.

New Class - The Reporter

Usually, life as a FedNet reporter on Earth is somewhat glamorous but relatively dull. Information is spoon-fed to the populace as it is deemed fit by the Federation authorities – gone are the days of the inquisitive news-hound digging up the dirt on prominent politicians and public figures. News about crime and treason against the Federation is also carefully monitored and a maverick reporter submitting stories of just how far the Zegama Cartel's influence extends for public release will not be looked kindly on.

On the outer colonies the situation is somewhat different. While the independent news networks must still toe the

Federation line when it comes to information delivered to them from FedNet, there is plenty of opportunity for a reporter with a bit of initiative to actively investigate the local underworld or the shady backgrounds of prominent individuals, as long as it does not clash with Federation interests. Here, a reporter has an opportunity to do more than just relay prepared information to the public – he can *discover* the news, seek it out and reveal to the people the truths that are being hidden from them.

Now, with the war against the Arachnids, there is also a demand for war reporters – men and women who will be sent to the frontlines themselves. These brave souls will be standing alongside the Mobile Infantry in the chaos and mayhem of battle, describing mankind's victory against the alien horrors to the people at home. They need to be able to seek out the brightest examples of humanity's future, those moments of triumph that best show humanity's inevitable success over the alien foe, all while surviving in an incredibly hostile environment where a noncombatant is a liability rather than an asset.

The reporter class is effectively a form of cross training for civilians. While a reporter might have a varied background, having been a Mobile Infantryman themselves or even a criminal, most will have been civilians.

REQUIREMENTS

To qualify to become a reporter, a character must fulfil the following criteria.

Skills: Investigate 4 or more ranks, Persuasion 4 or more ranks, Research 4 or more ranks.

ABILITIES

A high Charisma is the most important ability for a reporter, both for presenting themselves through a news network to the public and for convincing others to share information with them. A high Intelligence is also worthwhile, as is Dexterity to ensure that the reporter can avoid getting himself hurt – after all, the most interesting news can be found in the most dangerous places.

Class Level	Base Attack				Class Features	Defence	
	Bonus	Fort Save	Ref Save	Will Save		Bonus	Prestige Bonus
1 st	+0	+0	+0	+2	Reporter's Luck, Unearth Information I	+1	+2
2 nd	+1	+0	+0	+3	Composure I	+1	+2
3 rd	+1	+1	+1	+3	Unearth Information II	+2	+3
4 th	+2	+1	+1	+4	Composure II	+2	+3
5 th	+2	+1	+1	+4	Survival Instinct	+2	+4

HIT POINTS

Reporters gain one hit point per level, adding this to their total gained from previous class levels.

ACTION POINTS

Reporters gain one Action Point at every odd-numbered level, even if their previous class did not have Action Points at all (such as the civilian class).

CLASS SKILLS

The reporter's class skills, and the key ability for each skill, are as follows: Computer Use (Int), Concentration (Con), Drive (Dex), Investigate (Int), Knowledge (any) (Int), Perception (Wis), Persuasion (Cha), Research (Int) and Sleight of Hand (Dex).

Skill Points at Each Additional Level: 7 + Intelligence modifier

Reporter's Luck: Once per day, the reporter may re-roll a single failed attack roll, saving throw or skill check.

Unearth Information I: A reporter is highly adept at hunting out news-worthy events and information, following leads and digging the truth out of rumours and hearsay. The reporter gains a +2 bonus to all Investigate, Persuasion and Research skill checks.

Composure I: A reporter needs to be able to face the camera – and his superiors – with unshaken composure, no matter what grave matter he is reporting or how dangerous the battleground he is speaking from has become. Even in the face of Arachnids and other alien beasts, the reporter must stay calm and trust in the Mobile Infantry to keep him safe from harm as he relays events back to the viewers at home. At 2nd level, the reporter gains a +2 bonus to Concentration checks and Will saving throws against Fear effects.

Unearth Information II: At 3rd level, the bonus from the Unearth Information ability increases to +4.

Composure II: At 4th level, the bonus from the Composure ability increases to +4.

Survival Instinct: Whether through delving into the dangerous underworld of the Federation or braving the harrowing perils of the battlefield, veteran reporters possess a knack for both seeking out trouble and then somehow surviving it. From 5th level, the reporter is never flat-footed.

PSYCHICS IN SOCIETY

Psychics occupy an unusual and sometimes nebulous place in Federation society. On the one hand, their talents and abilities are of inestimable value, providing services which would, otherwise, be hideously expensive or simply impossible. On the other hand there is no denying the fact that for most people in the Federation, citizens and civilians alike, there is something about psychics that is, to put it bluntly, rather creepy.

The role of psychics in Federal Service is well defined. Indeed, of all people in the Federation, psychics are the only ones encouraged to join Federal Service (at least until the Arachnid war started, an event which precipitated the first aggressive recruitment in Federation history). Within SICON, all psychics are placed in Military Intelligence, the field of service where they may best use their gifts for the betterment of the Federation. This holds true for those whose abilities are discovered after entry into Federal Service as well as for those who enlist already aware of their special talents. In the case of a soldier who is discovered to possess psychic abilities after going through boot camp and starting his service with Fleet or the Mobile Infantry, he is immediately removed from his unit and transferred to Military Intelligence.

The lack of service options for psychics does not come without its own benefits, and is ameliorated in large part by such perks as immediate commission as an officer, although the long history of bad blood between the Mobile Infantry and Military Intelligence is often enough to make a newly-discovered psychic snatched from his MI unit and impressed into Military Intelligence feel like a bit of a traitor. Within Military Intelligence, special talents receive the finest training, equipment and medical attention SICON can offer them, a fair trade for the grueling tasks expected of such a psychic. In the end, psychics in Military Intelligence find the work and its rewards so fulfilling that very few of them ever develop a desire to leave Federal Service and those few who have are usually granted additional enticements to stay on. Not only do they represent a tremendous investment on the part of the Federation, such skilled psychics are also an extremely limited resource.

For psychics who never enter Federal Service, the future is far less well defined. It may be that the psychic in question never had any interest in Federal Service, despite SICON's entreaties to budding psychics. Or it may be that the psychic was judged psychologically or physically unfit for service.

Either way, the psychic must make his way through life as a civilian.

So long as the psychic has a modicum of ambition, this is not a difficult task. Even without the training that comes from experience in the Special Services, psychics are a limited and valuable resource the Federation is only too happy to put to use. Any civilian psychic who wishes to work with the Federation government may certainly do so; positions are always made available for such applicants in anything from Economic Services (for probability psychics) to the Federal Justice Division or even local law enforcement. The latter career choice, normally reserved for citizens, even offers the psychic an alternate path to citizenship. If he serves the cause of law enforcement in the Federation well and faithfully for five years, he may petition the FJD for citizenship. He will then go before a review board (normally a nominal review only) and be awarded with his franchise in recognition of his difficult service to society at large. A psychic enjoys preferential treatment in job assignments and advanced promotional opportunities. Additionally, psychics who happen to work in a field not strictly limited to those with such talents tend to receive higher base pay than their non-psychic counterparts, roughly 10 to 25 percent more annually.

Of course, the government of the UCF is not the only entity within the Federation that sees the immense value that a psychic offers. Just as the Federation courts psychics for everything from Federal Service to Economic Services, so too does the private sector court them for everything from corporate information security (fighting against corporate espionage by rivals) to economic trend forecasting. Nor are corporations the only non-governmental enterprise that craves the special abilities psychics bring to the table.

Restrictions on Psychics

For the most part, psychics in the Federation are regarded under the law just like any other citizen or civilian. Though carefully monitored to ensure their gifts are not abused, they have the same right, responsibilities and privileges as any other citizen or civilian. However, there are some exceptions.

No psychic may seek or hold elected public office in the Federation. They may, and often do, hold positions within the government, but such positions must be in support roles; a psychic may not hold legislative or executive authority in the Federation. The only exception to this rule is very minor indeed – the surrogate commanding officer programmes

practised by SICON which place a psychic in temporary command of a Mobile Infantry platoon or a Fleet vessel. In many ways, this stricture is a throwback to the earliest days of psychic research in the Federation, when the discovery of Jon Forrest set off a wave of unease in the population and the government itself, leading some to fiery speeches espousing science fiction stories of a takeover by psychics and spurring the formation of Pure Humanity, a short-lived (but in its time powerful) group opposed to the inclusion of psychics in any level of Federation society. In time, all these fears were allayed but the restriction against psychic leadership in the government still stands.

No psychic may invest directly in the Federation Stock and Commodities Exchange in London. Essentially, this means a psychic may not individually choose which stocks he wishes to invest in. Rather, he must invest his money indirectly through one of the many investment corporations in the Federation. This allows the psychic to make financial investments for his future security while minimising the opportunity for him to use his gifts inappropriately for his own financial gain. The possibility is still there, of course, as the psychic is free to invest more money, remove money or change investment corporations as he pleases. This is where the government's monitoring of the psychic comes into play. If the government can offer credible evidence the psychic is using his abilities to know when and what to do with his money, the government can step in and stop him, possibly even bring him up on criminal charges.

Thirdly, no psychic may gamble. Anyone with a Unicaid identifying him as a psychic will not be allowed inside a casino anywhere in the Federation. Of course, a psychic may circumvent this easily enough with a false Unicaid purchased from the black market (see page 44), but doing so carries the risk of arrest and trial for two crimes – using psychic abilities to defraud and possession of a forged Unicaid.

Even 120 years after the first documented discovery of psychic activity in the Federation, the laws governing use of psychic abilities are still being formed and new questions, as well as new challenges to existing laws, arise regularly. For example, there are frequent (and thus far wholly ineffectual) movements to allow psychics to serve as elected representatives in the Federation government. When dealing with psychics and the law, the best rule of thumb for Games Masters to use is this: psychics may not legally exploit their abilities to give themselves an unfair advantage over the rest of the population in pursuit of personal wealth or power.

The Psychic in Corporations

The corporations of the Federation have been interested in acquiring psychic employees since the discovery of Jon Forrest in 2200. Initially, the UCF government tried to bar psychics from employment in a corporation but eventually relented and, in cooperation with the Civilian Corporate Coalition (see page 65), established guidelines for psychic employment in the private sector.

Psychics in a corporate environment serve many of the same functions they do as part of the government. Those with superhuman abilities in probability studies work to forecast economic and social trends, helping tailor the corporation's operations to dovetail perfectly with the fluctuations in the financial markets and Federation society. Those with clairsentient or telepathic abilities are commonly assigned to enforcing corporate security. There are less well-defined roles available to those psychics with psychometric abilities but, much like the UCF government itself, most corporations will always find room for a psychic they can recruit as an employee.

Despite the standards put in place by the Federation and the CCC, not all corporations with psychics on the payroll are overly studious about adhering to those standards. Corporations with a lack of morals but whose directors believe they have enough power and influence to shield their activities from the government will often try to put their psychics to work in ways that directly defy set standards

for psychic employment. Such activities range from using probability control psychics in an attempt to manipulate the financial market (a rare occurrence, if only because it is nearly impossible even for a 'lucky man' to accomplish) to dispatching telepaths, clairsentients and even psychometrists as corporate spies and information saboteurs. This second use is far more common and indeed is one of the reasons corporations are so anxious to have their own psychic employees, if only as a shield against the espionage attempts of other corporations.

The Psychic in the Underworld

Though it is never mentioned on FedNet or acknowledged by the Federal Justice Division, there is a small minority of civilian psychics who never find work within the government or with a legitimate business but are instead drawn into a life of crime.

Psychic ability tends to be discovered early in childhood through genetic and behavioural screening. This allows the Federation to monitor potential psychics and discover their ability levels and growing powers through yearly testing. These tests are voluntary, though a review every four years is mandatory. Even though this process catches most potential psychics from birth, hundreds slip through the process every year either through intentional deception or simple error on the part of test administrators or medical personnel.

It is these psychics who slip through the holes in the net that are most vexing for the Federation government, particularly those who mislead the test administrators and willfully dodge identification as a psychic. Often, this is simply a result of the individual not wishing to be tagged with the label of psychic and the additional burdens that accompany it. Other times, however, it is because the psychic has less innocuous reasons for avoiding identification. These psychics are the most worrisome of all, as they are the ones who most often end up on the wrong side of the law.

Psychics who enter the criminal underworld of the Federation are cast from two moulds. One is the previously identified civilian psychic, who is lured or manipulated into a life of crime by those who would seek to use the psychic's special talents for their own benefit. Usually, such psychics are quickly apprehended, as the scrutiny all such psychics live under will not be fooled for very long about the psychic's new activities. The other kind of psychic found in a life of crime is somewhat more difficult to track down and apprehend.



This is the psychic who has deliberately found a way to avoid detection throughout his life, living in the Federation as a normal civilian and keeping his special talents hidden. Though his lack of any meaningful training like that received by psychics in the Special Services usually means his talents are not terribly impressive, he is still a danger. Such a rogue psychic, even one with weak powers, can prove extraordinarily troublesome for the Federation. Moreover, if knowledge of such a psychic ever reached the public, it would only fan the flames of unease many citizens and civilians still feel for psychics.

A psychic in the criminal underworld of the Federation is rarely a solitary figure. Any psychic clever enough to be able to fool his way past Federation testing knows his opportunities for profit and continued freedom lie within a larger organisation. Criminal organisations, for their part, are only too happy to welcome a psychic into their midst, eagerly putting him to work in a variety of capacities, from undermining competition to foiling any attempts by law enforcement psychics to probe inside the organisation. A powerful psychic inside a powerful crime syndicate can quickly become a very wealthy man, a temptation that sadly proves too much for some psychics to resist.

The Psychic and Public Perception

Within Federation society, psychics are a breed apart. Regardless of their role in society, civilian psychics are always viewed by other civilians and citizens as an oddity. This rarely results in violence but a level of social stigma is attached to their gifts, creating an almost invisible prejudice that is impossible to completely dispel. Just as soldiers have a hard time taking orders from psychic officers, the Federation's general populace also reacts with distrust and resentment when dealing with someone who could potentially be reading their every thought. This reaction was far more extreme in

the early years of the Federation but governmental sanction and control keepz civilian distrust of psychic ability to a minimum in the modern era. Still, human beings have a strong, visceral reaction against the thought of someone else invading the sanctity of their own mind, a reaction that never could (and never should, certainly after the discovery of control bugs) be purged from human nature.

One of these controls is a limitation of information. Members of the Federation, civilian and citizen alike, with no reason to interact with psychic individuals are not exposed to the concept openly. While many civilians and citizens know about psychic phenomena and may even know a psychic personally, there is no easily available information on the subject. This keeps psychic ability something the people of the Federation can safely place in the realm of plausible deniability. This freedom to ignore such powers provides a psychological buffer that greatly reduces cultural stress, but it does have its limitations. A person's status as a psychic is encoded on his Unicaard, for example. While this is not something that is visible to someone who merely looks at the Unicaard, it comes up every time the card is scanned. This measure may sometimes be inconvenient to the psychic but is extremely helpful to the government in maintaining its scrutiny of all civilian psychics.

New Class - The Rogue Psychic

Life as a rogue psychic is not one of security or stability. The rogue has chosen to evade the notice of the authorities, hiding under the radar of tests and analysis to make sure that his psychic talents go undetected. He must be constantly alert and guarded, ever wary of slipping up and revealing his true nature to SICON.

Without the guidance and rigorous training of the Special Services, rogue psychics' powers develop in a slightly

Class Level	Base Attack				Class Features	Defence	
	Bonus	Fort Save	Ref Save	Will Save		Bonus	Prestige Bonus
1 st	+0	+0	+0	+2	Hide Mind I, Talent I	+1	+0
2 nd	+1	+0	+0	+3	Deception I	+1	+1
3 rd	+1	+1	+1	+3	Slippery	+2	+1
4 th	+2	+1	+1	+4	Hide Mind II	+2	+2
5 th	+2	+1	+1	+4	Talent II	+2	+2
6 th	+3	+2	+2	+5	Deception II	+3	+3
7 th	+3	+2	+2	+5	Mind Shield I	+3	+3
8 th	+4	+2	+2	+6	Tap	+3	+4
9 th	+4	+3	+3	+6	One Step Ahead	+4	+4
10 th	+5	+3	+3	+7	Mind Shield II	+4	+5

different manner to those of the same talent that receive SICON schooling in the powers of the mind. A rogue psychic's powers are often a far more intuitive growth of their talent, lacking the focus towards specific tasks that SICON psychics possess.

Some rogue psychics simply want to live their lives in peace, developing their powers only to the extent where they can control them and thus avoid ever using them. These rogues do not want the 'special status' afforded to known psychics, forced into the Special Services and viewed with suspicion and mistrust by the common mass of the populace. A rogue psychic of this kind can go his entire life without detection if he is smart enough. Many rogues, however, seek to avoid the public eye because they choose to turn their talents to their own gain rather than the service of mankind. With crime as their vocation and psychic powers at their disposal, they run a constant risk of being discovered and hunted down. As a result, either through conscious focus or subconscious imperative, these rogue psychics become highly talented in protecting themselves from surveillance or capture and prove to be the most elusive of criminals.

Most rogue psychics also take levels in either the civilian class or the criminal class (see page 83).

ABILITIES

Most important to the rogue psychic is a high Charisma if their abilities are ones that can be resisted by targets. Constitution is also significant as it lets them use their powers for longer before they become exhausted by their mental exertions. Both Intelligence and Wisdom are important as these abilities allow the rogue to more effectively evade detection and capture.

HIT POINTS

Rogue psychics start the game with hit points equal to their Constitution score. They gain one hit point per level thereafter.

ACTION POINTS

Rogue psychics gain a number of Action Points equal to half their Charisma score, rounded down, at 1st level. A new Action Point is gained at every even-numbered level.

CLASS SKILLS

The rogue psychic's class skills, and the key ability for each skill, are as follows: Computer Use (Int), Concentration (Con), Drive (Dex), Escape Artist (Dex), Forgery (Int), Knowledge (streetwise) (Int), Perception (Wis), Persuasion (Cha), Sleight of Hand (Dex) and Stealth (Dex).

Skill Points at 1st Level: $(5 + \text{Intelligence modifier}) \times 4$

Skill Points at Each Additional Level: $5 + \text{Intelligence modifier}$

Hide Mind I: Rogue psychics are extremely adept at concealing their psychic talents from the eyes of the law and either quickly learn how to shield their mind or are apprehended. The psychic benefits from a +4 bonus to his Psychic Resistance Value against any and all psychic powers used against him.

Talent I: At 1st level, a rogue psychic chooses clairsentience, probability control, psychometrics or telepathy as his talent. This dictates what psychic power he gains with each Talent ability and cannot be changed after 1st level. The power gained can be used as an attack action once per round.

Clairsentience – Farsight (hit point cost per use: 2): The psychic can attempt to see a momentary image of any place or person within one mile of his present location, even those concealed by physical structures. There is a 20% chance of failure, reduced to 10% if the psychic is within 100 feet of the target. The hit point cost is still incurred even if the power fails.

Probability Control – Luck (hit point cost per use: 2): The psychic can attempt to influence probability, manipulating their own luck to cause a more favourable outcome. The psychic can reroll a single failed attack roll, skill check or saving throw once during the next five minutes.

Psychometry – Analyse (hit point cost per use: 1): The psychic can focus his mind into a hyper-analytical state, taking in and assessing even the tiniest details of everything around him in a moment of crystal clarity. The state lasts for one minute, during which time the psychic benefits from a +6 bonus to all Investigate (analyse clue and collect evidence) and Perception checks.

Telepath – Read Thoughts (hit point cost per use: 1): The psychic can attempt to link to a sentient creature within 100 feet, allowing him to read surface thoughts for one minute but not establishing any true two-way link. Unwilling creatures require a psychic action check against the target's Psychic Resistance Value. Non-humans gain a +4 bonus to their Psychic Resistance Value against this power and can only be contacted within a range of ten feet.

Deception I: Rogue psychics quickly become adept liars and learn how to blend in without rousing suspicion of their

latent abilities. At 2nd level, the psychic gains a +2 bonus to all Persuasion (bluff) and Stealth (hide) checks.

Slippery: Eventually, even the most careful rogue psychic will likely be detected by SICON agents but rogues have a knack for evading capture time and time again, probably aided by their psychic awareness. At 3rd level, the rogue psychic gains a +2 bonus to Escape Artist checks and all attempts to gather information on him via the Investigate skill have their DC increased by five.

Hide Mind II: At 4th level, the DC for a Special Services agent to detect the rogue psychic's powers with the *advanced awareness* ability is increased by five.

Talent II: At 5th level the rogue psychic gains a new power in his talent as his capabilities increase and develop. Unless otherwise noted, the power gained can be used as an attack action once per round.

Clairsentience – Battlesight (hit point cost per use: 2): The psychic can attempt to scan the area around him, processing the entire situation through his enhanced awareness. For five minutes, the rogue psychic is aware of the position of all characters within 100 feet and is never flat-footed.

Probability Control – Misfortune (hit point cost per use: 2): The psychic can attempt to influence probability, manipulating the luck of others. The psychic can force another character to reroll a single successful attack roll, skill check or saving throw once during the next five minutes.

Psychometry – Flashback (hit point cost per use: 2): The psychic can pick up images of the past from an object or location. This takes the form of a brief flashback of recent events (up to three days old), lasting a few seconds and granting hazy sensory and emotional information. For instance, the rogue psychic might receive a flashback at the scene of a crime that shows him the struggle between murderer and assailant and lets him feel the fury of one and the fear of the other. The drawback of this power is that the rogue psychic has never achieved the discipline of a 'memory man' and when entering a location of a significant recent event such as a violent murder scene, he must make a Will save (DC 10) or immediately have a flashback. This occurs whether the psychic is willing or not, and incurs the normal hit point cost.

Telepath – Agonise (hit point cost per use: 2): The psychic can attempt to flood the mind of an opponent with agony. This targets a single living creature within 40 feet, dealing

3d6 points of nonlethal damage to the victim. A successful Will save halves the damage (DC 10 plus the rogue psychic's base psychic bonus and Charisma modifier). The psychic does not need line of sight to the creature but the target gains a +4 bonus to their Will save against the power if the psychic cannot see them.

Deception II: At 6th level, the bonus from the rogue psychic's Deception ability increases to +4.

Mind Shield I: At 7th level the rogue psychic learns how to protect others from psychic detection as well as himself. Any attempts to mentally scan or sense an area of 30-foot radius around him, or anyone in it, have their chance to fail increased by 25%. Even if a psychic power would not normally have a chance of failing, it gains a 25% failure chance and hit point costs are still incurred even if it does not work. This also affects psychometry powers used to try and glean information about events occurring within the area of a mind shield. The mind shield can be dropped if the rogue psychic does not wish to interfere with friendly psychic activity but doing so also allows hostiles to scan and sense without any failure chance. Raising or dropping the mind shield is a full-round action, and the rogue psychic is not affected by his own mind shield.

Tap (hit point cost per use: 1 per five minutes): At 8th level, the rogue psychic may attempt to tap into the psychic communications of others. If within 100 feet of a living creature that is in telepathic contact with others, the rogue psychic may make a psychic action check against the Psychic Resistance Value of the target. If successful, the rogue receives all mental communication passing to and from the target. The rogue may also use this power against a psychic that is remotely viewing a location through powers such as *quick glance* or *remote sensing*, allowing him to tap into their clairsentience and view whatever they are viewing. Any psychic taking part in the telepathic or clairsentient power that the rogue is tapping into may make a Perception check each minute (DC 10 + rogue psychic's base psychic bonus + Charisma modifier) to detect that someone has infiltrated their communication. This does not tell them who, where or how this has been done.

One Step Ahead: At 9th level the rogue psychic possesses an uncanny knack for always being one step ahead of the authorities. Whenever SICON agents are within 300 feet and actively searching for the rogue psychic, he has a 75% chance to receive a sense of foreboding and the feeling that he is being hunted. Although he knows that the government

is closing in, he is unaware as to numbers, direction or how long they will take to arrive.

Mind Shield II: At 10th level, the area affected by the mind shield ability radius increases to 50 feet and the chance of failure increases to 50%.

RELIGION

Although humanity is now united under a single government, it is absolutely not united under a single religion. All the major religions, theologies and philosophies of Earth – Christianity, Judaism, Islam, Buddhism, Hinduism and others – weathered the Disorders far better than most other elements of pre-Federation society. Additionally, over the centuries that have passed since the Federation's founding, numerous new religions have sprung up. Some of these are amalgamations of existing faiths, others entirely original. Some have flourished; others have been stillborn.

Officially, the UCF takes no stance on religion. It is a wholly secular government that does not interfere with religion any more than is necessary. So long as a religion does not oppose itself to the Federation and so long as its precepts do not interfere with the smooth functioning of society (for example, a religion that required adherents to spend three months of every year in contemplation and reflection, eschewing all work, would definitely be considered an interference), the Federation does not involve itself in the spiritual beliefs of its populace. The people of the Federation, citizen and civilian alike, may worship or not as they see fit.

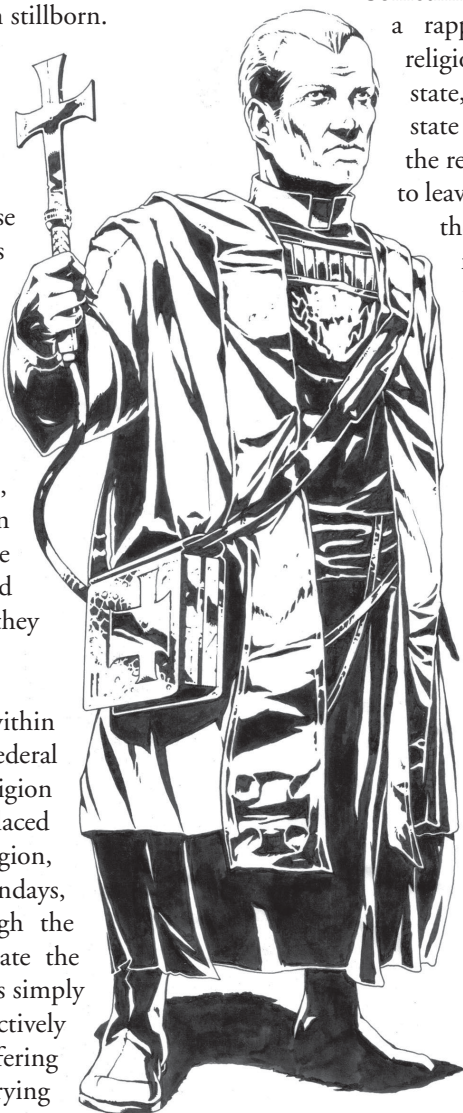
The only exception to this lies within Federal Service. While any recruit to Federal Service may certainly adhere to any religion he pleases, there are significant limits placed on worship. No matter what the religion, divine services may only be held on Sundays, for a period of one hour. Although the Federation would like to accommodate the religious tenets of all of its recruits, it is simply impossible for a company to train effectively if some of its members are gone at differing times to attend religious services of varying

length. There has been some resistance to this practice in the past but SICON is unyielding on it and most religious leaders see its wisdom.

In those instances when a religion does come into conflict with the Federation, the government seeks to negotiate with the religious leaders to find an amenable solution to the problem. Often, this is easy enough to accomplish. For example, a religion whose custom it was to spend two hours in prayer beginning at noon could easily be accommodated, usually by having Social Services assign such worshippers a job that does not require them to be at work during that time. On the occasion that this is impossible, religious leaders can usually be convinced to offer their worshippers special dispensation to pray at a more appropriate time, one that will not interfere with the worshipper's employment.

Sometimes, however, it is impossible to reach a rapprochement between government and religion. In such cases, the Federation must state, however reluctantly, that the needs of the state come first. Usually, these cases result in the religion and its strictest adherents choosing to leave the Federation. Because of the nature of the parting, the Federation will supply such religions with transport to a new world, where they may begin a new colony outside the bounds of Federation space, and will even offer assistance in initial construction of the colony. From time to time, fringe groups of established religions have reached an impasse with Federation policy and have likewise chosen to start their own unofficial colonies. An example of such a group would be the Dogmatic Catholics, a small element of the church that objected very strongly to the Federation's limitations on reproduction and left the Federation to form their own colony as soon as the technology existed to allow them to do so.

No matter what happens, however, the Federation has never and will never oppose itself to an established, recognised religion. The founders of the Federation were well versed in history and knew quite well that since the dawn of humanity, all attempts by governments to eliminate a religion have been the very height



of folly, useless efforts that were doomed to failure. This wisdom is still present in the Federal Council today.

Being recognised as a true religion by the Federation is a simple process. The religion must have 5,000 adherents who identify themselves as members of the faith and it must have an official, codified belief system that can be demonstrated to the government. This is an easy task for established religions to accomplish and also serves to keep the more implausible religions from receiving Federal sanction, thus creating a contradiction if they develop tenets that contravene the policies of the Federation. In an extreme example, this means the Federation does not have to recognise as a religion the beliefs of a small group of fools who have chosen to worship the Arachnids. Instead, the Federation can incarcerate them in a psychiatric institution where they can get the help they so clearly need (after checking them carefully for control bugs, of course).

ENTERTAINMENT

Though entertainment is not ranked among the four primary needs for an individual – shelter, food, security and a sense of freedom – it certainly deserves consideration as the fifth. Once those first four are satisfied, once a semblance of stability is established, entertainment is one of the first priorities to arise; some way of keeping the mind occupied now that all its effort is not required for survival. In any case, there are few better indicators of the success of a society, or better yardsticks by which to understand the society, than the entertainment it offers its people.

In the early days of the Federation, the new government gave little thought to providing any kind of entertainment to its people. Just as with an individual, the Federation's first priorities were far more basic, mirroring those of a single person. The Federation sought security by cementing its power, food to feed a hungry and war-weary populace and shelter for its continuation in a codified system of laws and government.

Once that time was past, however, once the Federation felt secure in its role as the first global government, once it had begun to tame the Solar system and had proved solutions for the basic needs of its people, it began to turn to other matters. Federation social scientists pointed out the importance of a regular supply of entertainment to keep a population satisfied and content. Just as a constant diet of the same food day after day, no matter how healthy it might be, results in a discontent and grumbling populace, so too does a lack of any forms of entertainment to occupy the mind lead to the

same unwelcome result. In response, the Federal Council approved its first measures to provide financial support of the arts, cultural enrichment programmes that have only grown more and more generous and innovative throughout the centuries.

The kinds of entertainment available to the citizens and civilians of the Federation are as many and varied as the people of the Federation themselves. From the latest entertainment programming and interactive games to sports events to ancient tribal dances and folk festivals kept alive as part of any of the dozens of cultural preservation programmes active throughout the UCF, the people of the Federation truly have their pick of ways to occupy their spare time.

By far, the largest purveyor of entertainment in the Federation is FedNet. Begun in the earliest days of the Federation as a means of disseminating information from the government to the public, FedNet still fulfills that role but has added so many others. FedNet offers hundreds of viewing channels, the vast majority of them dedicated to some manner of entertainment. From the highbrow to the lowbrow and everything in between, from documentaries on the lifecycle of the Arkellian sand beetle and scholarly discussions of the failings of previous societies to topless Zegama surfing (parents can delete these channels) and virtually plotless movies replete with explosions and gunfire, FedNet offers it all. Any time of the day or night, a citizen or civilian can turn on FedNet and find any kind of entertainment he desires.

Though FedNet is certainly the largest outlet of entertainment in the Federation, it is hardly the only one. Museums, symphonies and theatres are all still popular means of entertainment and cultural enrichment throughout the Federation, and many of them are supported financially by the Federal Council, which has joined hands with the private sector to build venues for such things in most major cities throughout Federation territory. Such is the UCF's commitment to these arenas of artistic endeavour that Social Services will often send a representative to attend performances or preview museum showings, simply to ensure the citizens and civilians spending their hard-earned money and precious free time get their money's worth out of the experience.

Sporting events are also an extremely popular form of entertainment in the Federation, both for participation and for spectators. Several sports that were very popular in the days before the Disorders no longer survive. Golf, for example, requires a huge amount of land to construct

a course – and in the days after the Disorders, clean and arable land was far too precious a resource to spend on what was considered a frivolous pastime. Many other sports that required large amounts of land, such as football, soccer, baseball or horse racing, were all but forgotten for a long time. Horse racing in particular never made a comeback, as the Disorders had also come very close to rendering the species extinct.

Those sports that did re-emerge also had to be redesigned to accommodate smaller fields and smaller venues. The most successful redesigns eventually evolved into the creation of entirely new games, such as fieldball, a game that is a direct descendant of American football. Certainly the most popular sport in the Federation today, fieldball is played on an indoor field that measures 125 feet by 40 feet and emphasises lightning-fast plays and acrobatic movement on the field to carry the ball to the scoring zones at either end. Fieldball is the source of intense rivalries between schools, cities and worlds, and the most skilled and talented players on professional teams can earn more in a single game than most civilians will make in their entire lives.

GOODS & SERVICES

While in the Federal Service, the soldiers, sailors and spies of SICON are given everything they need. They are given three meals every day, a hard cot to sleep on, clothes to wear and a roof over their heads (so long as they are not on manoeuvres). However, what SICON thinks someone needs is often much less than what he thinks he needs and it is up to him to make up the difference. Thus, even a Mobile Infantry trooper will find he needs money from time to time, whether it is to have a drink in a Sanctuary bar or to save money for his education once his tour of duty is over.

Goods

The chart below lists some of the more common goods and services legally available in the Federation, as well as their average cost in dollars. These prices may fluctuate dramatically depending upon location in the Federation, at the Games Master's discretion. For example, the cost of a night's stay in average lodging on Zegama Beach may be more than \$100, while the same quality of lodging on Shoreridge III may be only \$50.

BEDROLL

Essential survival equipment for anyone without a roof over his head, this bedroll will ensure a good night's sleep wherever a character must lay his head. Consisting of a soft blanket and bedding, the bedroll can be rolled into a conveniently sized package.

COST OF COMMON GOODS

Item	Size	Cost	Weight
Bedroll	Medium	\$35	3 lb.
Blanket	Medium	\$15	2 lb.
Bolt cutter *	Small	\$15	2 lb.
Breathing mask	Tiny	\$60	1 lb.
Canteen *	Tiny	\$10	1 lb.
Carryall	Small	\$25	1 lb.
Cable, steel, 10 feet	Medium	\$40	3 lb.
Chemical kit *	Small	\$300	3 lb.
Climbing gear	Small	\$150	7 lb.
Crowbar	Medium	\$10	4 lb.
Databox *	Tiny	\$150	1 lb.
Disguise kit *	Small	\$75	2 lb.
Duct tape *	Diminutive	\$5	0.5 lb.
Electrical toolkit *			
Basic	Small	\$100	6 lb.
Deluxe	Medium	\$350	10 lb.
Evidence toolkit *			
Basic	Small	\$50	3 lb.
Deluxe	Medium	\$400	4 lb.
FedNet terminal			
Basic	Medium	\$100	5 lb.
Deluxe	Large	\$400	9 lb.
Field rations *			
First aid kit *	Tiny	\$20	1 lb.
Flashlight	Tiny	\$10	1 lb.
Handcuffs *			
Steel	Diminutive	\$45	1 lb.
Zip-tie (25)	Fine	\$20	—
Holovid camera *	Small	\$425	2 lb.
Lizard line (civilian)	Small	\$55	3 lb.
Lock, electronic DC 10	Diminutive	\$30	—
Lock, electronic DC 15	Diminutive	\$75	—
Lock, electronic DC 20	Diminutive	\$200	—
Lock, electronic DC 25	Diminutive	\$400	—
Lock, electronic DC 30	Diminutive	\$750	—
Lock, electronic DC 40	Tiny	\$1,500	—
Lock, mechanical DC 15	Tiny	\$20	1 lb.
Lock, mechanical DC 20	Tiny	\$40	1 lb.
Machete *	Small	\$35	2 lb.
Mechanical toolkit *			
Basic	Medium	\$125	7 lb.
Deluxe	Medium	\$375	12 lb.
Medical kit *	Small	\$40	5 lb.
Multipurpose tool *	Diminutive	\$25	0.5 lb.
Pharmacist kit *	Small	\$200	4 lb.
Rope, 50 foot	Medium	\$70	4 lb.
Search-and-rescue kit *	Small	\$35	5 lb.

* See the *Starship Troopers Roleplaying Game* core rulebook for complete item description

BLANKET

Cold nights and bad weather are common on many of the stellar colonies, so many travellers will be grateful for this thick water-proof blanket that will keep out all but the harshest chill. A character making use of a blanket will gain a +1 circumstance bonus on all Fortitude saves made against the effects of cold.

BREATHING MASK

This is a full face mask designed to filter out harmful gases and atmospheres. However, it also has its own self-contained ten minute oxygen supply. If attacked by gas whilst not wearing a breathing mask, a character must make a Reflex check at DC 15 in order to don it in time. These masks are hard to find on Earth and other habitable worlds, but quite common on stellar colonies without a breathable atmosphere, such as Hesperus.

CARRYALL

This is a simple backpack that is strapped to a character's back, allowing the easy carrying of many small objects.

CABLE, STEEL

This ten foot length of steel cable has Damage Resistance 20 and 20 hit points. Longer cables can be purchased for \$10 per yard of length.

CLIMBING GEAR

This is a set of ropes, carabiners, climbing harness and pitons used to scale cliffs and mountains. Using a set of climbing gear provides a +5 bonus to all Athletics skill check rolls for climbing.

CROWBAR

Used by many unsophisticated criminals to defeat electronic locks, the crowbar may also be used as a crude club in an emergency.

FEDNET TERMINAL, BASIC

This is the simplest model of FedNet terminal available, the kind provided for free to every home in the Federation. Only half an inch thick, it is suitable for hanging on a wall. It has a 20-inch screen and a single speaker. The Federation only supplies one terminal for free to any home. Anyone wanting a second terminal will have to pay the listed price.

FEDNET TERMINAL, DELUXE

An upgraded terminal, with a 40-inch screen and improved sound.

FLASHLIGHT

A simple torch to provide illumination within darkness. Provides a beam of light that extends in a cone up to 75 feet long and ten feet wide.

LIZARD LINE (CIVILIAN)

A civilian version of the lizard line used by the Mobile Infantry, this is commonly sold as a sporting good for mountain climbers. It is almost identical to the military version, but only retracts at ten feet per round.

LOCK, ELECTRONIC

The standard measure to secure any box, container or door in the system, electronic locks can be relatively cheap, though many wealthier people are keen to invest in the very latest technology to protect their belongings. Any character with a lockpick set may bypass an electronic lock as a full-round action by making a Sabotage (open lock) skill check based on the DC of the lock.

LOCK, MECHANICAL

The mechanical lock is rapidly becoming obsolete but is still in common use in more remote areas of the Federation. In practice, such mechanical devices operated by keys do little more than slow down a criminal intent on gaining entry to whatever it protects. Any character with a lockpick set may by pass a mechanical lock as a full-round action by making a Sabotage (open lock) skill check based on the DC of the lock.

ROPE, 30 METRES

Constructed of high tensile woven nylon fibres, the common rope is still a tool of great use throughout the galaxy, helpful for scaling the cliffs of an alien mountain or tying up a captured criminal.

Clothing

Clothing is more than just a fashion statement. It is an indication of a person's stature in society, and often an indication of his profession as well. Some sets of clothing have specific uses, protecting or aiding the wearer. Lastly, proper clothing is an essential element of almost any use of the Disguise aspect of the Persuasion skill.

Note that although many cultures of Earth still maintain their own distinctive styles of dress, these are not all listed in the table below. While formal clothing in England and formal clothing in Japan may be two very different things, for the sake of simplicity they are all considered to be the same price.

Clothing	Weight	Cost
Athletic outfit	2 lb.	\$50
Casual outfit	5 lb.	\$20
Professional outfit	6 lb.	\$125
Formal outfit	6 lb.	\$150
Designer outfit	—	+\$400
Cold weather gear	8 lb.	\$150
Environmental suit	9 lb.	\$225
Heat suit	7 lb.	\$250
SCUBA suit	20 lb.	\$300

ATHLETIC OUTFIT

This category describes a wide variety of clothing, from a simple shirt, shorts and athletic shoes for a pickup game of touch fieldball to a swimsuit meant for nothing more strenuous than lying on the sand of Mirror Beach.

CASUAL OUTFIT

Generally unisex fashions, the casual outfit features trousers, shirt and boots or shoes. Worn during relaxation time.

PROFESSIONAL OUTFIT

A professional outfit is the most common garb of corporate or government employees. It consists of men's or women's suits.

FORMAL OUTFIT

Far too dressy for the workplace, the formal outfit (tuxedos for men, evening gowns for women) is the preferred clothing choice for attending theatre, symphonies and other cultural events.

DESIGNER OUTFIT

The designer outfit option can be attached to any of the other clothing outfits listed above, from athletic to formal. Essentially, it is a high-priced version of the outfit in question, meant as a statement of the wearer's financial means.

COLD WEATHER GEAR

Intended to help people survive in brutal cold, or to keep them comfortable while skiing, cold weather gear consists of a loose-fitting bodysuit, boots, gloves, hood and face mask. Constructed of synthetic fibres that provide excellent insulation, a set of cold weather gear can keep its wearer safe at even arctic temperatures, granting a +6 bonus to save against cold. Cold weather gear comes in a variety of bright colours, the better to be seen on the ski slopes.

ENVIRONMENTAL SUIT

Essentially, the environmental suit is a sealed shell that protects the wearer from an atmosphere in which it is dangerous to breathe, such as an area afflicted by plague or simply an atmosphere without oxygen. There is no way for gases, liquids or other contaminants to get at the wearer of an environmental suit, but the suit does nothing to increase his Defence and grants him no damage reduction.

HEAT SUIT

The heat suit is hardly recreational gear. It is a loose-fitting mylar and polymer bodysuit complete with gloves, boots, hood and face mask. It is intended to protect the wearer from exposure to extreme heat. Anyone wearing a heat suit gains a +2 bonus to save against heat.

SCUBA SUIT

This suit is the very latest development in Self Contained Underwater Breathing Apparatus. With a SCUBA suit and a successful Athletics skill check roll (DC 15), a human can safely descend as much as 100 feet beneath the surface. For every 50 feet beyond that mark, the DC of the Athletics skill check increases by five. Even the most skilled divers, however, cannot descend much past 300 feet, as the pressure of the water past that point is simply too much for the human body to bear. A standard SCUBA suit includes a one hour air supply.

Services

On every world in the Federation, there are hundreds of different services available that the Player Characters might need. Even a Mobile Infantry trooper, who never actually *has* to leave base, will surely want to spend a night or two out on the town when he receives shore leave. From Federation-supplied, austere lodging to a gourmet meal prepared in one of Zegama Beach's famous restaurants, one thing about all services remains the same – they cost money.

The following lists a tiny fraction of the services available in the Federation. Games Masters should extrapolate prices based on these examples. Prices should be increased in remote parts of the galaxy where goods are scarce (like Tango

Travel	On Planet	In System	Out of System
Mass transit	\$50	—	—
Steerage	—	\$75	\$100/light year
Average	—	\$200	\$250/light year
First class	\$200	\$500	\$2,000/light year
Private	\$500	\$1,000	\$4,000/light year

Food & Drink	Cost
Packaged meal	\$3
Fast food meal	\$5
Average restaurant	\$10
Good restaurant	\$20
Gourmet restaurant	\$40+
Poor drink	\$1
Tolerable drink	\$1.5
Average drink	\$3
Good drink	\$6
Exceptional drink ¹	\$12+

¹ Rare wines or other exotic beverages can run hundreds or thousands of dollars in price.

Lodging	Cost per Night	Cost Per Week
Poor	\$25/night	\$140/week
Tolerable	\$50/night	\$280/week
Average	\$75/night	\$420/week
Refined	\$150/night	\$840/week
Luxurious	\$300+/night	\$1,680+/week

Urilla) or in upper-class regions where even basic goods are expensive (like Zegama Beach).

THE BLACK MARKET

Any reference to 'the' black market is by nature inaccurate. There is not a single black market in the Federation, rather, there are hundreds of them. Moreover, a black market in the Federation is not a convenience store where someone can stop to pick up a few illegal items. A black market is either a single individual or a small, loosely connected group of individuals who deal in illicit goods.

Most often, a black market deals in items that, if not innocuous, are at least not a direct threat to the Federation. Goods such as falsified Unicards, or services that make alterations to Unicards (like adding driving privileges to a customer's Unicaard) are a good example of such. Far less common are those black markets that deal in things like military hardware or illicit psychic services.

Some planets within the Federation are more likely than others to have a black market. For example, drug dealers operate almost openly in some areas of Zegama Beach, while Iskander, with its 80% citizen population, is one of the most law abiding places in the Federation. The chart below lists the Black Market Rating for each planet within the Federation, ranked from A to D. The two exceptions

are for the Sol system and the unofficial colonies. The Sol system is the seat of Federation power, and all the colonies within it (Luna, Mars, Europa, Titan) are tied together with Earth so closely that in society and culture they are all essentially the same. The unofficial colonies, on the other hand, may vary drastically among themselves in culture and society. Some may be populated by ardent groups of religious fundamentalists who eschew everything a black market stands for, while others may be home to bands of survivalists and insurgents for whom the black market is a badge of honour. Which ones are which is up to the discretion of the Games Master.

A black market rating of A indicates a planet that is extremely law abiding, either through culture or, in the case of a place like Cassandra, through the presence of large numbers of SICON troops. A rating of D, on the other hand, represents a planet where a black market can effectively exist in the open. Most stellar colonies of the Federation fall somewhere between these two extremes. As a general rule, the more law abiding the planet is, the less offensive the items available through the black market will be. Thus, a rating of A indicates a planet where it is extremely difficult to secure anything more than a Unicaard modification. Of course, there are exceptions to every rule, and it is entirely possible to locate a black market fence on Iskander with a case of 50 Morita TW-203-a assault rifles he just 'found' and would like to sell. The chart of black market goods

Black Market Ratings by Planet

Planet	Black Market Rating
Sol System	A
Hesperus & Hod	B
Iskander	A
Castus & Pollor	B
Karrus	B
Epsilon Prime	C
Kodiak Station	A
Wolf Run	A
Tango Urilla	B
Faraway	C
Cassandra	A
Rhohan	A
The Trio	B
Shoreridge III	C
Zegama Beach	C
Fomalhaus	A
Sanctuary	A
Unofficial Colonies	A to D

below contains a column listing the minimum black market rating necessary to find any given item, but obviously the final word on the availability of black market items is up to the Games Master.

Finding a Black Market

Actually locating a black market on any Federation world is no mean feat; those that are easy to find do not remain in business very long at all.

There are two main reasons *Starship Troopers* Player Characters would be looking for a black market. Either they are working for or with law enforcement and are attempting to find and destroy a particular criminal element, or they are insurgents against the Federation and are looking for weapons and equipment that might help their cause. In either case, it is infinitely preferable if the search for a black market is resolved through actual roleplaying, with the Player Characters seeking out and following up leads in their search.

However, there are also times when the Games Master might need to reduce the search for a black market to a series of die rolls – for example, if playing time is limited and the Games Master wants to move the session forward to its main plot in a short period of time. In these cases, Games Masters may employ the rules laid out below. Additionally, these rules will give Games Masters who do wish to have the Player Characters roleplay their way through finding a black market a good idea of just how difficult it is on any given world for any given item.

The most important aspect a Player Character can have in locating a black market is a good Knowledge (streetwise) skill, followed closely by a good Persuasion skill. Knowledge (streetwise) does not lead the Player Character directly to the black market but it does point him in the right direction by putting him in touch with someone to use his Persuasion skill on.

The chart below lists the different skill check DCs for locating the black market on each world as represented by its black market rating. These numbers are not meant to be set in stone but rather to serve as a general guideline. There are a number of factors that can affect the actual difficulty of the roll. For example, a native of a given world (or someone who has lived there for at least a year) will have a better chance of finding a black market than someone who has just stepped off a transport ship and consequently should have the DC of his skill check reduced by four. At the other end of the spectrum, it is not always possible to find the

FINDING A BLACK MARKET

Knowledge (streetwise) DC	Black Market Rating
30	A
25	B
20	C
15	D

item a Player Character is searching for, just as in some places it may be very easy. For each difference in the rating ranking of the item in question and the rating ranking of the planet the Player Character is looking on, either increase or decrease the DC of the skill check by four. For example, if the Player Character is on Cassandra (black market rating A) and is looking for something that normally can only be found on a planet with a rating of C, he will have to succeed with a Knowledge (streetwise) skill check roll (DC 38) to even know where to look. On the other hand, if he goes to Shoreridge III (black market rating C) and is looking for something that can be found on a planet with a rating of A, he can find the right person to talk to with a Knowledge (streetwise) skill check roll (DC 12). The Games Master may impose any other penalties he feels are appropriate, but the skill check DC should never fall below DC 10.

Note that it is also possible to use the Investigate skill to gather information about the local black market, effectively replacing the Knowledge (streetwise) skill but in such cases all skill check DCs should be increased by five.

Once the Player Character has found the right person to talk to, he must succeed with a Persuasion skill check to be directed to the actual black market. Normally, this is a Bluff or Diplomacy check, possibly with a bribe mixed in to grease the wheels. The base DC for the Persuasion skill check roll is DC 20, though the Games Master may modify that as he sees fit, and in the case of a Player Character in law enforcement looking to disband the local black market, should test any Persuasion skill check rolls on the part of the Player Character against the contact's Perception skill.

Now that the Player Character has succeeded in locating the black market, he is free to either arrest everyone there (if he is in law enforcement) or start making his illegal purchases. The table below lists a variety of items and services available through the black market, as well as the average prices for the items and services in question. Note that there are no price controls in place in the black market and these prices are *only* the averages. Some of the more pedestrian items may be priced reliably, costing approximately the same amount anywhere in the Federation but others, particularly those only normally available on a planet with a D rating,

BLACK MARKET ITEMS & SERVICES

Item	Minimum Black Market Rating	Cost
Ammunition	Varies	Varies
Archaic pistol	B	\$100
Archaic rifle	B	\$200
Brunham TW-102-s 'Peacemaker' pistol *	C	\$600
Brunham TW-109-e 'Emancipator' heavy pistol *	D	\$1,500 and up
Brunham TW-111-p 'Reaper' pistol *	C	\$1,250 and up
Brunham XW-103-S7 shotgun *	C	\$2,000 and up
Combat knife *	A	\$50
Demolitions kit *	B	\$400
Dust, one ounce	B	\$500
FedCom SW-402 'Triple GL' grenade launcher *	C	\$4,500 and up
FedCom XW-110-G1 grenade launcher *	C	\$3,000 and up
Forgery kit *	A	\$200
HEVA 'Hauler' suit	B	\$40,000 and up
HE112 mining suit	B	\$10,500
JL Corp Walkabout suit	A	\$7,750
Lockpick set *	A	\$125
Lock release gun *	A	\$100
M-1A4 suit *	C	\$27,500 and up
M-1C8 suit *	C	\$30,000 and up
M-1F2 'Raider' suit	B	\$4,000
M-1S7 Stryker suit *	C	\$12,000 and up
M-2 tactical helmet	B	\$400
M-901HE high explosive grenade *	C	\$150
M-904C Chem grenade *	C	\$200
M-902F fragmentation grenade *	C	\$125
Military vehicles *	D	Varies
Morita TW-201-s assault rifle *	B	\$750
Morita TW-202-l sniper rifle *	C	\$2,000
Morita TW-203-a assault rifle *	C	\$1,200
Psychic services, illegal	B	Varies
Smuggling	A	Varies
Unicard, false *	A	\$200
Unicard, modified	A	\$75
Voight & Gromann TW-121-f 'Tinderbox' flamer *	D	\$3,500 and up
Yinimina SW-228 'Bugbroom' support laser *	D	\$15,000 and up

* See the *Starship Troopers Roleplaying Game* core rulebook for complete item description

cost whatever the market will bear. After all, if the Player Character is not interested in paying the asking price for the Yinimina Bugbroom, someone else, like the Black Cross or the Civilian Militia, will be.

AMMUNITION

Guns need ammunition, pure and simple. Ammunition is usually available at a black market that has the gun requiring it available for sale and each ammunition type has the same

minimum black market rating as the gun that takes it. Ammunition cost is roughly 10% of the cost of the gun for every 50 rounds.

ARCHAIC PISTOL

Any pistol more than a century old, considered more of an antique now than a military weapon. There are any number of different models in existence, but for the sake

of simplicity, all archaic pistols do 1d8 damage and have a range increment of 30 feet.

ARCHAIC RIFLE

Any rifle more than a century old, considered more of an antique now than a military weapon. There are any number of different models in existence, but for the sake of simplicity, all archaic rifles do 1d10 damage and have a range increment of 50 feet.

DUST

The newest and most popular narcotic drug in the Federation, dust is the most popular form of criminal enterprise in the UCF and is more than worth its weight in gold.

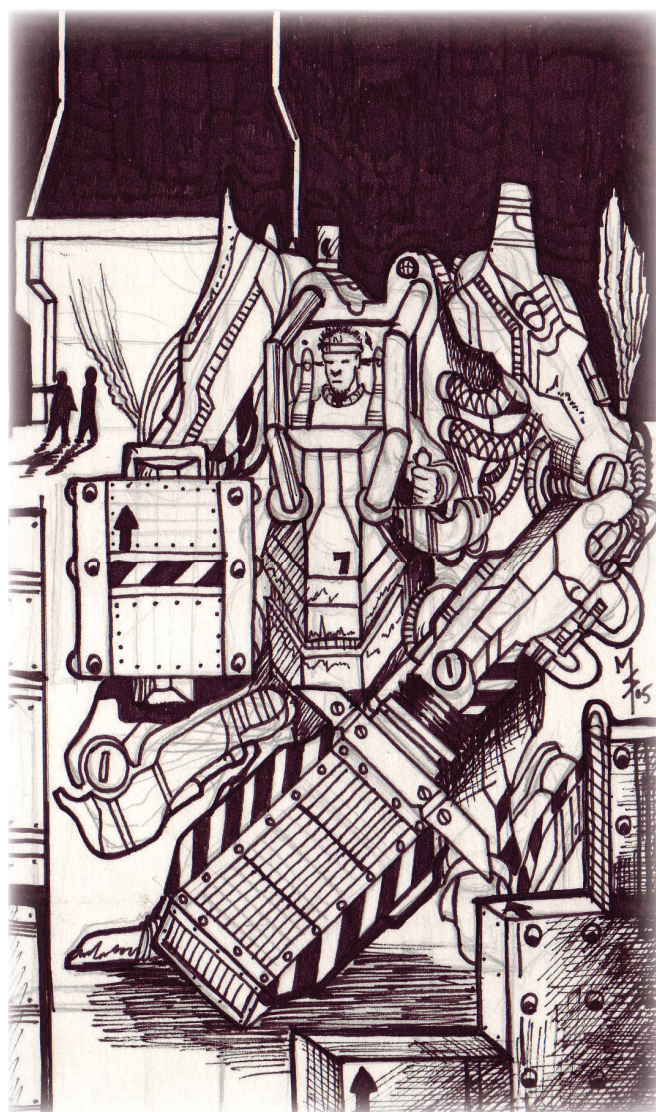
HEVA 'HAULER' SUIT

The technology behind the famous powered armour of the Mobile Infantry was, contrary to public perception, not pioneered by the military. The first forerunners of powered suits were created by corporations, not for combat, but to protect their employees in a hostile environment, while at the same time allowing them to operate quickly and efficiently, sometimes even replacing automated machinery.

The HEVA 'Hauler' suit is the latest generation of these heavy industry suits, designed to protect the wearer in a variety of hostile environments, from the frigid vacuum of space to the heat of an airless mining tunnel. The HEVA 'Hauler' is not, strictly speaking, an item found only in the black market. However, considering the similarities between it and the powered armour in use by SICON, only corporations approved by SICON may legally purchase it.

Because of its greater availability and lower price than actual military-grade powered suits, the HEVA and its less powerful ilk (the HE112 mining suit and the JL Corp walkabout suit) are often the first choice of insurgents or terrorists who want to stand on slightly less uneven ground should they wind up in an armed confrontation with the Mobile Infantry.

The HEVA 'Hauler' suit is designed for heavy labour, and offers an array of beneficial functions to the wearer. Derived from the same research that created the Marauder power armour vehicles, the Hauler shares many design similarities with its military counterparts. However, it is slower, has significantly less armour and, of course, has no integrated weapons systems (though the modular design of the suit allows such systems to be added with relative ease). While no self-respecting trooper of the Mobile Infantry would ever willingly crawl into one of these suits, in the hands of



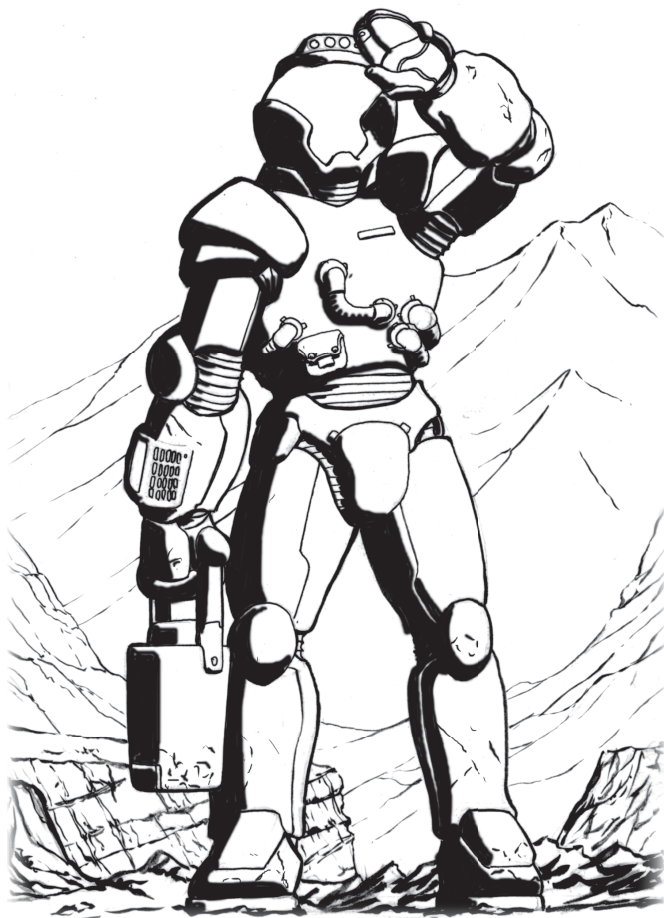
someone who knows how to use them, they can be extremely effective battlefield units.

One advantage the HEVA has over its military counterparts is the longevity of its power supply and the speed with which it can be brought online from cold storage. Compared to a Marauder, the Hauler is a very simple machine with a much lower constant energy demand. Lacking the various weapons, sensors and other systems of a Marauder, a Hauler can be brought out of cold storage and prepared for use in the field in only six hours. Further, as it is engineered for long-term labour shifts, it needs to be able to remain in operation for long periods of time. Much of the chassis room that, in a Marauder, is occupied by weapons, is given over to auxiliary power supplies in the Hauler. The lower energy demand and increased power reserves allow a Hauler to remain at peak performance for as long as 22 hours before

its power supplies must be replaced or it must be brought in for recharging.

Large Hard-armoured Walker Vehicle; DV: 5 + Hauler driver's Defence Bonus; CC: 1 driver; **Chassis:** 60 hp; **Arms:** 20 hp; **Legs:** 30 hp; **Crew:** 5 hp; **DR:** chassis 5, crew 3, arms 3, legs 4; **Spd:** 50; **Acc/Dec:** 5/10; **Han:** +2; **Cargo:** 80 lb.; **Weapons:** None; **Equipment:** Geosynchronous location sensor (adds +1 to Pilot checks), environmentally sealed, integrated lizard line (500 ft. in length and capable of lifting 13 tons), integrated welding arm (right shoulder), driver's power armour capabilities (cannot be ruined as the result of an equipment hit), jump jets (1,000 ft., 50 ft. maximum per jump); **Strength:** 30; **Weight:** 10 tons

Manipulator Arms: Although the HEVA is intended for heavy labour, not combat, these manipulator arms are functional as close combat weapons. Their primary purpose is engineering, fine manipulation and cargo loading. Manipulator arms can also perform manipulation work with dexterity roughly equal to that of a human hand and can carry 500 lb. of cargo each.



HE112 MINING SUIT

The HE112 Mining Suit is a powered suit intended for work in tight spaces, such as the inside of a mine, as its name suggests. It is derived from the same technology as the standard Mobile Infantry powered armour, like the M-1A4 Suit or the M-1C8 Suit, and shares many qualities with these military models.

Mining suits grant a +4 bonus to the wearer's Strength score but, unlike military powered suits, they offer no bonus to ranged attack rolls or Initiative checks. The mining suit also allows a wearer to engage in hand-to-hand combat without granting a free attack to his opponent. Mining suits have a battery life span and air supply for ten hours, as well as a reserve supply and back-up battery with a further hour's worth of power which allows the wearer to survive for up to 11 hours in hostile environments (space, underwater and so on).

A standard mining suit adds a +5 bonus to the wearer's Defence Value and provides a damage reduction of 2, reducing all melee and ranged attacks of any kind by two points. The special defence layers in a mining suit allow this damage reduction to be counted against explosion damage, something that normally ignores damage reduction of any kind.

Powered suits cause its wearer to suffer a -8 penalty to Perception checks and a -3 penalty to Acrobatics and Stealth checks. Wearers without the Power Suit Proficiency feat only gain a +2 bonus to their Defence Value.

Integral equipment in a mining suit includes the following:

Communicator: Built into the helmet and the back plate of the suit is a high-band communications rig with an effective vertical range of high orbit and a horizontal range of five miles. This communications gear has three channels, each of which can be set on the fly or pre-programmed. Changing or setting a channel requires a Computer Use check (DC 15, DC 20 during combat).

Helmet Lamp: A powerful flashlight that casts a circle of light 15 feet in radius up to a distance of 120 feet.

Environmentally Sealed Bodysuit: There is no way for gases, liquids or other contaminants to get at the wearer of a suit of powered armour. This protects him from all attacks except acid and neural disruptors that use these mediums for transmission. Sealed suits also protect a wearer from

harmful atmospheres and vacuum, enabling the wearer to survive in deep immersion or in the void of space.

Air Supply: A reserve air supply is built into the chest plate of the suit. This extends the eight hour supply in the armour to nine hours before becoming exhausted. This reserve unit replenishes itself naturally over the course of 24 hours if exposed to a breathable atmosphere and can be instantly refreshed with the right equipment, normally kept at the mining base camp.

Temperature and Biological Regulator: The mining suit has a built-in climate and health control that handles many basic jobs, including the innocuous one of making certain that exhaled carbon dioxide does not condense on the viewing surface of the mining suit's helmet. Temperature regulators can only operate for 24 hours before their power cells and chemical supplies are depleted but while they are active, the person wearing the suit can ignore the first five points of fire or cold damage suffered each round and gains a +4 bonus to all Fortitude saving throws brought on by exhaustion, temperature extremes, starvation or thirst.

Belt Readout: The mining suit has a small computer attached to the front of the main belt. This readout is intended for another's use, as the wearer is not generally capable of seeing its screen. This device monitors health and physical condition constantly and has the optional ability of transmitting this information to a central display, usually kept at a mine's base camp. It can also be used by hand; at the touch of a button, a user can tell the wearer's hit point total, whether he is suffering from fatigue, starvation, thirst, poison or disease.

JL CORP WALKABOUT SUIT

Built by the JL Corporation primarily for use in extravehicular activity, the Walkabout suit takes its name from ironic remarks made by nervous engineers and repairmen before climbing out into the vacuum of space to walk across the skin of starship. Although it is intended for use in a vacuum, it is perfectly capable of functioning normally within an atmosphere, and is based off the same design principles that led to the creation of the Stryker suits – though obviously it is sealed, not open like the Stryker. They are sometimes used by the criminals and insurgents with enough money

to acquire them as light combat suits, though they pale in comparison to actual military grade powered suits on the battlefield.

Walkabout suits allow the wearer to engage in hand-to-hand combat without granting a free attack to his opponent. Walkabout suits add a +4 bonus to the wearer's Defence Value and provide a damage reduction of 1, reducing all melee and ranged attacks of any kind by one point. The special defence layers in a powered suit allow this damage reduction to be counted against explosion damage, something that normally ignores damage reduction of any kind.

A Walkabout suit causes its wearer to suffer a –4 penalty to Perception checks and a –1 penalty to Acrobatics and Stealth checks. Wearers without the Power Suit Proficiency feat only gains a +2 bonus to their Defence Value.

Integral equipment in the Walkabout suit includes the following:

Communicator: Built into the helmet and the back plate of the suit is a high-band communications rig with an effective vertical range of low orbit and a horizontal range of two miles. This communications gear has three channels, each of which can be set on the fly or pre-programmed. Changing or setting a channel requires a Computer Use check (DC 15, DC 20 during combat).

Helmet Lamp: A powerful flashlight that casts a circle of light 15 feet in radius up to a distance of 120 feet.

Environmentally Sealed Bodysuit: There is no way for gases, liquids or other contaminants to get at the wearer of a Walkabout suit. This protects him from all attacks except acid and neural disruptors that use these mediums for transmission. Sealed suits also protect a wearer from harmful atmospheres and vacuum; enabling the wearer to survive in deep submersion or in the void of space.

Air Supply: A reserve air supply is built into the chest plate of the suit. This extends the four hour supply in the Walkabout suit to five hours before becoming exhausted. This reserve unit replenishes itself naturally over the course of 24 hours if exposed to a breathable atmosphere and can be instantly refreshed with the right equipment.

LABOUR SUITS AS ARMOUR

Suit	Defence Bonus	Damage Reduction	Maximum Dexterity Modifier	Speed	Weight
HE112 Mining Suit	+5	2	+3	25 ft.	125 lb.
JL Corp Walkabout Suit	+4	1	+4	30 ft.	65 lb.

Temperature and Biological Regulator: The Walkabout suit has a built-in climate and health control that handles many basic jobs, including the innocuous one of making certain that exhaled carbon dioxide does not condense on the viewing surface of the suit's helmet. Temperature regulators can only operate for 24 hours before their power cells and chemical supplies are depleted but while they are active, the person wearing the suit can ignore the first five points of fire or cold damage suffered each round and gains a +4 bonus to all Fortitude saving throws brought on by exhaustion, temperature extremes, starvation or thirst.

Belt Readout: The Walkabout suit has a small computer attached to the front of the main belt. This readout is intended for another's use, as the wearer is not generally capable of seeing its screen. This device monitors health and physical condition constantly and has the optional ability of transmitting this information to a central display. It can also be used by hand; at the touch of a button, a user can tell the wearer's hit point total, whether he is suffering from fatigue, starvation, thirst, poison or disease.

MILITARY VEHICLES

Only very rarely is it possible to actually purchase a SICON military vehicle through the black market. When one actually is available, it is sold for whatever the market will bear, usually netting a price tag in at least the hundreds of thousands of dollars.

PSYCHIC SERVICES, ILLEGAL

Any use of psychic powers outside of Federation guidelines. Price will depend on the exact application of the power and the power level of the psychic.

SMUGGLING

Smuggling depends on too many variables to give a meaningful base price. Some of the factors for the Games Master to consider in assigning a price are: distance traveled, nature of cargo, mass and volume of cargo and other pertinent considerations.

UNICARD, MODIFIED

This is one of the most common black market transactions, as people pay to have alterations made to their Unicards. Such alterations are usually quite minor, such as adding driving privileges to the Unicaard.

Consequences of Dealing in the Black Market

Unsurprisingly, the Federation takes a rather dim view of the black market and actively works to discover and disband black markets wherever they may be found.

Anyone the Federation catches dealing with the black market is likely to regret it. While a minor Unicaard modification might only be punished with a fine or flogging (or both), that is very much the lightest punishment anyone can expect to receive. Someone caught buying or selling military equipment, even something as minor as a Raider suit, will likely be charged with both theft of SICON property and actions against the Federation (see page 57). Both of these charges can carry the death sentence on conviction.

HOW THE FEDERATION WORKS

A GOVERNMENT AND society of the size and scope of the Federation is, by necessity, a complex beast. Attempting to administer an area like that claimed by the Federation, light years across, without a sufficiently large bureaucracy would be an exercise in futility.

Obviously, the Federation exists on the same foundations every other government in human history has. It has a complex legal system, a complex monetary system and a complex governmental system. Examining any of these systems in detail is beyond the scope of the *Citizens' Federation*, as such a study belongs more in a semester or two of heavy coursework at a university than it does here and the majority of the information would be superfluous to the life of the average citizen or civilian. However, this chapter of the *Citizens' Federation* will explain, in general terms, how these systems work and how they have helped maintain the Federation since its founding almost two centuries ago.

FEDERATION ECONOMY

The economic system in use by the Federation is vastly older than the Federation itself. Though it has undergone some significant changes, it is essentially the same type of economic system employed by the market-driven capitalist societies before the Disorders and originally pioneered by the British Empire.

The basic standard of currency in the UCF is the dollar, which, with the lack of any foreign economies against which the Federation can be matched, has an intrinsic value as assigned by the UCF government through the Economic Services department. All financial transactions pass through Economic Services, which oversees the United Citizens' Federation Bank, the enormous entity that holds the assets of all citizens, civilians and corporations in the UCF.

Some have argued that this assigned value on the currency and the price controls imposed on various goods by the Federation are antithetical to the very precepts of Federation society. This is an extremely narrow view to take of the foundations of the United Citizens' Federation, one which

SICON SECURITY RATING SEAL



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is ultimately fallacious. The true precepts of the Federation show that those things that are truly worthwhile, such as honour, love, loyalty and certainly citizenship, are beyond the reach of money.

In any case, even those who argue against price controls and arbitrary dollar value on moral grounds are forced to concede one thing – without them, the Federation economy, as complex and fickle a beast as has ever lived, could not survive.

Individual Finances

All civilians and citizens of the Federation have an automatic financial account that is directly linked to their employment. It can be used to hold other forms of economic gain (such as investments or gifts) but its main purpose is to handle the complexities of employment income and automatic withdrawals through the use of a civilian or citizen unicast. As long as a member of the Federation has access to his unicast or Federal Identification Code, he can access the sum of his legal financial assets from anywhere in UCF territory.

Because income and financial transactions are all handled by the Economic Services division of the government, there is no taxation of any kind. Wages are already controlled, meaning that any financial deductions the UCF might need to make to maintain itself have already been accounted for in the balance of civilian and citizen earnings. Costs are controlled in most circumstances, though this occurs more often with citizen enterprises than with civilian businesses.



An individual's standard of living in the Federation is determined in large part by where he lives. All income from work assignments made through UCF's Social Services division is based upon the economy particular to Earth itself. Thus, a man working in a toy factory on Earth will receive precisely the same amount as a man working in a toy factory on Shoreridge III or Zegama Beach. On Earth, this income allows him to live comfortably enough, though not especially well. On Shoreridge III, this income would allow a man to live quite comfortably (unfortunately there are no toy factories on Shoreridge III) while on Zegama Beach, it would place him far below the poverty line (fortunately, there are no toy factories on Zegama Beach).

THE POOR

The vast majority of the UCF's civilians is comprised by the poor. They are the labourers, the farmers, the store clerks, the miners and construction workers of the Federation. Though they have limited means and will never go on holiday to Zegama Beach (or likely anywhere else), as productive, working members of the Federation they do not lack for any of their basic needs. So long as a civilian remains employed until retirement (and employment is guaranteed for anyone willing to work) the civilian's four basic needs of shelter, food, security and a sense of freedom will continue to be met by the Federation.

THE MIDDLE CLASS

Made up almost equally of citizens and civilians, the middle class of the Federation is roughly equal in size to the poor class. The middle class of the Federation is made of university professors, middle management corporate employees, retired Federal Service officers, research scientists and small business owners. While they are a far cry from wealthy, they have enough money to afford luxuries, to send their children to university, to own their own home outside of Federation-supplied housing and perhaps even to afford their own health care.

THE WEALTHY

The wealthy are the smallest strata of Federation society but they have the vast majority of the wealth. Among the wealthy, civilians considerably outnumber citizens, presumably because the civilians, not concerned with society as a whole, have fewer compunctions in their pursuit of wealth. The wealthy members of the Federation are primarily corporate officers, owners of companies or people who have inherited the wealth through their families.

The wealthy members of the Federation can afford almost anything they might desire, from a private civilian starship to an estate on Zegama Beach.

The wealthy, civilian and citizen alike, wield considerable power in the Federation. Money cannot buy a voting franchise but it can buy influence. While the wealthy civilian owner of a corporation that makes one of the many required parts for Marauder power armour may not be able to cast a vote, if he has something he wishes to say to the Federal Council, they will almost certainly be willing to hear him and entertain his suggestions.

Macroeconomics

As mentioned above, the economic system of the Federation is hideously complex. Spread out across dozens of worlds and scores of light years, the Federation faces economic hurdles unimagined by any of humanity's previous governments.

This vast amount of territory is another reason the Federation keeps the value of its dollar set and maintains price controls on basic goods like foodstuffs and fuel. Each stellar colony, or at least every star system, under Federation control has its own economic interests, its own imports and exports, its own standards of living. If they were simply left to their own devices, the prices on basic goods throughout the Federation would vary so wildly from planet to planet that economic chaos would be the only possible result.

Variation in planetary economies, along with the standardisation of income from Social Services employment, already accounts for a great deal of discrepancy among the working classes of the Federation in terms of living conditions. If left unchecked by governmental control, these variations would be too much for the civilian workforce to bear.

Investments

An essential element of the economy, investments are available to any citizen or civilian of the Federation who has the disposable capital to make them.

Stated as simply as possible, there two main kinds of investment: direct and indirect.

Direct investment is something beyond the reach of most citizens and civilians of the Federation, lying primarily in the purview of the corporations and the very wealthy. Essentially, direct investment is venture capital. For example, if a corporation is planning to establish an extensive agricultural concern on a just-colonised planet but lacks the



money to implement its plans on its own, it may turn to investors (which could be private citizen and civilians or fellow corporations) to solicit investment in its plans in return for a stake in the future profits.

Indirect investment is by far the most common means of investment and works exactly as did the stock markets of the old world democracies. Corporations issue stock certificates as a means of raising capital. Commodities concerns offer investment in their product, such as the gases mined by ECCO and the Castian Corporation (see page 121). Lastly, the Federation itself will sometimes issue government bonds to raise capital for a particularly expensive project (or a war). These bonds sell for a set price and represent money the bond holder has effectively 'loaned' to the government. After the bond matures (usually ten or 20 years), it can be redeemed for the original purchase price plus a small percentage. Such indirect investment offers the non-wealthy citizens and civilians of the Federation an opportunity to play the market in order to increase their own finances and standard of living.

Because the investment market can be so complicated and confusing, there are a number of corporations that have arisen over the years whose sole business is to handle the investments of citizens and civilians. Such corporations purchase huge blocks of stock, allowing individuals to buy into a variety of investment plans they offer. For the average citizen or civilian who does not have the time to constantly monitor investments, these corporations offer an exceptionally valuable service.

All stock, bond and commodity transactions are overseen by the Federation itself through its Economic Services department and all such transactions take place in the Federation Stock and Commodities Exchange in London. With the exception of government bonds, however, all investments carry with them a certain amount of risk. Corporations in the Federation can and do fail, usually through the lack of an effective business model or poor management but sometimes simply by chance. Obviously, holding stock in a failed corporation is like holding nothing at all.

Industries of the Federation

The length and breadth of the United Citizens' Federation and the varied star systems under its control ensure that any industrial concern its citizens might have can be attended to quickly and efficiently. Mineral resources are only a day or two of interstellar travel away at the most, as is any other kind of necessity or commodity. From advanced materials to massive military machines, there is nothing the people of the Federation cannot make or find.

This environment makes it very easy for even civilians to make money in countless industries. All it takes is capital and the support of either a citizen with Fleet connections or a patron corporation to set up facilities on a distant colony world. Once contracts for supply and provision are secured (a simple process for a business-minded citizen or a well supported civilian) the rest is a matter of hard work and diligence. Most companies in the Federation flounder and fail because of incompetent management or incomplete market research. If a member of the United Citizens' Federation wants to succeed in business, the key is to cover every angle and persevere through the first year or two of slow commerce.

While there is no official evidence to support such a claim, there are persistent rumours on the more remote colony worlds that the Federation actually manipulates planetary and interplanetary economies to stifle civilian businesses in

favour of similar citizen enterprises, even if the latter are not as competitive or produce goods of equal quality.

Why Have Money?

Some of the more dogmatic members of the Federal Council, the same people opposed to assigned dollar value and price controls on various goods, have argued that money itself is an outdated concept that is not in keeping with Federation principles. They decry dollars and financial transactions as an archaic form of social control used in the past but no longer relevant in the tightly controlled modern age and they deplore the corrupting influence they see it can have on society. After all, they argue, there are no competing economies for the Federation to measure itself against, so why not dispense with money altogether?

Each time this movement gains support, behavioural scientists move to block it; they claim that without money and the illusion of freedom it provides, social anarchy would result. To date, this argument has been borne out in limited testing and so the economic model of the Federation has remained the same since its inception. The most recent example of such testing, conducted in Montevideo in 2254, was perhaps the clearest indication of the folly of this plan. For the test group, money was eliminated as an element of the social order. Civilians in the group were told to work to the best of their ability, for their own betterment and for that of the Federation. In return, all the needs of each subject would be met by the Federation equally. The result was catastrophic. Without the 'carrot' of financial prosperity, nearly 99% of the test subjects stopped working entirely; merely relying upon the state to give them everything they needed and contributing nothing back. The results were so clear-cut that the experiment, which was intended to run for half a year, was terminated after slightly more than a month.

The Economy and Individual Income

For most citizens and civilians of the Federation, the greater economy, with its bewildering complexity and mercurial nature, is not something with which they need to concern themselves. They do their jobs, whatever those might be, collect their pay and, if there is anything left over, they might invest it through one of the corporations that caters to such needs. The average income of a citizen or civilian in the Federation does not allow for such extravagances as direct investment, or in 'playing' the stock and commodities market.

Federation economists commonly track a great many economic and population-based trends, continuously collating information so that the Economic Services division of the government may reliably advise the Federal Council on the efficacy of the price and market controls the UCF government keeps in place, adjusting them as needed. Among these are average income numbers for citizens and civilians, which are tracked separately and commonly show a fairly large dichotomy between the two groups.

Federation social scientists tend to explain this dichotomy as evidence of the soundness of one of the Federation's guiding tenets – those with the moral and mental stamina to enter Federal Service and earn their franchise as a civilian are by definition better prepared to deal with the tests and turmoils of life than those who lack it. Of course, there are some civilians with wealth almost beyond imagining but they are by far the minority, as evidenced by the average income statistics gathered by Economic Services. Adding to the dichotomy, of course, is the fact that citizens have a wider range of job opportunities available to them upon earning their franchise. As a result of their service to the Federation, citizens often enjoy a higher pay rate than civilians in the same job. Rather than the unfair discrimination some people see this as, however, there are solid reasons for this difference in pay. As the citizen has already proved himself through Federal Service, he is an obvious candidate for advancement in his chosen career outside of Federal Service. Any additional pay received by the citizen (usually no more than 15 to 20 percent more than his civilian counterpart) is intended as compensation for the additional demands made upon the citizen as he prepares to ascend the corporate (or governmental, or any other) ladder.

Though there is, obviously, some year to year variation in the data collected, the average incomes of civilians and citizens has remained in the same neighbourhood every year for the past two decades of data collection. According to the most recent numbers, gathered and compiled for the year 2318, the average income for a civilian is \$23,495, while the average income for a citizen is \$31,817.

The chart below shows the average income for 20 different employment opportunities within the Federation. All incomes for Federation-supplied employment are based off the income provided by that particular employment on Earth, and private employment tends to follow suit – offering

employees the same amount no matter where they happen to work. There are some exceptions to this, of course. In order to bring workers to its Castus mining facilities (and to improve morale among those there) the Castian Corporation offers substantial wage increases and even bonus packages for supervisory level employees. Ultimately, depending upon where the job is and what precise duties it entails, the incomes listed below may vary by as much as 10 or 20 percent. However, the chart does provide a good general idea of where each profession stands within the financial heirarchy of the Federation economy. Additionally, the chart indicates whether the profession is open to anyone, or only those who have earned their franchise as citizens.

ACTOR

An actor is anyone who makes his living acting, either on the stage or in a FedNet program. There is no real average (or even starting) income for such a person, as the pay varies so widely. On one end, many actors work for no pay whatsoever, participating in small, local events for their own enjoyment. On the other end are the great stars of FedNet, whose names are household words across the Federation and who receive millions of dollars for every performance.

AVERAGE ANNUAL INCOME BY PROFESSION

Profession	Citizen?	Civilian?	Annual Income
Common labourer	Y	Y	\$10,000
Mobile Infantry private	Y	N	\$12,000
Fleet lieutenant	Y	N	\$13,250
Clerical worker	Y	Y	\$14,250
City councillor	Y	N	\$18,000
Schoolteacher	Y	Y *	\$18,500
FedNet reporter	Y	Y	\$19,500
University professor	Y	Y	\$28,750
Blue collar craftsman	Y	Y	\$29,000
Architect/engineer	Y	Y	\$32,250
Police officer	Y	N	\$32,500
Doctor	Y	Y	\$34,500
Middle management	Y	Y	\$39,750
FJD attorney	Y	Y	\$43,750
Governor	Y	N	\$50,000
Mobile Infantry general	Y	N	\$75,000
Corporate vice president	Y	Y	\$107,500
Corporate executive	Y	Y	\$283,250
Actor	Y	Y	Varies
Athlete	Y	Y	Varies

* For any class other than History and Moral Philosophy, which must always be taught by a citizen

ARCHITECT/ENGINEER

This category includes any individual with highly specialised technical skills, usually with at least one university degree. It encompasses everything from designing buildings and vehicles to maintaining computer networks. The income listed is the average base salary for someone just beginning their career in this field; with experience and a proven record of ability, it can go much higher.

ATHLETE

Much like an actor, there is no real average (or starting) income for athletes. Some play for minor teams in unpopular sports and are paid little more than pocket change. Others play for the best teams in the Federation, the kind whose matches are watched religiously by billions of people, and who make millions of dollars per season.

BLUE COLLAR CRAFTSMAN

This category includes all skilled tradesmen, such as electricians, mechanics and plumbers or anyone else who makes his living through skilled labour.

CITY COUNCILLOR

This is the salary paid to every city councillor in the Federation. The position is usually not tremendously demanding, allowing the councillor to hold a separate job in addition to his duties as an elected official.

CLERICAL WORKER

This category includes administrative assistants, file clerks and others whose job primarily involves handling data.

As noted in several places in the descriptions of the various professions listed in this chart, the annual incomes listed are intended as averages or baselines for the income received from any given occupation. This chart is intended to give the players and Games Master of a *Starship Troopers Roleplaying Game* campaign a good, general idea of the monetary assets of any given individual in Federation society. It is not, however, meant to be taken as written in stone. It is possible to find a wealthy schoolteacher (perhaps the heir to a sizable estate), just as it is possible to find a poor corporate vice president (perhaps he is a bit too fond of gambling).



This is one of the few job classifications within the UCF government open to civilians.

COMMON LABOURER

The lowest rung of employment in the Federation, the common labourer is the also one of the most common levels of civilian employment. Relying heavily upon Federal subsidies, the common labourer staffs the factories, farms, construction sites and mines of the Federation.

CORPORATE EXECUTIVE

One of a handful of top ranking executives in any corporation. The income given is merely the average. For the executives of major corporations like the Morita Arms Company or the Castian Corporation, the pay may be many times the average.

CORPORATE VICE PRESIDENT

Ranking just below executives, corporate vice presidents tend to oversee different divisions of the company.

DOCTOR

The income for doctors can vary dramatically. The income listed is for general practice doctors who work at Federation health clinics. Those doctors who choose to enter private practice and restrict their services to a handful of wealthy clients may earn far more than the listed amount, as can doctors who are acknowledged experts in a specialised field of medicine.

FEDNET REPORTER

With the exception of a very few well known FedNet personalities, reporters receive a very small income from their work at FedNet.

FJD ATTORNEY

The listed income is the standard pay rate for lawyers with the Federal Justice Division for their first five years of service. Attorneys who open their own practices, or who are retained as counsel by corporations, may earn far more than the public defenders and prosecutors at FJD.

FLEET LIEUTENANT

All freshly minted Fleet officers receive this pay grade.

GOVERNOR

The position of governor is a demanding one, all the more so because it is usually held by people who are capable of making far more money than this in the private sector.

MIDDLE MANAGEMENT

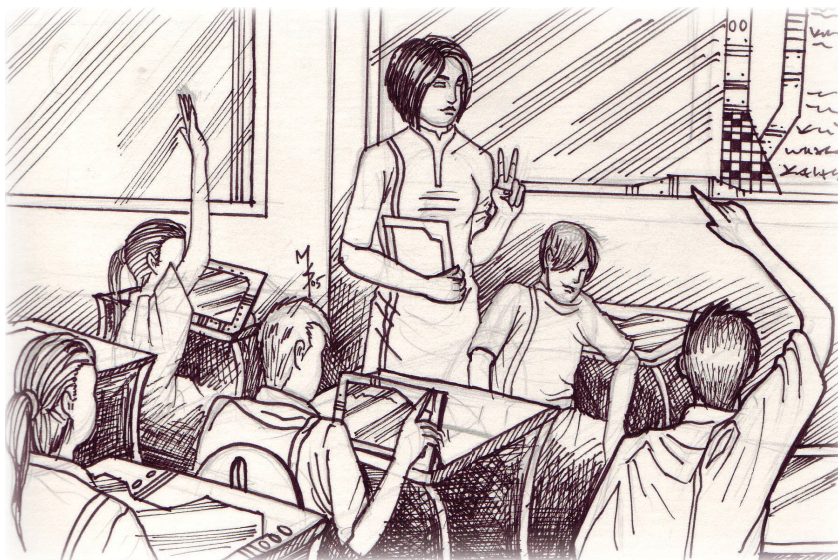
The legions of corporate employees who are responsible for one small facet of the corporation's work and who oversee a handful of people fit into this category, as do those who are responsible for overseeing larger pools of labourers, such as mine foremen.

MOBILE INFANTRY GENERAL

Though the low pay of a private is a source of constant, not always good humoured joking in the Mobile Infantry, there is no question that those who have devoted their lives to it, as generals have, are well cared for.

MOBILE INFANTRY PRIVATE

A member of the Mobile Infantry who is fresh out of boot camp.



POLICE OFFICER

This is the average pay for police officers throughout the Federation. There are some variations based on the wealth of the community that employs the officer, as well as how long the officer has served on the force.

SCHOOLTEACHER

Any teacher in a Federation-funded school teaching children younger than 17 years of age.

UNIVERSITY PROFESSOR

Anyone who teaches at the university level; anyone not an active member of the military who teaches Officer Candidacy School in the Mobile Infantry or Fleet.

FEDERATION LAWS

The legal system of the Federation is simple, clean and efficient, uncluttered by needless bureaucracy and laws that lend themselves to interminable parsing. It is the pinnacle of civilisation's long search for a viable and comprehensive set of governing rules, a system designed to ensure the swift punishment of the guilty and the enduring protection of the innocent.

It is a common misconception among some civilians that the UCF has two sets of laws – one for citizens, the other for civilians. This is simply not the case. All members of the Federation's population not currently enlisted in Federal Service are bound by the same set of laws. However, in a dispute between a citizen and a civilian, the burden of proof often falls on the civilian – after all, the citizen has proven himself with a term of Federal Service.

Military Justice

In any discussion of UCF law, even one as broad and general as this, it is useful to begin with military justice. The framers of the Federal Constitution, the founders of the Federation, were all veterans, men and women who had served in the armed forces during the Disorders and who understood military justice best. As the Federal Constitution laid out the legal system of the Federation (though clearly it has been altered and augmented over the years), the laws written into it from the very beginning were derived from military justice.

However, it is important to remember that the founders placed a strong distinction between military service and civil life. Although civil law, which applies to both civilians and citizens who have left Federal Service, is rooted in military law, it is not the same thing. In most respects, it is a good deal softer. For example, a soldier who strikes a superior officer will be called before a court martial, either a field court martial (if he is lucky) or a general court martial. While a field court martial could only sentence the soldier to ten lashes of administrative punishment and a Bad Conduct

Discharge, the general court could, and likely would, sentence him to death by hanging. However, if a citizen who has left Federal Service happens to strike a man who was once his superior officer, the most he could be charged with under civil law would be assault, carrying a punishment of five lashes in front of the Federal Building and a fine to be determined by the tribunal of judges.

As mentioned in the example above, military justice is almost always carried out in a court martial. Whether that is a field court martial or a general court martial depends on a number of factors, not the least of which is the generosity of the presiding officer who calls for one. While military justice does not permit legal counsel in the form of a lawyer at a field court martial, neither can a field court martial sentence a soldier to die.

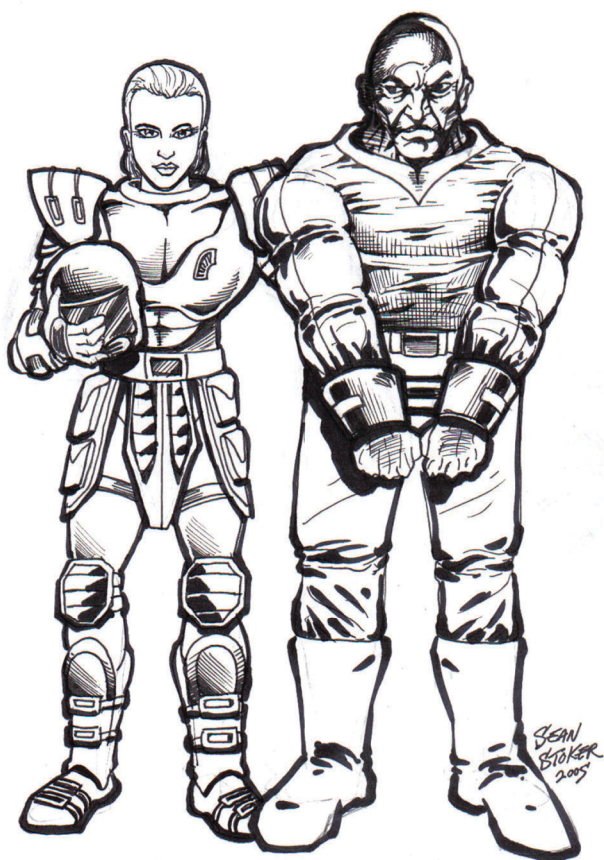
Obviously, it is possible for a soldier to commit a crime so egregious that his commanding officer is expected to kill him on the spot – no arrest, no filing of charges, no court martial. Putting a stop to traitorous conduct in the face of an enemy is one example of a situation in which the commanding officer is expected to perform this unfortunate duty.

Civil Justice

Civil Justice is the legal system enshrined in the Federal Constitution that governs crime and punishment for civilians and for citizens who are no longer in Federal Service. Drawn heavily from military justice by the founders of the Federation, it is nonetheless distinctive from military justice, as it is designed to serve a civilian populace.

In very broad strokes, the civil justice system of the Federation works as follows. Anyone suspected of committing a crime is arrested by the police, who take him to the local Federal Building and officially charge him with commission of the crime in question. The accused is informed of his right to legal counsel, which he may either provide himself or request of the Federation.

After a brief time of incarceration at the Federal Building, usually no more than a day or two, the accused and his counsel are brought before a single judge, who will arraign the accused and set a trial date. This date is usually within a single Earth-standard week, though the defending counsel may request a postponement. Such postponements are usually granted but, in any case, the trial must by law be held within 30 days of the arrest of the accused.



Trials are conducted before a tribunal of three judges and are closed to the public. There are no juries under Federation law. After both lawyers, the prosecutor and the defender, have presented their cases, the tribunal retires to deliberate, a process that must be completed within 24 hours.

Once the tribunal has reached a verdict, it is read to the accused, who is then either free to go (if he is found not guilty) or hears his punishment (if he is convicted of the crime). Punishment is carried out immediately.

Appeals

Though the Federal Constitution does provide for appeals of guilty verdicts, such appeals are extremely rare. The Federal Justice Division is the most advanced criminal investigation organisation ever conceived in human history, and brings such things as DNA and genome sampling, psychic testimony and indisputable forensic evidence to the trial.

When the judicial tribunal renders its verdict, it will have carefully considered all the evidence placed before it. The tribunal is not hobbled by the requirement to set a guilty man free if there is the slightest hole in the case made by the prosecution but if there is such a hole, the judicial tribunal will note it and assign a punishment that can be overturned on a successful appeal.

There have been arguments made, usually by the family of the criminal, that the tribunal overlooked some flaw in the evidence and wrongly sentenced an innocent man without leaving open the possibility of an appeal. In each such instance, the claims are thoroughly investigated. It is a credit to the skill and professionalism of the Federal Justice Division that all such investigations have found no fault on the part of the prosecutor or the judicial tribunal.

Actions Against the Federation

From time to time, the Federation will apprehend a criminal who is known to be a demonstrable danger to the Federation but will not have the evidence needed to convict him of a serious crime. For example, the police might arrest a man known to be the leader of a dust smuggling ring but be unable to charge him with any crime more serious than possession of less than one ounce of dust.

In such cases, the Federal Justice Division prosecutor may elect to charge the man with 'actions against the Federation' rather than the comparatively minor crime of possession of such a small amount of dust. This umbrella charge has been an invaluable tool of the Federation in fighting the

Every Sunday at boot camp, the so-called 31 Crash Landings are published for Federal Service recruits to read. The punishments for a Crash Landing can vary, but generally the very least that can be expected is a Bad Conduct Discharge from Federal Service. In the worst cases, the punishment is almost invariably death.

This is a partial list of the 31 Crash Landings of SICON. Games Masters are encouraged to add their own Crash Landings to this list.

- ⊕ Fraudulent enlistment, appointment or separation
- ⊕ Desertion
- ⊕ Absence without leave
- ⊕ Contempt toward officials
- ⊕ Disrespect towards a superior commissioned officer
- ⊕ Assaulting or willfully disobeying superior commissioned officer
- ⊕ Mutiny and sedition
- ⊕ Noncompliance with procedural rules
- ⊕ Aiding the enemy
- ⊕ False official statements
- ⊕ Destruction of Federation property
- ⊕ Drunken or reckless operation of vehicle, aircraft, spacecraft, power suit or vessel
- ⊕ Wrongful use, possession, etc. of controlled substances
- ⊕ Malingering
- ⊕ Provoking speeches or gestures
- ⊕ Rape
- ⊕ Larceny and wrongful appropriation
- ⊕ Assault
- ⊕ Conduct unbecoming an officer
- ⊕ Disloyal statements
- ⊕ Disorderly conduct, drunkenness
- ⊕ Unauthorized Insignia
- ⊕ Fraternization with the enemy

increasingly sophisticated crime rings that smuggle dust, guns or other dangerous contraband throughout Federation territory.

A conviction for actions against the Federation may result in punishments up to and including death by hanging, and has provided the FJD with a means to help keep the Federation safe against even the most cunning of criminals.

Civic Law

Separate from both Military Justice and Civil Justice is the area of civic law. This is the most frequently practised area of law in the Federation and, unlike the other two, does not concern itself with crimes and criminals. Rather, civic law is the portion of the Federation's legal system dealing with everything that is *not* specifically a crime, from divorce to corporate challenges of UCF government policies to simple, run of the mill lawsuits.

As with other portions of Federation law, civic law cases are argued in front of a tribunal of judges. There are some exceptions to this – for example, an uncontested motion for divorce can be resolved in front of a single judge, who must only approve the dissolution of the marriage. In any case where two or more parties are in disagreement, however, the case must be argued in front of the full tribunal.

Engaging in a protracted civic law battle can be an extremely expensive proposition, which is absolutely intentional on the part of the Federation. The UCF has no desire to see its courts become bogged down by an endless procession of frivolous or unsubstantiated lawsuits and has taken measures to ensure that no more such cases pass through the doors of a Federal Building than can be avoided.

Unlike a civil justice (or most military justice) trials, neither side in a civic law case has the right to free legal counsel as provided by the Federation. Instead, each side must provide such counsel for themselves, with all concurrent expense. Further, the losing side in such a trial is always responsible for all costs incurred by the winning side in the prosecution of the case, a tremendous incentive not to file a lawsuit without a strong chance of winning. Lastly, if the tribunal can unanimously agree that the case was frivolous or unworthy of the court's time, the tribunal may not only rule against the person or party bringing the case but may also assess fines up to the amount of the defendants' legal costs to be paid directly to the Federation. These repercussions have almost entirely eliminated such cases from the Federation.



Political Dissent

Though it might seem this way to an outsider, the Federation is not a single, monolithic entity, speaking with one voice. Rather, the Federation is made up of a cacophony of billions of voices, not all of which are always in agreement.

Every citizen and civilian under Federation rule has the right to engage in political dissent, and is further protected by his right to free speech. There are, of course, some restrictions upon these rights. Free speech or not, it is still illegal to libel or slander another person, corporate body or governmental entity. More importantly, it is illegal to advocate the overthrow of the government. Advocating change in the laws, or advocating the ousting of a politician in the next election, on the other hand, are perfectly acceptable and extremely common forms of political expression found throughout the Federation.

Stated more simply, it is perfectly acceptable for someone who disagrees with the law requiring special governmental

permission to have more than two children to say something like 'I think the law should be changed to allow people to have as many children as they wish'. On the other hand, saying something like 'I think we should march on the Federal Council and hold them captive until they knuckle under and change the law to allow people to have as many children as they wish' is sedition and may carry a penalty of anything from a public flogging to death by hanging. Obviously, this example is extreme but it does illuminate the difference between acceptable and unacceptable political discourse.

Political dissent is not something limited to individuals alone. There are many groups within the Federation opposed to one or more of the government's practices who express that opposition through legal means. Such groups include New Justice and Mercy for Life, concerned citizens and civilians who believe the Federation's penal system is too strict and inhumane, that such sentences as capital punishment and corporal punishment should be outlawed. Another such group is the Clean Stars Coalition, which is opposed to human colonisation outside the Sol System, particularly when it involves environmental configuration. Still another is the Alliance for the Moral Treatment of Animals, a truly venerable group that is older than the Federation itself and opposes, among other things, the creation and military use of neodogs. There are endless other examples of protest groups within the Federation – for every governmental policy, it seems, there is someone in the population who opposes it. So long as these groups keep their opposition lawful, however, they are free to protest as much as they like.

Punishments

Punishment under UCF law tends to be swift and direct. The Federation does not believe in lengthy incarcerations within a prison facility, as these have been proven time and again to be of little use either as a deterrent or as a means of rehabilitation. Of course, incarceration still exists and, though it is most often practised on the mentally ill, it remains a possibility for punishment in most crimes.

However, the UCF usually prefers other methods of punishment when appropriate. Incarceration is an expensive venture for the state, which must house, feed and clothe the inmate. Putting such inmates to hard labour helps negate these expenses, which is why there is almost no such thing as an idle prisoner in the UCF.

Still, the UCF would prefer to see a punishment that can be swiftly administered. Fines and flogging are the most common sentences handed down by judicial tribunals,

though mutilation and hard labour are also known. Crimes such as murder, rape, actions against the interest of the Federation and other capital offences usually carry the death penalty, in which the criminal is sentenced to be hanged.

Judicial tribunals are given tremendous latitude under the Federal Constitution in assigning punishment and will always take the circumstances of the crime into account when handing down such verdicts. From time to time, a judge will abuse this power and be removed from office but a position on a judicial tribunal is reserved for only the most sober and qualified of applicants, thus such removals are extremely rare.

Whenever possible, a criminal's punishment is carried out in public in front of the Federal Building, to serve as a warning to other criminals and as a welcome reassurance to the populace that the Federation is doing all that can be done to keep them safe and secure. This applies mostly to capital and corporal punishment – hangings and floggings. Though it is certainly possible to force a criminal to pay a fine on the steps of the Federal Building, it lacks the same impact and is never done.

Losing Citizenship

Losing one's franchise as a citizen is a rare and terrible thing. Once the citizen has bought his franchise, has paid the dear price for it with at least two years of his life, it is not something that can be stripped away at a whim. Simply because a citizen has chosen to make enough of a nuisance of himself politically that he has become a *persona non grata* among the members of the Federal Council does not justify stripping him of his citizenship. Indeed, with his service to the Federation, he has more than paid the price to speak his mind – so long as he does not speak of overthrowing the Federation, of course.

Rather, the loss of citizenship is almost always tied to the commission of a larger crime, usually one committed against the Federation as a whole. Simple crimes like theft and assault will not rob a citizen of his status, for example, but murder often will. Any citizen who is found guilty of participating in activities like arms running and drug smuggling, on the other hand, can certainly expect to have his franchise as a citizen stripped from him.

Ultimately, the loss of citizenship is one punishment that cannot be handed down by a tribunal of judges. In those cases where the judges believe the crime is heinous enough to merit this punishment, they must petition the governor of the nation in which the case is being tried to review the

case and make a final decision. In almost all instances, the governor agrees with the opinion of the judges. Most often, the former citizen is unable to hear this portion of his punishment handed down, as the crimes that merit the loss of citizenship are usually so extreme that by the time the petition has reached the governor and returned, the former citizen has already gone to the gallows.

Personal Weaponry in the Federation

Since the earliest days of the Federation, immediately after the adoption of the laws governing the difference between a citizen and a civilian and what was required to earn sovereign franchise, it has been illegal for civilians to own most firearms. The only exception to this rule is for the wealthy civilian who wishes to own museum-type, archaic weapons. Even in this case, the civilian must apply for special permission for each weapon he purchases.

Aside from this rare eccentric, however, and the population of Rhohan (see page 136), no civilian in the Federation may own a firearm. The reasons for this are the same ones given when the law was first passed, and remain just as valid now as they were then.

Many arguments in favour of gun ownership before the Disorders lauded the existence of a militia made up of civilians, who could defend the populace against any invading threat. However, those arguments were made in the days before powered armour, before focused energy weapons, before the Skinnies and the Arachnids. Such

threats as are faced today can only be held back by a skilled and well supplied military. A civilians' militia would only get in the way.

Of course, there is always the argument that appears from time to time that a well-armed populace is the best way to keep the government in check. However, like the previous argument, this one too dates from before the Disorders, to the time of the failed states that cared not one whit for their populations. The Federation, on the other hand, offers equal opportunities to everyone in its territory, ensuring everyone has access to the four things needed for a productive and happy life: shelter, food, security and a sense of freedom. As the zenith of human social evolution, the Federation's policies negate the validity of this argument.

In the time before the Disorders, many people kept firearms simply for hunting. After the Earth was poisoned and blighted by nearly a century of nuclear, chemical and biological war, however, there was little left to hunt. Those species not wiped out by the years of warfare were pushed to the brink of extinction and hunting was quickly outlawed by the Federation. To some extent, that has changed in the time since with such enterprises as xenosafaris, in which wealthy citizens and civilians pay exorbitant fees for the opportunity to hunt strange and alien creatures in places like the Proxima Reserve on Iskander. This pastime has only come into vogue in the last 15 years and is one of the few opportunities civilians outside of Rhohan ever have to wield actual weapons.

It is important to note that the ban on owning personal firearms does not extend to citizens. Having earned their franchise with two years in the Federal Service, time in which they learned exactly how to handle and respect firearms, citizens are allowed by law to own them after leaving Federal Service. However, this is not widely practised nor encouraged by the government.

FEDERATION GOVERNMENT

Keeping a society like the Federation running smoothly and efficiently is an enormous task. Responsible for everything from defending a territory spanning light years in every direction to providing health care for billions of citizens and civilians to making certain every schoolchild is given three nutritious meals a day, the Federation government is the most immense organisation in the history of humanity. It employs literally millions of people, both citizen and civilian, in a mighty bureaucracy that is somehow able to see to all the needs of its population and still remain within its annual budget.

'Yeah, I hear all the time about how capital punishment is cruel. I hear all about how corporal punishment is cruel. I hear it from the criminals. I hear it from the mothers of the criminals; I hear it from the fathers of the criminals. I hear it from the brothers and sisters of the criminals. I even hear it from the cousins and the friends of the criminals. I hear it from the 'New Justice' and 'Mercy for Life' groups all time. You know who I never hear it from? The victims, that's who.'

Detective Ludwig Groener, Munich Police Department, interview with FedNet, March 1, 2329

The many planets of the United Citizens' Federation exist in more or less peaceful harmony with each other, united through SICON and the traditions and ideals that have bound the Federation together since its conception. Today vacation planets, mining worlds, manufacturing installations and military outposts litter the interstellar landscape of the Federation and one world, Sanctuary (see page 147), even serves as the headquarters of SICON itself. With a governmental structure so vast and so widespread, SICON requires an entire planet and incredible layers of security and secrecy to keep it functioning smoothly. Between the numerous colonies across countless distant worlds, planetary and orbital installations, some set up to train military volunteers, some to house those few separatists that exist in the United Citizens' Federation, humanity has taken to the stars and claimed them as her own.

Political Factions of the UCF

The Federal Constitution does not support the existence of political parties of the kind so common to the pre-Disorder democracies of the world. The founders of the Federation, who had endured the final and inevitable result of such governments, knew full well that the political parties of the old world had hastened and worsened the slide of their governments into corruption, complacency and ineptitude. They were determined not to let the same thing happen to the new world they were creating. Such political parties, no matter how benign their initial purpose may have been, soon became servants only of themselves. The politicians they controlled were herded and often culled like sheep or cattle, the fortunes of such politicians waxing and waning not by how well they served the state, but by how well they served the party.

Of course, humans by their very nature form groups, a trait that goes back through the evolutionary ladder to humanity's most distant ancestors. Thus even though there are no official political parties, there are definite political camps in the government of the Federation.

Compared to the political parties of the pre-Disorder world, the differences between these factions are exceedingly minor. The politicians of the Federation are united in their vision of an ever-brighter destiny for humanity; they merely differ in how to achieve these aims. For example, none of the elected members of the Federation government, from a city councilor to the prime councilor of the Federation Council himself, believe that humanity should stop expanding its holdings and influence in the galaxy. However, they may

have differences as to how humanity should go about this, some (who might have a corporation that produces the prefabricated buildings used as the foundation of a colony among their constituents) believing in plunging straight ahead and colonising as many worlds as possible as quickly as possible, while others (who may have a defence contractor among their constituents) advocating a slow and steady approach to colonisation, only launching a colony after the entire area has been thoroughly and repeatedly investigated by SICON and perhaps only after establishing a military base on the targeted world.

The example given above actually highlights one of the more dramatic divisions in Federation politics. Other differences certainly exist at all levels of government but, though they are of varying importance to the people of the Federation, they would appear vanishingly small to an outside observer.

Political Divisions of the UCF

This section of *Citizens' Federation* is not concerned with the factions within the Federation government mentioned above but rather with the actual geographical divisions that impact the Federation government itself.

Just as many of the cultures of the old world have been preserved in the Federation today, so too have many of the old borders.

This was a difficult topic in the days of the Federation's founders, who were bitterly divided on the issue. Some felt that allowing the old borders to stand was to court disaster in the form of nostalgic nationalist sentiment, that it was wiser by far to simply wipe the slate clean, redistributing land into geographical regions of equal size and, inasmuch as it was possible, equal population. Other founders felt that this very plan would lead to disaster, that people across the planet were so weary of governmental hubris and arbitrariness that an action they might legitimately see as a move to deprive them of their own cultural identities, no matter what its actual motivation, would be enough to cause whole segments of the population to rise up again.

Ultimately, the second view won out and the traditional borders of the world, some so old they had been carved with sword and bow, were allowed to stand. Each nation of the former world is still considered a nation today, though all of them are inextricably tied to the greater Federation and each of them is governed identically beneath the aegis of the UCF as a whole.

Initially, the first off-planet colonies of the Federation, on Luna, Mars, Europa and Io, were considered the property of the FSA, which oversaw their government through a liaison with the Federal Council. After the incident on Io, however, the Federation understood that the current situation could not stand. In the aftermath, as the FSA and the Federal Council worked to insure that such a dark day of history would never repeat itself, the Federal Council voted to alter the legal status of such off-world colonies. In return for stepped-up security measures, each of the colonies was granted nationhood and a seat at the Federation table, no longer under the direct authority of the FSA.

As humanity continued to spread outward and the first stellar colonies were established, nationhood was likewise extended to them. In the case of most of these stellar colonies, with only one inhabited planet or moon in each star system, the governor of the colony (see below), was effectively in control of an entire star system. Those stellar colonies which consisted of multiple colonies around the same star would have multiple governors, one for each inhabited world. There are some exceptions to the above, however. In the case of the twin orbital colonies of Castus and Pollor in the Barnard's Star system, for example, the populations of the two installations are so small that the Federal Council has only allotted one governor to rule the entire star system.

Representation with respect to population density has always been a bone of contention in the government of the Federation. Every governor, whether he has custody of a nation, a colony or an entire star system, has an equal voice in the government, regardless of the citizen population in the territory he governs. The fact that this places colonies like Iskander, with an 80% citizen population, on the same level as colonies like Shoreridge III, with a population that is only two or three percent citizen, is a commonly raised grievance in the Federal Council. The government has studied the possibility of changing the political division system it currently uses, but thus far has not seen fit to make a change.

Organisation of the UCF

In truth if not in recognised fact, the Federation has two branches – the Administration and SICON (Strategically Integrated Coalition of Nations). The latter is an unofficial partner of the Administration in setting policy, effectively forming the enforcement to the Administration's legislative and executive duties. It is an accepted fact that while SICON is technically subject to the authority of the UCF administration, the reverse is considerably more accurate in anything but the most mundane of matters.

Even with this state of affairs, the United Citizens' Federation as a governmental institution wields complete authority in all matters not directly related to the military. Control begins at a city level with councilors, elected by citizens who claim permanent residence in that city, and their administrative staff. While the councilors have enough authority to appropriate funds for city projects and pass judgement on purely internal matters, anything greater must be passed up the executive hierarchy to national governors.

Governors handle the daily legal matters of a single country and vote in nation/bloc affairs such as cross-country building projects and advisory actions sent to the true power in the United Citizens' Federation – the Federal Council. This executive body forms an interstellar parliament with each recognised system under Federation control (which obviously excludes the unofficial colonies) given a single vote and all matters save security decided by 3/5th approval.

Council members are selected from the sum total of national governors and have true jurisdiction over the entire solar system in the case of a star with only one colony world or a



single planet in the few instances of multiple settled worlds within a system (Sol and Alpha Centauri, for instance). Where multiple governors exist in a star system, one of their number, agreed upon within that group, either fills the role of council member himself, having called an election to decide his successor to the role of governor, or has the right to appoint any citizen within his area of control to take on that role for him. There are some star systems with multiple colonies, however, that have only one governor.

The prime councilor, a position with a five year term decided by a vote of the Federal Council between candidates receiving the endorsement of SICON, has first pass veto rights and the deciding vote in any deadlock or matter not receiving approval by normal vote. The prime councilor also has the last word in Federation security issues; his opinions and decision are almost always the expressed preference of SICON.

Though it may go without saying, it should be noted that every position in the government from the lowest member of a Councilor's staff to the seat of the prime councilor himself can only be filled by a citizen. Civilians cannot apply for a government role; they have not proven themselves to have the interests of the Federation at heart and cannot therefore be trusted to hold a position of responsibility.

As noted above, prime councilors serve five-year terms with the continuous option for renewal if they retain the approval of SICON and win a majority rule vote by the Federal Council. All other positions of authority (councillors, governors and council members) serve for life or until the mandatory government officials' retirement age of 80. When a position below prime councilor becomes available due to death, retirement or other incident, the most applicable position above it elevates someone from the level of the vacancy to fill the now vacant spot. For example, the city of New Angeles loses their Councilor and a large part of his staff to an earthquake. It is the responsibility of the West Union governor to choose a replacement for the councilor from the fallen councilor's surviving staff. If the entire staff were slain, the governor would have his work cut out for him as the selection of an entirely new Councilor and administrative office would have to be undertaken.

By Federation law, no post in the UCF can go vacant longer than one standard month (30 days). If it does, filling the position(s) involved becomes the sole responsibility of the prime councilor. If at the end of another solar month the vacancies are not filled, the prime councilor will be removed from office under a declaration of No Confidence and the Federal Council will be required to handle the matter.

Civilian Impact on the UCF Government

Although civilians, having declined their right to take part in Federal Service and thereby earn the sovereign franchise of citizenship, have no vote in the governing of the UCF, that should not be taken to mean that are not of vital importance to the government. After all, the majority of the population is made up of civilians and any government that was to actively ignore such a significant percentage of its people would be fundamentally flawed.

Elected officials in the UCF government, from the council members of the smallest towns to the prime councilor himself, are in government to see to the needs of all the people of the Federation. Though they are elected by the citizens, it is their sacred duty to care for citizens and civilians alike. Just as anyone within the population of the Federation has the right to political dissent (see page 60), so too do they all have the right to petition their elected leaders (or even non-elected members of the government, such as the vast majority of officials in Social Services or Economic Services) to bring to light a perceived wrong or to seek a redress of grievances. Of course, the time of any given government official, no matter what his role within the greater organisation of the UCF government, is quite limited, which sometimes precludes the official from being able to spend as much time and energy as he would like to with a concerned civilian. Duties to the Federation itself must trump duties to a single civilian.

There are some civilian organisations that have a significant amount of influence with the government. Many of these are actually organisations with combined civilian and citizen membership, such as New Justice, which opposes some elements of the UCF penal system. Whenever a large enough number of citizens and civilians feel strongly enough about an issue to organise themselves around it and press their concerns in a tasteful and law abiding manner, it is only right that the government listen to what they have to say.

More influential than these dissenting groups, however, are those which merely represent some essential element of Federation society outside that of the government or military. Perhaps the most well known is the Civilian Corporate Coalition, a loose organisation of civilian leaders of corporations representing a variety of interests, tremendous specialised knowledge and a staggering amount of wealth. Usually abbreviated as the CCC, this group works to set and maintain business practices throughout the Federation, and often acts as an unofficial bridge between the government and the private sector.



The reason for the influence of an organisation like the CCC is the specialised knowledge its members and representatives are able to offer to the government. Though any elected or unelected official in the UCF government should see it as his duty to know as much as he can about those aspects of Federation society, economy, laws and so forth related to his position, it is impossible for him to match the specialised knowledge of someone who makes his life's work out of just one of these things. For example, if the Federal Council and SICON want to increase the production of Marauder power armour suits tenfold, they would be well advised to discuss these wishes with the leaders of the corporations that manufacture essential parts of the suits to determine when, or even if, such a plan would be feasible. More broadly, if the Federal Council is considering adopting, dropping or modifying its price controls on a given trade good, they will seek the advice both of the Economic Services division of the UCF government and the leaders of the corporations

involved with that trade good in order to gain the best possible perspective on how the proposed action will affect the Federation's economy.

Membership in the CCC reads like a who's who of the largest and most powerful corporations in the Federation. Among the corporations (and sometimes groups of corporations) that make up its membership roster are the Morita Arms Company, ECCO (Expanded Consortium of Civilian Operators) and Hammond Turner Shipping, the largest civilian transport and cargo corporation in the Federation (with the largest fleet of ships outside of SICON itself). Each of these corporations pays a hefty annual membership fee, which goes to maintain the CCC's immense offices and small army of both civilian and citizen employees in Geneva.

The CCC is merely the largest and most general of its ilk. There are numerous other organisations representing various specialised groups throughout the Federation, such as farmers, miners, police officers, schoolteachers and construction workers.

Departments of the UCF Government

In order to properly administrate a territory that is as vast as the United Citizens' Federation, the UCF government infrastructure is divided into a number of different bureaucracies, each with its own responsibilities and heirarchy. These departments of the government are not headed by elected officials but instead by individuals appointed by the prime councilor at the beginning of his administration (with the exception of SICON, which appoints its own leadership). The majority of the positions of importance or note within these organisations are reserved for citizens, though almost all of them do have civilian employees, ranging from research scientists to clerical workers and janitors.

ECONOMIC SERVICES

The Economic Services division of the Federation government plays an extremely important role in the lives of every man, woman and child in the Federation. It handles the disbursement of payroll into the private accounts of citizens and civilians, as well as assesses and withholds appropriate taxes from that payroll. Additionally, it is the ultimate authority in maintaining the integrity of the Federation economic structure and acts as the oversight agency for the Federation Stock and Commodities Exchange in London.

FEDERATION COLONISATION COMMISSION

The Federation Colonisation Commission is charged with maintaining the infrastructure of all Federation colonies, from the moment construction on the colony begins. Additionally, it is the FCC that must actually find and recruit colonists for every new colony SICON chooses to create.

FEDERATION COMMUNICATIONS DIRECTIVE

The Federation Communications Directive has only one area of concern, but it is an enormous concern. The FCD is directly responsible for the maintenance and programming of FedNet, the immense communications organ of the government and the primary source of news and entertainment for the people of the UCF.

FEDERAL JUSTICE DIVISION

Initially part of Social Services, the Federal Justice Division became an arm of the government in its own right a century after the drafting of the Federal Constitution. The FJD is responsible for the administration of law enforcement, trials and punishment of criminals throughout the Federation. It is also responsible for hiring and retaining all judges and public defenders (police officers are hired at the local level).

It should be noted that the FJD only has authority over civilians and citizens who have retired from Federal Service. In the case of an active member of the military, SICON handles all trials and punishment under military justice.

The FJD is also one of the few areas of Federation government where a civilian can work in a position of importance. Although judgeships are limited to citizens only, there is simply too much demand for public defenders to limit the position to those who have a franchise.

SICON

SICON, the Strategically Integrated Coalition of Nations, is the military arm of the Federation and is commonly considered to be as powerful as the Federal Council itself. SICON encompasses Fleet, Mobile Infantry, Military Intelligence and all other auxiliary services. It maintains all Federation military bases and is the executor of Federation military policy.

SOCIAL SERVICES

Of all the branches of the Federation government, only Social Services can compare with SICON in sheer size and scope. The health, education and employment of the citizens and civilians of the Federation all lie within the numerous bureaucracies that make of the giant organisation known as Social Services.

ENEMIES OF THE FEDERATION

ALTHOUGH THE HISTORY of the Federation has been peaceful, marked by centuries without any significant military conflict, it would be a mistake to say it has no enemies. Indeed, potential enemies are everywhere, whether they are hidden somewhere in the vast gulfs between the stars or among the loyal citizens and civilians on Earth.

The Federation has always presented a picture of harmonious peace throughout its territory for its populace. Except for the few instances when the Federation truly went to war (such as the Hesperus Incident) and more recently with the Skinny Incursions and finally with the attacks of the Arachnids on Pluto and Buenos Aires, the history of the Federation has indeed been peaceful. Of course, there have been small-scale conflicts here and there in Federation history, both with alien races and with elements of humanity, but they have never come to the attention of the general populace.

The following information is the kind of material that will not be found on FedNet. The Federation has no desire to see its civilian (or citizen) population worry overmuch about what is, essentially, a small and passing problem. As defenders of the Federation, however, SICON believes you have the right to know as much as necessary about the enemies you might be called on to fight, both foreign and domestic.

Obviously, some Federation enemies are more dangerous than others. Currently, SICON considers the Arachnids to be the greatest threat to the human race – potentially the greatest threat the human race has ever seen. Thus, actions against the Arachnids occupy most of SICON's current resources. The Skinnies would certainly constitute the next greatest threat, though they are currently held at bay through the military buildup along the Federation's spinward border, a buildup that had been intended to implement Operation: Clean Sweep until the Arachnid attack caused a very sudden change in SICON military policy.

SICON SECURITY RATING SEAL



Restricted Access

The following information is considered restricted content, requiring a SICON Security Rating of Alpha-2 or higher to read. Sharing this information with anyone outside of SICON, or with a lower Security Rating, is punishable under paragraph 11.E of the Military Code of Justice.

All other enemies fall far, far below the Arachnids and the Skinnies in SICON's priority of enemies. For example, the Black Cross and the Civilian Militia, as vexing as they are to the Federation, do not constitute nearly the threat to the Federation the Arachnids and Skinnies do.

ENEMIES WITHIN

Not all the Federation's enemies are of alien origin. There are elements of human society that have become opposed

to the Federation over the course of the years. Most often, these are limited groups of dissidents who have either isolated themselves somewhere in the wilds of a Federation world (such as the Frontiersmen, a non-violent group that keeps to itself in the unwelcoming reaches of the Yukon) or who have formed their own unofficial colony somewhere outside Federation space. The Federation does not approve of such activities but, so long as the group is fairly small and does not seem intent on bringing harm to the Federation or any of its citizens and civilians, SICON has usually been willing to ignore them and let these tiny fringe groups go about their business.

Unfortunately, not all enemies of the Federation that spring from humanity itself are quite so innocuous. Though none can rival the military danger and power posed by alien races like the Skinnies and most particularly the Arachnids, they pose a threat all their own, threatening to weaken the fabric of Federation society by standing apart from their rightful government, or even at times in opposition to it.

Some of these enemies are not even present in Federation space, confining their operations to areas beyond the borders officially claimed by SICON. Nevertheless, because they are human in origin, SICON considers them to be an internal threat.

THE BLACK CROSS

There are several quasi-military organisations that operate outside Federation space and outside Federation laws, usually extremely small bands of people of no particular consequence. The Black Cross is but one of these groups, though it is certainly the largest.

What is Known About the Black Cross?

One thing that is certainly true about the Black Cross is that the Federal Council and SICON vociferously deny the group's existence and, indeed, it is all but unknown throughout much of Federation space.

The Black Cross is, for lack of a better term, a mercenary company that operates outside of Federation space. It sells its services to unofficial colonies of separatists and dissidents beyond the Federation border, those who do not wish to turn to SICON for assistance. The group usually barter its services for food, weaponry (if there is any) and various spare parts, as well as extraordinarily large sums of money it effectively extorts from a frightened populace.

The exact number of men and women in the Black Cross is unknown, though classified SICON estimates put it at several thousand. It is also unclear how many ships the Black Cross has at its disposal, though there have been confirmed sightings of at least nine different ships, all originally civilian ships of varying vintages, heavily modified into fast attack corvettes. In addition, there is the Black Cross' flagship, the *Black Cross* itself, a military dreadnought stolen from the Federation, and the *Dauntless*, similarly stolen. The Black Cross clearly confines itself to its various ships and stays on the move nearly constantly, never having tried to establish a permanent base anywhere. Though the group has ranged back and forth around the borders of the Federation, it is most often reported as operating spinward of Federation territory, in the same area where it was originally formed.

Though it has been almost 30 years since the Black Cross came into existence, the group's technology is not so antiquated. There have been confirmed reports of Black Cross soldiers using recently-constructed SICON gear, up to and including M-1S7 Stryker power armour suits, FedCom SW-402 'Triple GLs', Morita TW-203-a assault rifles and even one possible report of a group of four Black Cross soldiers piloting an equal number of Marauder M9 Chickenhawks. Where the Black Cross is getting all this equipment is a complete and particular vexing mystery to SICON. Complete quartermaster records on every base and ship in SICON's arsenal have been checked and double-checked but there is no indication of so much as a single missing bullet that was in a position to find its way to the Black Cross. Even the psychics recruited to help have been unable to provide any substantial leads as to where the Black Cross' equipment is coming from.

There is some suspicion in SICON that the equipment is coming from the Skinnies and that the Black Cross has managed to enter into a devil's bargain with the aliens, providing an unknown service in return for the latest SICON technology the Skinnies are able to capture during their raids.

However, this suspicion does nothing to explain how the Black Cross has been able to keep itself supplied with weapons, armour, ammunition and other equipment during the three decades of its existence, or why it would have allied with the Skinnies when it was Skinny raids that led to the group's formation. Despite the apparent lack of any infrastructure whatsoever, limiting them to what crude manufacturing facilities they may have been able to cobble together aboard their ships, the Black Cross has never been at a lack for ordnance. The thought that the Black Cross



may have a network of suppliers embedded within SICON itself, people with the clearance and capacity to access such important hardware as the Strykers and Chickenhawks, turn them over to the Black Cross, then cook the books so that it seems nothing is missing, is a possibility almost too terrible for SICON to contemplate. Despite that fact, SICON has indeed investigated the possibility but again has found no evidence to implicate anyone within its organisation of complicity with a group like the Black Cross.

The Black Cross, true to its roots in the Mobile Infantry, retains a clear command structure with a military hierarchy. However, no distinction is made between citizen and civilian, as it is assumed every person born into the Black Cross (which has become a sort of mobile colony over the years) will serve it as a soldier upon reaching adulthood. This service lasts for a minimum of five years, after which time the individual may continue to serve as a soldier, or he may 'retire' and take up some other function within the Black Cross.

The military arm of the Black Cross is certainly the largest element of the group, comprising more than 90% of the individuals involved with the Black Cross. SICON believes the Black Cross is currently being led by a man who calls himself General Red Halloran, thought to be the son of one of the original founders of the Black Cross.

History

The day of the Black Cross' founding marks a dark day in Federation history for those few who know about it. Before the Skinnies began pushing into Federation space proper for their raids, a number of unofficial colonies beyond the borders of Federation space came under punishing raids by the Skinnies. As these raids became more and more frequent, SICON felt obligated to send a task force of Fleet ships and Mobile Infantry troopers to these outlying regions to see what could be done to protect the unofficial colonies – even if they had turned their backs upon the Federation, they were still human and deserving of protection.

At the time, 2291, the Skinnies had been raiding the unofficial colonies for several years. A number of the younger people of these colonies, anxious to strike back against the alien menace that was raiding their home and stealing their people, had returned to Federation space in large numbers, seeking to enlist in Federal Service. Many of these youths proved themselves to be some of the finest soldiers and sailors SICON has ever had and the names of units formed of their numbers, like Arthur's Knights and O'Reilly's Ravagers, are still held in the highest honour today.

At the time, it was SICON's practice to keep groups of new enlistees from the same colony or geographical region together, reasoning that their preexisting bonds would only make them more effective soldiers. In that respect, SICON must accept some of the blame for what happened next.

The task force broke up as it left Federation space, each individual ship setting course for a separate unofficial colony to offer aid to the colonists in whatever form they would accept it, in the spirit of human solidarity. One of those ships, the dreadnought *Olympus Mons*, set course for a planet known to the unofficial colonists as Brightsky, though it was listed in the SICON astrogation records as simply 'Planet YQ 301'. Aboard the *Olympus Mons* was a highly decorated company of Mobile Infantry, known as the White Cross and made up almost entirely of young men and women from Brightsky (Planet YQ 301) when the Skinny raids had begun.

The captain of the *Olympus Mons* flashed a message to the planet below as soon as the ship entered orbit, offering SICON's help and military defence against the Skinny threat. The offer, however, was rebuffed, not an uncommon occurrence among such colonies. Unwilling to force itself upon those who adamantly refused help, SICON's policy in such events was always to respectfully withdraw. However, the men and women of the White Cross were not so easily dissuaded. The exact progression of events after this point is unknown but there is strong evidence to believe the White Cross troopers insisted on staying to help the Brightsky colony and, when the captain of the *Olympus Mons* informed them that was not possible, they staged the only mutiny in SICON history and seized control of the ship.

When the *Olympus Mons* failed to make rendezvous with the rest of the task force, the *Europa* and the *Samarkand* were dispatched to find her. Upon their arrival at Planet YQ 301, they were informed by a tight-lipped populace that the *Olympus Mons* was 'gone'. SICON launched an immediate investigation, even going so far as to question the populace of Brightsky, and eventually learned the truth – that the *Olympus Mons* had been seized by a rebellious company of Mobile Infantry, who proceeded to fight off a Skinny raiding force before vanishing into space.

Deeply concerned about the impact of such an event on morale in the ranks of the Federal Service, and of course very anxious to get its ship and any surviving crew back as well, SICON began searching throughout the region for the *Olympus Mons*. Given the nature and severity of the crime, the families and friends of the White Cross Company on Brightsky agreed to help find the White Cross in any way they could once the situation was explained to them. Despite the best efforts of these friends and families and of SICON itself, it seemed the White Cross and the *Olympus Mons* had simply been gobbled up by the darkness and SICON began to fear that the ship and her crew had been attacked and defeated by the Skinnies. The strain of these events proved too much for the fragile society of the Brightsky colony, which dissolved itself soon after.

Some six months later, however, another unofficial colony was targeted by a Skinny raid and was fought off by an unknown group that acted like and was equipped like SICON's Mobile Infantry. Though they now called themselves and their ship the Black Cross, SICON knew the mutineers had been found at last.

Although SICON launched a mission immediately to locate the *Black Cross* and bring her and her crew home to Earth,

the task force came up empty handed. The *Black Cross* and her crew continued to surface every month or two at one or other unofficial colony beyond Federation space, but they were always long gone before SICON's forces caught up with them.

For the next three years, the *Black Cross* would appear four or five times a year, either selling its services as a mercenary unit to an unofficial colony for an outrageous sum, or simply picking through the debris left over after a Skinny raid had struck. At the end of those three years, however, the *Black Cross* vanished.

The group did not reappear for more than four years and, when it did, there were two more ships following in the *Black Cross*' wake, the *Freedom* and the *Resolute* which, according to the best data SICON could acquire, were civilian cargo and transport ships than had been extensively retrofitted to be effective fast attack ships. Still, they proved endlessly elusive, always slipping away before a SICON task force could arrive to apprehend them. SICON continued to try to locate them but also assumed, quite reasonably, that eventually the *Black Cross* would die off of natural causes. After all, they had been on their own in the outer reaches of space for more than seven years now and SICON presumed that as the original mutineers died off, whether through battle or disease, unsupported in the vast ocean of space, any followers or hangers-on they attracted from other unofficial colonies would drift away again and the problem would work itself out naturally. As it turns out, this was not the case. Time wore on, but the organisation only grew.

Nearly three more years would pass before SICON finally caught up to the *Black Cross* in May 2302, just as their small fleet of ships, now grown to five with the additions of the *Brightsky* and the *Independent*, was leaving the Ad Leonis system after a brief stop at the unofficial colony on the fourth planet. The three SICON warships, the *Potomac*, the *Chesapeake* and the *Genoa*, were surprised to discover the *Black Cross* but moved swiftly to engage. Though they were outnumbered, they knew they faced only converted civilian ships and one older model dreadnought that had withstood an unguessed amount of punishment over the course of more than a decade.

Generally, those who do not believe the day the White Cross mutinied aboard the *Olympus Mons* was the darkest day of SICON's history cast their vote for this day instead. Displaying remarkable skill and courage, not to mention better weaponry than SICON had any reason to think the *Black Cross* could acquire, the mercenary ships made short

'Damn! But we got twice the fun of the Mobile Infantry, with none of the pay and no idea where we're eating next. Ain't it a life?'

Unknown Black Cross mercenary

work of the three SICON vessels. The Black Cross ship *Independent* was damaged beyond repair in the engagement, as were the *Potomac* and the *Genoa*. The Black Cross set the SICON survivors down on the unofficial Ad Leonis colony, then immediately began work to strip every useful item from the *Independent*, *Potomac* and *Genoa* before sending the derelict hulks on a direct path toward the star and leaving the system with the *Chesapeake* in tow. The next time the Black Cross was encountered four months later, the *Chesapeake* has been rechristened the *Dauntless*.

Until very recently, the Black Cross was only spotted perhaps once or twice in a year and the forces of SICON have never again had the opportunity to engage them. SICON has confirmed reports that the Black Cross has nine ships at its disposal but privately estimates the number to be closer to 15.

It appears the renewed intensity of the Skinny raids, now driving into the Federation itself, are what has caused the Black Cross to make a reappearance near Federation space as SICON has several reports of ships matching those belonging to the Black Cross standing guard over unofficial colonies near the areas favoured by Skinny raiders. Though SICON commonly sends diplomatic missions to these unofficial colonies to inquire of the colonists if they called on the Black Cross themselves and if so how, these missions have yielded little of use in tracking down the elusive group.

Now that the war with the Arachnids has begun the Black Cross, however vexing it may be for SICON, must be placed at least at a distant third on the list of priorities, long after the Arachnids and the Skinnies.

Tactics

Despite its apparent ability to acquire SICON military technology, the Black Cross has nothing like the resources

available to SICON, a fact that has an immense impact on the tactics employed by the mercenary group.

The Black Cross favours hit and run style attacks, avoiding direct engagement wherever possible. Instead, the mercenaries tend to nip at the heels and flanks of an enemy, trying to wear them down with multiple feinting manoeuvres to throw them off balance before striking with one or two lightning-swift assaults, bringing heavy forces to bear for only a few minutes before breaking off again and resuming the hit and run tactics, wearing down the strength and fighting spirit of their enemy through frustration and attrition.

It is an effective tactic but one the Black Cross does not always have the luxury to employ. When an enemy does not take the offered bait, or responds to the Black Cross' sorties with their own swift and powerful strikes, the mercenaries have their options reduced. Generally, it appears the Black Cross prefers to flee rather than fight, as the only time SICON and Black Cross ships have met in a full-fledged battle with the single incident at Ad Leonis. On all other occasions that SICON has come close to the Black Cross, the mercenaries have fought only so long as they had to in order to escape.

The tactics and training that became second nature to the original members of the Black Cross when they were still part of the Mobile Infantry are very much in evidence in the Black Cross today. They are efficient and disciplined warriors, equal to SICON troops in every respect.

SICON does know that once the Black Cross accepts a job to protect an unofficial human colony from an aggressor, the Black Cross carries through with that job, no matter the cost in men and material. In just the last three months, SICON has confirmed at least two full scale battles between the Black Cross and immense Arachnid forces. The Black Cross won both times but SICON estimates the mercenaries paid a very heavy price for the victory.

Goals

The Black Cross' greatest goal is to survive. The mercenaries know perfectly well they are considered criminals by SICON and their first priority is always to stay out of SICON's way.

As an adjunct to survival, the Black Cross also is constantly on the lookout for new recruits. These recruits are chosen almost exclusively from people on unofficial colonies, in order to minimise the risk of a SICON agent slipping

into the company's ranks. Though SICON would deny it, there have been a few defections over the years, as single Federal Service personnel jump the fence to join with the mercenaries.

Beyond survival, the Black Cross considers itself the unofficial military of the unofficial colonies. All but a very few of the company's military engagements over the course of its existence have involved protecting such a colony from alien raiders or human criminals. Though that may sound altruistic, the Black Cross certainly does not provide this service for free and the cost of hiring the Black Cross to fight off two or three raids in close succession is nearly enough to reduce a poor colony to being an indentured servant of the Black Cross, providing them with the bulk of their planet's production to pay off the cost of survival.

Playing the Black Cross

Games Masters interested in running an entirely different sort of *Starship Troopers Roleplaying Game* campaign might consider creating a campaign in which all the Player Characters are members of the Black Cross. Such a campaign would centre on protecting the outlying, unofficial colonies of humanity from the depredations of the Skinnies and the Arachnids, all the while trying to avoid the occasional SICON patrol sent to capture or kill them. In time, however, depending upon the Federation's fortunes in the war with the Arachnids, it might even be possible for the Black Cross and SICON to become uncomfortable allies. This would likely only happen if the war against the Arachnids is going particularly badly for SICON but would allow for some very interesting roleplaying as the Black Cross and the Mobile Infantry fight side by side against the alien menace. In such a case, a few Mobile Infantry or Fleet Player Characters thrown into the mix alongside the Black Cross Player Characters would make an easy recipe for a memorable campaign.

Alternatively, the Games Master might wish to give his group composed entirely of Federal Service Player Characters a break from the combat against the Arachnids and the Skinnies and instead send them on a mission to seek out the Black Cross, whether to destroy the mercenaries, capture them or forge an alliance with them – it is all up to the Games Master.

Considering the level of training and discipline still evident in the Black Cross, despite the many years it has been separate from the Federation, the members of the mercenary company are perfect candidates for any of the main Federal Service Player Character classes in *Starship Troopers*. Of

these, perhaps the Mobile Infantry trooper and light trooper are most appropriate, as is Fleet Officer. Of course, a few of the cross training classes are inappropriate – the Black Cross has no neodogs, for example. Most Black Cross, however, will be members of the new mercenary class below.

New Class – The Mercenary

In the coldness and darkness beyond the edge of Federation space the Black Cross makes its home. The largest, oldest and certainly the most successful mercenary company in known space, the Black Cross has survived and thrived for more than 30 years, eluding all of SICON's attempts to find it and destroy it.

Other mercenary companies also exist in the same vein as the Black Cross, usually consisting of a mixture of civilians and dissidents who have taken up arms, turncoat Mobile Infantry and veteran soldiers seeking profit on the fringes of society. Some people are born into the mercenary lifestyle, while others seek it out. Usually, such recruits come from the unofficial colonies that pepper the space outside of Federation territory, though from time to time someone from the Federation itself will go in search of adventure or the Black Cross. Even the occasional Mobile Infantry trooper cashiers out of SICON's service and goes looking for the mercenaries. These recruits are generally lured by romantic notions of a life of glory and high adventure in unexplored space, living free of the constraints of society. They tend to find that the reality is slightly different from their notions. Still, for those who find life in the Federation too staid and constrained, life in the rollicking, chaotic world of a mercenary company may seem the perfect antidote for civilisation.

ABILITIES

There really is no ability that is not vital to a Mercenary. He must remain at the peak of physical condition to do his job, so Strength, Dexterity and Constitution are exceptionally valuable to him. A high Charisma score is exceedingly useful, both for diplomacy in dealing with potential customers and giving orders in the heat of battle, while Wisdom and Intelligence can both, literally, be lifesavers when the mercenary is confronted with totally unexpected conditions in a firefight.

HIT POINTS

Mercenaries start the game with hit points equal to their Constitution score. They gain two hit points per level afterward.



ACTION POINTS

Mercenaries gain a number of Action Points equal to half their Charisma score, rounded down, at 1st level. A new Action Point is gained at every even numbered level. Mercenaries live on the edge, and need as much luck as they can get.

CLASS SKILLS

The mercenary's class skills, and the key ability for each skill, are as follows: Acrobatics (Dex), Athletics (Str),

Computer Use (Int), Drive (Dex), Knowledge (alien species) (Int), Knowledge (streetwise), Knowledge (tactics) (Int), Perception (Wis), Pilot (Dex), Repair (Int), Stealth (Dex), Survival (Wis).

Skill Points at 1st Level: (5 + Intelligence modifier) x 4 (see also Prior Experience below)

Skill Points at Each Additional Level: 5 + Intelligence modifier

Mercenary: Mercenaries rely on violence for their trade and are skilled combatants, whether they received their training from the boot camps of the Mobile Infantry or the harsh worlds on the fringes of the Federation's influence. In addition to the two feats all characters receive at 1st level, a mercenary begins play with the Advanced Firearms Proficiency and Simple Firearms Proficiency feats.

Face the Void: Organisations like the Black Cross exist beyond the boundaries and laws of the Federation. The mercenaries are on their own, unable to expect backup or relief if they are overwhelmed in a battle. This desperate life on the edge of space has the effect of inuring mercenaries to fear – if they are willing to embrace this life, after all, why be afraid of a few bugs? Face the Void gives all mercenaries a +2 bonus on Will saving throws to resist Fear effects.

Comrade Bond: A mercenary is usually an ardent individualist, but even the loneliest lone wolf knows it is sometimes best to hunt in a pack. Mercenaries know they have no one they can depend upon aside from each other, a fact that creates a strong bond between the mercenaries – at least on the field of battle. When a mercenary is in combat and has at least two other mercenaries within 30 feet of him, he gains a +1 bonus to his Defence Bonus. For each additional mercenary within 30 feet, the bonus is increased by one (to a maximum of +5).

Bonus Feat: At 2nd level and every other level thereafter, the mercenary qualifies for a bonus feat. The feat must be selected from the following list, and the mercenary must meet any prerequisites.

Advanced Two-Weapon Fighting, Alertness, Atmospheric Vehicle Operation, Block, Brawl, Burst Fire, Dodge, Endurance, Exotic Firearms Proficiency, Hard as Nails, Heroic Surge, Improved Brawl, Improved Initiative, Improved Two-Weapon Fighting, Knockout Punch, Legitimate Contact, Mounted Weapon Proficiency, Not Paid by the Hour, Point Blank Shot, Power Suit Proficiency, Precise Shot, Quick Draw, Quick Reload, Rugged, Strafe,

'Live free. Charge for everything else.'

Major B.T. 'Buzz' Ewell, Black Cross mercenary

Class Level	Base Attack				Class Features	Defence	
	Bonus	Fort Save	Ref Save	Will Save		Bonus	Prestige Bonus
1 st	+1	+2	+1	+0	Mercenary, Face the Void	+1	+1
2 nd	+2	+3	+2	+0	Mercenary Bond, Bonus Feat	+2	+1
3 rd	+3	+3	+2	+1	Fearless, Power Suit Proficiency	+2	+2
4 th	+4	+4	+2	+1	Bonus Feat, Space Legs	+3	+2
5 th	+5	+4	+3	+1	Fearless, Upper Hand	+3	+3
6 th	+6/+1	+5	+3	+2	Battle Hardened, Bonus Feat	+3	+3
7 th	+7/+2	+5	+4	+2	Adaptable, Fearless	+4	+4
8 th	+8/+3	+6	+4	+2	Bonus Feat, Reputation Means Everything	+4	+4
9 th	+9/+4	+6	+4	+3	Fearless	+5	+5
10 th	+10/+5	+7	+5	+3	Bonus Feat, Take the Advantage	+5	+5

Surface Vehicle Operation, Two-Weapon Fighting, Vehicle Expert, Weapon Focus.

Fearless: A creature can only be fearful of something for so long before it stops being able to affect him overtly. At 3rd level and every two levels thereafter (5th, 7th and 9th) a mercenary can choose one source of Fear that he has experienced first-hand to be immune to from that point on. Typical choices are warrior bug, tanker bug, Skinny raider and so on. These sources must be specific and the character must have had personal interaction with them in the past to select them at all.

Space Legs: A mercenary never stays in one place very long. His life is spent aboard ships and ashore on a variety of different planets. The constant changes in gravity, from none to low to high, have acclimated him to fight in all manner of environments. With this ability, a mercenary negates the usual -2 penalty to attack rolls made in low and high gravity environments, and reduces the penalty for attack rolls made in zero gravity environments to -2.

Upper Hand: As a professional soldier, the mercenary knows that to act first is to gain the upper hand. With this ability, the mercenary gains a permanent bonus of +2 to his Initiative. This may be combined with Improved Initiative and any other initiative bonuses the mercenary may have from other classes.

Battle Hardened: A battle hardened mercenary has seen real combat and come away from the experience changed. He has seen friends die and taken lives, two things no one walks away from unscarred. A mercenary with this feature may pick either attack rolls, saving throws, or any two skills; he gains a permanent +1 bonus to all checks with the chosen option.

Adaptable: After a career of fighting on one colony world after another, the mercenary has gotten used to variations in atmosphere and gravity. The mercenary's Fortitude saving throw DCs for thin and thick atmospheres are each reduced by five, and he must only make a saving throw every three hours. Additionally, the mercenary may go as long as 200 hours in a low, high or zero gravity environment without losing any ability points upon returning to normal gravity. Further, the ability point loss is reduced from a d6 to a d4 (2d4 for zero gravity).

Reputation Means Everything: Once a mercenary company takes a job, it does not back down until that job is done. Whenever the mercenary is fighting in a battle for a named mercenary company (a battle the organisation as a whole has contracted to fight), he receives a bonus of +1 to all attack rolls, damage rolls and saving throws. This ability works in conjunction with comrade bond.

Take the Advantage: This ability increases the +2 Initiative bonus granted by Upper Hand to +4.

MERCENARY TRAINING

At any time after a successful mission, a mercenary may request assignment to a specialised unit. Essentially, this works just like cross training in the Mobile Infantry. If the mercenary's commanding officer approves, the mercenary may branch off into one of specialised advanced classes for additional training. These classes are identical to those offered in the Mobile Infantry, with two exceptions. A mercenary may not become a neodog handler, as mercenary companies do not have the facilities for (or any interest whatsoever in) breeding neodogs. Nor may the mercenary take the officer cadet class – there is no OCS on the fringe of humanity's advances into space. Officers are chosen according to battlefield record and the recommendations of their commanders.

New Feats

LEGITIMATE CONTACT

You may live outside the Federation, but you realise it is always good to know someone on the inside.

Prerequisites: None

Benefit: You gain one contact within the Federation. This contact should be named and the Games Master should create a suitable identity for him. The contact may be used once per month and will take no more than 24 hours to complete an assigned task. You may ask the contact to procure an illegal item (though it must still be paid for) or automatically succeed in an Investigate (gather information) check. The contact will live and work in a specific location which may be chosen by you though you must have conceivably have met the contact before he can be recruited. The Games Master may also permit, at his own discretion, contacts to be used for other tasks (such as an attempted assassination, for example) but these should never be automatic, instead dealt with on a case by case basis.

NOT PAID BY THE HOUR

You are a mercenary, paid to do a job and do it quickly. The faster you get it finished, the sooner payday comes.

Prerequisites: None

Benefit: You gain a five foot (one square) bonus to your movement rate, usually increasing it to 35 feet (seven squares) per round. This can be combined with the Mobile Infantry trooper ability On the Bounce.

Normal: Normal human movement is 30 feet (six squares) per round.

RUGGED

You have faced down warrior bugs while armed with nothing but a pistol and wearing nothing but your shirtsleeves. You are not about to let a little bad weather get you down.

Prerequisites: Endurance

Benefit: You gain a +6 bonus on the follow checks and saving throws: hourly Athletics checks to avoid becoming fatigued, Constitution checks to hold your breath, Constitution checks to avoid damage from hot or cold environments and Fortitude saves to resist suffocation or drowning.

THE CIVILIAN MILITIA

A relatively new group, but strong nonetheless, SICON has only been aware of the existence of the Civilian Militia for about 15 years.

Dedicated to the violent overthrow of the Federation and the establishment of what it calls a new, egalitarian state, the Civilian Militia has quickly found its way to the top of SICON's list of human enemies, supplanting the Black Cross, which held the spot for nearly 30 years. If SICON despises the Black Cross, it absolutely loathes the Civilian Militia. Much as with the Black Cross, SICON and the Federation deny the existence of the Civilian Militia, a stance that has become more difficult recently.

What is Known About the Civilian Militia?

Extremely little is known about the Civilian Militia, as the organisation is designed to maintain a cloud of secrecy. It operates on two levels, both within the Federation and without.

Outside the Federation, the Civilian Militia acts as a military force, acting to protect unofficial colonies much as the Black Cross seems to and deriving payment for those services in much the same manner. It is thought however that the Civilian Militia is much weaker than the Black Cross, with fewer ships, fewer weapons and inferior skills. Within the Federation, the Civilian Militia operates through a series of cells. None of these cells have any knowledge of any others, nor do they know anything regarding the Civilian Militia beyond their own specific orders.

Through investigation and use of psychics, SICON has identified and arrested the members of several such cells, but the cell members were unable to give them any indication of the scope and capabilities of the Civilian Militia. All indications are that there are very few such cells, though SICON is assiduously following up any leads they can find, mostly on Earth and the stellar colonies of Cassandra and Faraway.

Further efforts of psychics, combined with what little is known about the Civilian Militia, indicate it was formed in the outer reaches of humanity in the galaxy among some of the unofficial colonies. What might have precipitated the formation of such an organisation is a mystery but Military Intelligence believe there are several potent psychics within the upper echelons of the Civilian Militia, bending their will toward keeping the members of the organisation hidden.

The Civilian Militia seems determined to prove its unnamed member's point. Though the Civilian Militia has yet to clash with actual SICON forces, there have been several unexplained incidents that SICON lays at the feet of the organisation such as an explosion six months ago at SICON's Simon Redridge military base on Zegama Beach that cost the lives of three Mobile Infantry troopers and 13 civilian contractors.

History

The history of the Civilian Militia is almost completely unknown. It is believed that SICON became aware of it shortly after it was formed, approximately 15 years ago. For the next five years, all its operations were confined to the area beyond SICON's borders and it was thought to be simply another group that had splintered from the Federation and now pushed a seditious message.

However, when the first Skinny raids began to intensify on the outlying colonies, the Civilian Militia revealed it was



CODE OF THE BLACK CROSS

- ⊕ Bugs are the enemy. Skinnies are the enemy. SICON is the enemy. Colonists are not the enemy – they are the customers.
- ⊕ Get in, get out, get paid, live until tomorrow.
- ⊕ If they're not willing to pay for it, they must not want it.
- ⊕ Anything for your brothers. Anything for your sisters. Anything for the Black Cross.
- ⊕ Live free and die well.

much stronger than originally thought, helping to protect outlying worlds against minor raids by the Skinnies. This revelation of military power caused SICON to take a much closer look at the group.

In these worlds beyond the reach of FedNet, the existence of the Civilian Militia is well known. SICON spies dispatched to learn what they could outside of Federation space came back with a variety of obvious fabrications, among which were hidden a few nuggets of possible truth. According to the rumours among the unofficial colonies, the Civilian Militia was formed by two men, average colonists whose home planet seems to change depending on who is telling the story. Dissatisfied with the Federation and unwilling to take part in the process in order to try to change it, they opted instead for violence.

The actual size of the Civilian Militia is in some dispute at SICON but it is known that the Militia is actively seeking to recruit members.

There has been little activity on the part of the Civilian Militia since the beginning of the war with the Arachnids, offering SICON some hope that perhaps the members of the organisation are not so blinded by irrational hatred of the government that they cannot see the threat the bugs pose to the entire human race and have elected to cease their seditious activities in the face of potential extermination.

Tactics

The tactics of the Civilian Militia in military combat are relatively elementary, betraying a lack of tactical and strategic thought, at least as it equates to the battlefield.

Off the battlefield, however, the Civilian Militia is far more adept. They seem to have a well-organised and compartmentalised structure that prevents setbacks such as the unmasking of a single cell from endangering the entire organisation.

Additionally, the Civilian Militia seems to use its efforts to protect unofficial colonies as a form of recruitment drive, accepting material aid, supplies and even recruits in lieu of more traditional payments like those demanded by the Black Cross.

Goals

The goal of the Civilian Militia is nothing less than the overthrow of the Federation itself and, presumably, the installation of itself as the new government. To that end, it is apparently willing to go to great lengths, even murder of citizens and civilians alike if it believes this will further its aims.

Playing the Civilian Militia

The Civilian Militia is likely best kept as a group of Non-Player Characters in a *Starship Troopers* campaign, considering that the life of a member of a sleeper cell of the Civilian Militia is hardly very exciting. The Civilian Militia would, however, make excellent enemies for any of the law

enforcement or investigation campaign options mentioned in the Campaign Options chapter of *Citizens' Federation*.

On the other hand, the Games Master may consider allowing players to create Player Characters involved in the Civilian Militia's more military arm, working to protect the outlying unofficial colonies from raids by the Skinnies and infestation by the Arachnids, at the same time engaging in a constant effort to stay one step ahead of the SICON efforts to track down and destroy the Civilian Militia's military capability.

Though the training offered to 'soldiers' of the Civilian Militia is hardly even a pale reflection of that given to the members of Federal Service or even of the Black Cross, these soldiers are not completely hapless. Many of the best troops the Civilian Militia has to offer are people who dropped out of boot camp when they hit the 'hump' and now apply what the Federation taught them in an attempt to overthrow it.

Civilian Militia Player Characters will likely be drawn from the civilian class or the new civilian militiaman class below, though the Mobile Infantry light trooper (see page 98) is also a likely possibility.

New Class - The Civilian Militiaman

Before the raids of the Skinnies began to intrude on Federation soil and before the attacks of the Arachnids, SICON's primary enemy was an organisation whose very existence it denied. This enemy is the Civilian Militia.

There are other human enemies to SICON both inside and outside of Federation space, but none of them are considered the kind of threat the Civilian Militia is, as no other group advocates the violent overthrow of the Federation itself. While the Black Cross is thought to be militarily stronger, they confine themselves to operations outside the borders of the Federation and seem primarily concerned with minding their own business and steering clear of SICON. The Zegama Cartel is likewise a large organisation, but concerns itself with the illegal drug trade rather than open revolt.

The Civilian Militia believes the Federation is rotten to the core, a fascist and autocratic state masquerading as a bastion of freedom. In the Civilian Militia philosophy, the Federation exists only to expand and maintain its own power, at the expense of the people.

To an outside observer, the Civilian Militia appears to be split in half. One part of the organisation remains outside Federation space, functioning for all intents and purposes as a mercenary unit much like the Black Cross, fighting

'They say that armed uprising in the Federation is impossible. They say that rebellion is impossible. They say this because they think we are all sheep; that the only humans with teeth are the ones who have sold themselves to the SICON machine. They think we cannot resist them. The Federation is a palace built on lies, and it is time they learned that this is the worst lie of all.'

Unidentified member of the Civilian Militia

Class Level	Base Attack				Class Features	Defence	
	Bonus	Fort Save	Ref Save	Will Save		Bonus	Prestige Bonus
1 st	+0	+1	+1	+2	Combat Training, Partisan Training	+1	+1
2 nd	+1	+2	+2	+3	Locked Mind I	+2	+1
3 th	+2	+2	+2	+3	Bonus Feat, Cover Identity I	+2	+2
4 th	+3	+2	+2	+4	Advanced Firearms Proficiency	+3	+2
5 th	+3	+3	+3	+4	Cover Identity II, One Step Ahead <i>or</i> Power Suit Training	+3	+3
6 th	+4	+3	+3	+5	Bonus Feat, Battle Hardened <i>or</i> Support Cell	+3	+3
7 th	+5	+4	+4	+5	Snake in the Grass	+4	+4
8 th	+6/+1	+4	+4	+6	Locked Mind II, Wolf in the Fold	+4	+4
9 th	+6/+1	+4	+4	+6	Bonus Feat	+5	+5
10 th	+7/+2	+5	+5	+7	Tiger by the Tail	+5	+5

and dying to protect unofficial colonies from Skinny raids and bug attacks. They charge somewhat less than the Black Cross, however, preferring to use these battles as opportunity to recruit new members and foment opposition to the Federation. This has led SICON to theorise the organisation is being supported by someone from the outside, a person, group or corporation with pockets deep enough to bankroll the organisation. Thus far, the Black Cross and the Civilian Militia have not come into contact, though some in SICON hope they do soon and kill each other off.

The other part of the Civilian Militia has no involvement in the military arm of the organisation. Instead, these members work within cells inside the Federation itself. Cells are composed of small groups (no more than half a dozen) and only one member of a cell will have any knowledge of how to contact another cell. These Militiamen often spend years undercover, taking part in Federation society and waiting for orders to come to strike.

In truth, the two separate 'careers' in the Civilian Militia are not quite so separate, and there are only a very few of the kind of 'deep cover' members who spend years within the Federation. Most civilian militiamen spend their time at the edges of Federation space, alternating between fighting alien invaders and infiltrating stellar colonies to foment dissent against the Federation itself. Though the Games Master may certainly run a campaign in which the Player Characters are all members of the same cell, buried beneath the best available cover on Earth, such a campaign is likely to be slower in pace than most players prefer. The Civilian Militiaman outlined below is perfectly capable of

functioning in such an environment, but is probably best suited to the sort of dual role most Militiamen fulfill in the organisation. However, there are a few ability choices in the Civilian Militiaman below, allowing the character to specialise his abilities according to preference.

ABILITIES

The Civilian Militiaman is certain to see combat, and generally does not have any kind of powered armour at his disposal, making Strength, Dexterity and Constitution extremely valuable attributes. However, the greatest danger is always detection by SICON when he is operating within Federation space, a fact that lends great importance to attributes like Intelligence and Wisdom. A high Charisma score is always an effective tool, whether the Militiaman is attempting to convert new recruits or just trying to talk his way out of the interrogation room of a suspicious police officer.

HIT POINTS

Civilian Militiamen start the game with hit points equal to their Constitution score. They gain one hit point per level afterward.

ACTION POINTS

Civilian Militiamen gain a number of Action Points equal to half their Charisma score, rounded down, at 1st level. A new Action Point is gained at every third level (4th, 7th, 10th).

CLASS SKILLS

The civilian militiaman's class skills, and the key ability for each skill, are as follows: Acrobatics (Dex), Athletics (Str), Computer Use (Int), Demolitions (Int), Drive (Dex), Knowledge (physical sciences) (Int), Knowledge (tactics) (Int), Perception (Wis), Persuasion (Cha), Sabotage (Int), Stealth (Dex), Survival (Wis), Technical (chemical) (Int).

Skill Points at 1st Level: (6 + Intelligence modifier) x 4

Skill Points at Each Additional Level: 6 + Intelligence modifier

Combat Training: The average civilian militiaman undergoes some training before being deployed on his first mission (whatever that may be), but it is not training to rival that of the Mobile Infantry or Black Cross. In addition to the two feats all characters receive at 1st level, a civilian militiaman begins play with Simple Firearms Proficiency.

Partisan Training: The Civilian Militia may have an impressive amount of ordnance at its disposal, including a number of combat-capable ships, but it is under no illusions about its ability to face SICON on equal terms. Thus, any actions against SICON must be carried out covertly, with actions ranging from bombings to crashed computer systems. Every recruit to the Civilian Militia is taught how to do these things, gaining a +2 bonus to all Computer Use, Sabotage and Technical (chemical) skill checks.

Locked Mind I: Members of the Civilian Militia are, for reasons even most civilian militiamen do not know, notoriously resistant to psychic scans. All members of the Civilian Militia are drilled in deflecting mental scans, particularly those of telepaths. With Locked Mind, the Civilian Militiaman gains a +2 bonus to his Will saving throw against the Contact ability.

Bonus Feat: At 3rd, 6th and 9th level, the Civilian Militiaman gains a bonus feat. This feat must be selected from the following list, and the Civilian Militiaman must meet any prerequisites. Feats taken at the same time as this bonus feat (if any) count immediately towards meeting a bonus feat's prerequisites.

Advanced Firearms Proficiency, Alertness, Block, Brawl, Burst Fire, Cautious, Confident, Dodge, Hard as Nails, Heroic Surge, Improved Brawl, Improved Initiative, Jack-of-all-Trades, Knockout Punch, Legitimate Contact, Mounted Weapon Proficiency, Point Blank Shot, Precise Shot, Psychic Talent, Quick Draw, Quick Reload, Strafe, Surface Vehicle Operation, Two-Weapon Fighting, Weapon Focus.

Note that Psychic Talent is listed as a potential bonus feat for a civilian militiaman. This not because of any aspect of Civilian Militia training – rather, it is because the Civilian Militia actively recruits those people with psychic potential who have managed to slip through SICON's screening processes, and is itself quite adept at identifying such people.

Cover Identity I: By 3rd level, the civilian militiaman is given his own cover identity to use within the Federation. This consists of a forged Unicaard and any other papers the civilian militiaman might need to 'prove' his cover identity. This is a basic sort of man on the street identity, merely assigning the civilian militiaman status as another civilian of the Federation, and it grants him no special rights or privileges, merely an opportunity to carry out actions under another name. For purposes of detecting the forged identification, the Forgery skill check DC is 28. If this cover identity is ever compromised, it will be replaced within a week (assuming the civilian militiaman has not been captured and executed by then).

Advanced Firearms Proficiency: By the time the civilian militiaman has achieved 4th level, he has learned, either through additional training or through experience in the field, how to handle his weapon on autofire, and gains the Advanced Firearms Proficiency feat for free. If he has already purchased this feat, he may select another feat from the bonus feat list above.

One Step Ahead: Long experience under cover on Federation worlds, combined with extensive training, have taught the civilian militiaman how to talk his way out of almost any problem with Federation authorities. The civilian militiaman receives a permanent insight bonus of +4 to his Perception and Persuasion skills. Taking this ability indicates the civilian militiaman is concentrating on the espionage aspects of the organisation, and prevents him from taking Power Suit Training.

Power Suit Training: The Civilian Militia does not have many power suits at its disposal, thus the training with these items is restricted to those who will use them most (those who spend most of their time outside Federation territory). Taking this ability indicates the civilian militiaman is concentrating on the military aspects of the organisation, and prevents him from taking One Step Ahead.

Cover Identity II: With this ability, the civilian militiaman gains a second cover identity. This is a more prestigious cover identity than that provided with Cover Identity I – examples

of this would be a MI lieutenant or a mid-level government employee. The exact details of the cover identity should be decided by the Games Master and the player. For purposes of detecting the forged identification, the Forgery skill check DC is 34. If this cover identity is ever compromised, it will be replaced within a week (assuming the civilian militiaman has not been captured and executed by then).

Support Cell: The Civilian Militia is a very loosely organised group – it must be in order to survive – but the more experienced members can still expect quick support when they find themselves in need. The Games Master must exercise a good deal of discretion over the application of this ability, but very simply, if a civilian militiaman is operating under cover within the Federation, finds himself in urgent need of something and has a way to contact the Civilian Militia, every effort will be made to supply him with whatever he needs. Taking this ability indicates the civilian militiaman is concentrating on the espionage aspects of the organisation, and prevents him from taking Battle Hardened.

Battle Hardened: A battle hardened civilian militiaman has seen real combat and come away from the experience changed. He has seen friends die and taken lives, two things no one walks away from unscarred. A civilian militiaman with this feature may pick either attack rolls, saving throws, or any two skills; he gains a permanent +1 bonus to all checks with the chosen option. Taking this ability indicates the civilian militiaman is concentrating on the military aspects of the organisation, and prevents him from taking Support Cell.

Snake in the Grass: Civilian militiamen are exceptionally skilled at blending in with the local population wherever they go. With this ability, the civilian militiaman is essentially always in disguise, imposing a –10 penalty on the Perception check of anyone attempting to pick him out of a crowd (such as a team of Federation policemen surveying a crowd of people for anyone matching a general description). This penalty falls to –2 if the person looking for the civilian militiaman happens to have a picture of him.

Locked Mind II: As Locked Mind I, except the bonus is increased to +4.

Wolf in the Fold: Although the Civilian Militia tries very hard not to come into open conflict with SICON forces, husbanding its strength toward what it envisions as the inevitable rebellion, sometimes it is impossible to avoid battle. civilian militiamen are experts at striking suddenly

from a crowd or from cover, and always gain a +2 Initiative bonus when fighting SICON forces (or any other element of the UCF government).

Tiger by the Tail: Civilian militiamen tend to be true believers, men and women with a dogmatic belief in the corruption of the Federation, an unflappable faith that serves them well in battle. Tiger by the Tail gives the civilian militiaman a +1 bonus to attack and damage when fighting SICON forces (or any other element of the UCF government).

PRESTIGE AND THE CIVILIAN MILITIA

Much like the men and women of Federal Service, civilian militiamen earn prestige as they advance in level. The most important use of prestige in the Civilian Militia is in requisitioning additional equipment. When a civilian militiaman desires another piece of equipment for a mission, he must make a requisition role just as his counterparts in SICON must. This roll is 1d20 + Charisma modifier + prestige bonus against the item's requisition DC.

The Civilian Militia is well financed, but it has nothing like the resources of SICON. For any item with a listed Requisition DC less than 10 (see the *Starship Troopers Roleplaying Game* core rulebook), the DC remains the same for the Civilian Militia. However, for items with a listed Requisition DC higher than 10, the Games Master should add five or even ten to the DC for the civilian militiaman. This reflects both the lesser resources and the decentralised command structure of the Civilian Militia.

CRIMINALS

As long as there has been civilisation, there has been crime. It existed in the first villages of Mesopotamia, it exists now and it will always exist. No matter what else happens in the social evolution of humanity, crime remains a fact of life. Someone will always want what his neighbour has and be unwilling to expend the effort to achieve it honestly. Someone will always see an opportunity to exploit the weakness of others for his own profit. Someone will always be willing to betray all he should hold dear for a short term and ultimately meaningless reward. Someone will always be motivated by gnawing jealousies or other unseen demons to commit an act of terrible and sudden violence upon someone else.

The Federation knows and accepts this. Even though it is the pinnacle of human social evolution, the Federation is hardly free of crime and harbours no illusions that it will come

to a sudden end any time soon. Thus, the only means of dealing with crime in a society like the Federation is through a system of fair laws (see page 57), stringently enforced by a capable and motivated police force.

Although the Federation sees all crime and all criminals as unacceptable elements in society and strives to do all it can to control them, some criminals are of much greater importance than others. When speaking of criminals as enemies of the Federation, all of them technically qualify. However, this section of *Citizens' Federation* is not concerned with the odd fool who manages to acquire (or build) a weapon and attempts to rob a corner store in full view of a surveillance system. Such people are easily and quickly caught and pose no particular danger to the Federation as a whole.

Rather, this section of *Citizens' Federation* is concerned with those criminals whose activities truly *do* constitute a threat to the Federation, those people who have put personal profit above the good of society as a whole. It should come as no

great surprise that the vast majority of such persons (like the vast majority of all criminals) are civilians. These are not garden variety burglars and muggers; not even the worst serial killers in the history of the Federation qualify for this dubious distinction. Instead, it is reserved for those people who head up or are a part of a large criminal network, whose interests directly oppose those of the Federation. Two such networks are discussed below.

Arms Trafficking

Since the earliest days of its existence, the Federation has kept a tight control on weaponry in its populace. In response, the first arms trafficking rings sprang up almost immediately.

As noted in the section of *Citizens' Federation* dealing with Federation law (see page 57), civilians are forbidden to own or carry weapons anywhere in the Federation except the colony world of Rhohan (see page 136), the site of the Morita Arms Company along with other defence contractors. Though the Federation still considers this a wise course of action, it has created a demand that only criminals can fulfill.

Most arms trafficking rings are relatively small affairs, supplying non-military-grade weapons to the colonists of unofficial worlds, would-be hunters on Earth and small bands of non-violent dissidents such as the Frontiersmen mentioned above.

However, not all arms trafficking rings are so small in scale. Just 12 years ago, an arms dealer organisation was identified and dismantled in Sydney, Australia. This organisation, run by a successful civilian businessman, employed more than 50 people throughout the Federation and was negotiating sales of military-grade weapons to a group of three unofficial colonies just anti-spinward of Federation space. Another was discovered operating out of Moscow only five years ago, even larger in size, that was about to close a deal with the Civilian Militia for a number of Stryker suits, heavy weapons like the Yinimia Bugbroom and even a few military vehicles. Though the smuggling ring was quickly dismantled, the ringleaders managed to escape.

In the current climate of war with the Arachnids, arms trafficking is taken more seriously than ever.

Of course, arms are not the only thing such groups deal in. Within the criminal world, there are brisk businesses in such products as false Unicards, counterfeit money and narcotics, including the new and deadly addition of dust.



Dust & Other Drugs

The narcotic drug known as 'dust' is just another in a long line of dangerous and addictive drugs criminals use to build empires of wealth and power. These organisations can be larger and more profitable than even the largest arms dealers, as they tend to have a much larger customer base that ranges from the poorest sections of Federation housing outside Earth cities like Manila and Caracas to the gleaming sands and shining mansions of Zegama Beach.

The effect of these drugs on the fabric of society is profound. Not only do they seriously impair a person's ability to be an effective and contributive member of society, they are also the root cause of a great deal of crime, as some addicts are willing to do anything necessary (including stealing) to pay for their next batch of their drug of choice.

As for dust itself, it is the highly processed pollen of a large flowering bush that is native to a planet orbiting Epsilon Indi. Unfortunately, it is impossible to cut off the supply by interdicting the planet itself. Long before the narcotic possibilities of its pollen were known, the bush (which is very attractive, with bluish-green leaves and a riot of large red flowers) was transplanted to multiple planets throughout the Federation for the utterly innocuous purpose of landscaping. It flourishes in any environment habitable to humans, meaning it now grows wild on more than a dozen worlds.

There are several dust trafficking rings active in the Federation today but without a doubt the largest and most powerful of them all is the one known popularly as the Zegama Cartel. Though FedNet usually elects not to trouble the population of the Federation with salacious stories about bands of criminals, the Zegama Cartel is large enough and strong enough that word of its existence spread through the Federation even without a single mention on FedNet. Of course, as it became common knowledge, FedNet did indeed begin to cover the Cartel and now its operations are routinely disrupted by the three main characters on *Zegama Nights*. Unfortunately, the Cartel is not so easily dealt with in real life as it is in fiction.

Precious little is known of the Zegama Cartel and, of what is known, none of it is reported on FedNet aside from the occasional story of a triumph against the Cartel's operations. Acting invisibly within the society of Zegama Beach and several other far-flung colony worlds as well, the Cartel accounts for an estimated 42% of all narcotics trafficking within the Federation. It employs a criminal network numbering into the thousands, with estimated annual

revenues counted in the billions of dollars and operations on at least seven different worlds including not just narcotics trafficking, but also illegal weapons trade and commerce in forged documentation like false Unicards.

The Federal Justice Division has devoted an entire task force to disrupting the Zegama Cartel's operations and hunting down its leaders but has had very little success. Even drawing upon the Special Services psychics of SICON's Military Intelligence has produced little other than frustration and dead ends. This seemingly magical ability of the Cartel to slip away from the tightest nets and closest scrutiny the Federation can manage has been taken as proof that the Cartel has somehow acquired the services of not merely one, but a small group of powerful psychics whose identities are unknown to the Federation but whose strength in resisting the best efforts of Special Services is unquestionable.

New Class – The Criminal

As long as there has been civilisation, there has been crime. Despite every effort to bring it to an end, efforts ranging from the brutal to the benign, no government or society has ever succeeded. The United Citizens Federation is no different.

Criminals in the Federation face a life full of opportunity and danger. The vast expansion of human-held territory, made up of dozens of official and unofficial colonies, gives criminal enterprises room to breathe and thrive. On the other hand, the advanced technology available to the Federation (not to mention the existence of psychic abilities) make it difficult for criminals to operate successfully for any length of time – unless they are extremely lucky, extremely well equipped or both.

The vast majority of criminals inside the Federation are part of a larger criminal organisation. There are an unknown number of such organisations of varying sizes throughout the UCF, each with its own area or areas of interest. The most famous of these is the Zegama Cartel, and massive, fantastically rich criminal empire concerned primarily with smuggling the powerful narcotic known as dust, but not at all adverse to dipping its beak in other profitable enterprises as well.

Despite the preponderance of large criminal organisations, it is entirely possible for a single individual with the right amount of luck, intelligence and audacity to secure a comfortable life for himself through a career in crime. He may never become as wealthy as the princes of the Zegama

Class Level	Base Attack				Class Features	Defence	
	Bonus	Fort Save	Ref Save	Will Save		Bonus	Prestige Bonus
1 st	+0	+1	+2	+0	Criminal Contact, Life of Crime	+1	+0
2 nd	+1	+2	+3	+0	Class Skill, Ubiquitous	+1	+1
3 rd	+2	+2	+3	+1	Illicit Item	+2	+1
4 th	+3	+2	+4	+1	Bonus Feat	+2	+2
5 th	+3	+3	+4	+1	Class Skill	+3	+2

Cartel, but at the very least he is in command of his own destiny.

Ultimately, there are as many illegal professions as there are legal ones, each of which requires its own skills, abilities and temperament. These are not multiple shades of the same colour but instead are radically different professions. In other words, while it is possible to describe all civilians in the Federation with the civilian character class (see the *Starship Troopers Roleplaying Game* core rulebook), the different requirements and careers of a life of crime make it impossible to use a single monolithic character class to describe them all.

CRIMINAL CROSS TRAINING

Criminals start their life of crime with the basic criminal class, detailed below. Few criminals can make a career as a generalist, however – they tend to drift into niches along the way. For example, it is rare to find a burglar who also serves as a mob enforcer. Eventually, they will find a field of crime most suited to their own abilities and temperament and begin to specialise.

The various criminal advanced classes by no means encompass the entirety of criminal activity; they are merely the most likely paths for Player Characters to follow, and the most distinctive from normal civilian employment. For example, there are a large number of crooked accountants in the Federation, employed not just by corporations but also by criminal organisations. Such an accountant might well be able to make the Zegama Cartel look like a legitimate philanthropic group to the auditors of Economic Services but there is no advanced criminal class for such an individual. For one thing, he is best described using the civilian character class. For another, despite his usefulness to a criminal enterprise, he hardly makes for an exciting Player Character.

The Games Master is encouraged to create additional advanced Criminal classes as needed for his campaign.

ABILITIES

There are no abilities that are more or less important to the budding criminal. However, the player should give careful consideration to the kind of advanced criminal class he wishes to pursue, as individual ability scores may prove extremely important then.

HIT POINTS

Criminals start the game with hit points equal to their Constitution score. They gain no additional hit points per level.

ACTION POINTS

Criminals gain a number of Action Points equal to half their Charisma score, rounded down, at 1st level. A new Action Point is gained at 3rd level.

CLASS SKILLS

The criminal's class skills, and the key ability for each skill, are as follows: Acrobatics (Dex), Athletics (Str), Code-Breaking (Int), Computer Use (Int), Demolitions (Int), Drive (Dex), Forgery (Int), Knowledge (streetwise) (Int), Perception (Wis), Sabotage (Int) and Stealth (Dex).

Skill Points at 1st Level: (6 + Intelligence modifier) x 4

Skill Points at Each Additional Level: 6 + Intelligence modifier

Life of Crime: Most criminals have a particular talent or ability at which they excel, the kind of ability that can easily be turned to criminal purposes. The criminal may select one skill in which he has at least one rank. With Life of Crime, he gains a permanent +3 bonus to all skill checks with that skill.

Criminal Contact: The criminal knows someone else in the underworld of the Federation, a friend or business associate with an equally shady lifestyle. This contact should be named and detailed by the Games Master, providing the criminal with a means of purchasing black market items, introducing him to other criminal figures, automatically

succeeding with an Investigate (gather information) check or even doing favours for the criminal. The contact may be used once per month and will take no more than 24 hours to complete an assigned task. The contact will live and work in a specific location which may be chosen by the player though the criminal must have conceivably have met the contact before he can be recruited.

Class Skill: The criminal may select an additional skill, not listed among the class skills for the Criminal class, and make it a class skill for himself from that point forward. This skill should be something which is useful in his life as a criminal, and the Games Master retains final say over which skills are acceptable for this ability. If the criminal has already paid points into the skill as a cross-class skill, he does not gain additional ranks – the skill does not become a retroactive class skill, which would double his ranks.

Ubiquitous: A good criminal knows how to blend in to the general populace. When the shooting starts, he looks like any other civilian. This ability is identical to the Ubiquitous ability enjoyed by the civilian character class. Of course, if the shooting is being done by police officers trying to apprehend the criminal, this ability does him little good, but if he is caught in the middle of a bug invasion, he can certainly keep his head down and stay out of the fray.

Illicit Item: By this stage of his career, the criminal has come into possession of a valuable illicit item. Usually, this is a very well-made forged Unicard, but it can be anything the Games Master chooses. Obviously, the nature of the item should depend upon the criminal's history.

Bonus Feat: At 4th level, the criminal gains a bonus feat. This feat must be selected from the following list, and the criminal must meet any prerequisites.

Alertness, Block, Brawl, Cautious, Confident, Dodge, Educated, Improved Brawl, Improved Initiative, Jack-of-all-Trades, Knockout Punch, Language, Legitimate Contact, Mounted Weapon Proficiency, Point Blank Shot, Studious.

Advanced Criminal Classes

These classes allow the criminal to specialise. Obviously, the advanced class must be completed to gain its full benefits, but the criminal world is not quite so rigid as SICON – if the criminal decides to move on to another advanced class before completing one, there is nothing preventing him from going back and finishing it later.

Assassin

One of the most dangerous and consequently highly paid advanced classes is the assassin. Retained by criminal bosses and corrupt corporate executives to eliminate rivals, governmental threats and incompetent underlings, the assassin concerns himself entirely with dealing death to the unsuspecting. An assassin can be a freelance agent, working on a case-by-case basis, or he may be in the permanent employ of a larger organisation.

The assassin may be cold and emotionless or he may be a monster who revels in his work. A good assassin does not limit himself to a single method of killing; he should be adept with everything from a knife in the dark to poison in the cup.

REQUIREMENTS

To become an assassin, a character must fulfil the following criteria.

Skills: Knowledge (earth and life sciences) 5 ranks, Perception 4 ranks, Technical (chemical) 4 ranks

Feats: Simple Firearms Proficiency

HIT POINTS

Assassins gain one hit point per level, adding this to their total gained from previous class levels.

CLASS SKILLS

The assassin's class skills, and the key ability for each skill, are as follows: Acrobatics (Dex), Athletics (Str), Code-Breaking (Int), Computer Use (Int), Demolitions (Int), Drive (Dex), Knowledge (earth and life sciences) (Int), Knowledge (streetwise) (Int), Perception (Wis), Sabotage (Int), Stealth (Dex), Technical (chemical) (Int) and Technical (mechanical) (Int).

Black Market Contact: Though some poisons and the building blocks for simple explosives are readily available to the general public, an Assassin usually prefers to use more refined and effective tools. With Black Market Contact, the assassin has someone who can get him those very tools. The exact cost and time required for delivery should be determined by the Games Master on an item by item basis.

Calling Card: Though a good assassin does not limit himself to a single means of eliminating a target, most develop a preferred method early in their careers. With Calling Card, the assassin gains a permanent bonus of +2 in the use of that technique. This bonus could apply to several different rolls, depending upon the assassination technique. For example,

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1 st	+1	+0	+2	+1	Black Market Contact, Calling Card	+0	+0
2 nd	+2	+0	+3	+2	Surgical Strike	+1	+1
3 rd	+3	+1	+3	+2	Poison Resistance	+1	+2
4 th	+4	+1	+4	+2	Bonus Feat	+2	+2
5 th	+5	+1	+4	+3	Grievous Wound	+2	+3

an assassin that uses a knife or a gun would gain a +2 to his attack rolls with the weapon, while an assassin that prefers poison could concoct particularly potent poisons that inflict a -2 on the recipient's saving throw.

Surgical Strike: The assassin's knowledge of human anatomy (gained through Knowledge (life and earth sciences)) enables him to strike for additional damage if the target is unprepared. Whenever the target is unaware, bound,

flatfooted or otherwise denied his Dexterity bonus, and the assassin is attacking with a melee weapon or with a ranged weapon within 30 feet, the assassin may add 1d4 damage to his weapon damage.

Poison Resistance: Poison is often the assassin's best weapon, and over time he has developed a resistance to its effects. The assassin gains a +2 bonus to all Fortitude saves against poison. This may be combined with Great Fortitude and comparable abilities.

Bonus Feat: At 4th level, the assassin gains a bonus feat. This feat must be selected from the following list, and the assassin must meet any prerequisites. Feats taken at the same time as this bonus feat (if any) count immediately towards meeting a bonus feat's prerequisites.

Advanced Firearms Proficiency, Alertness, Block, Brawl, Burst Fire, Cautious, Confident, Dodge, Improved Brawl, Improved Initiative, Jack-of-all-Trades, Knockout Punch, Legitimate Contact, Mounted Weapon Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Strafe, Surface Vehicle Operation, Two-Weapon Fighting, Weapon Focus.

Grievous Wound: By spending an Action Point and taking a full-round action to make his attack, the assassin may make any wound he deals with that attack act as a Grievous Wound (see the *Starship Troopers Roleplaying Game* core rulebook).

Burglar

The most common advanced class for criminals not part of a larger organisation, the burglar is an expert at getting into places he is not supposed to be and leaving with things he is not supposed to take. Whether it is the mansion of a wealthy civilian or the arms depot for a MI base makes no difference to the burglar – fooling alarms, spoofing sensors and moving quietly as a shadow are his stock in trade, and no one else can do it like he can.



Class Level	Base Attack				Class Features	Defence	
	Bonus	Fort Save	Ref Save	Will Save		Bonus	Prestige Bonus
1 st	+0	+0	+2	+1	Black Market Contact, Shadow	+1	+0
2 nd	+1	+0	+3	+2	Quick Entry	+2	+1
3 rd	+2	+1	+3	+2	Blind-Fight	+2	+2
4 th	+3	+1	+4	+2	Ghost	+3	+2
5 th	+3	+1	+4	+3	Fast Getaway, Traceless	+3	+3

REQUIREMENTS

To become an burglar, a character must fulfil the following criteria.

Skills: Code-Breaking 4 ranks, Computer Use 4 ranks, Sabotage 3 ranks, Stealth 6 ranks

Feats: Stealthy

HIT POINTS

Burglars gain one hit point per level, adding this to their total gained from previous class levels.

CLASS SKILLS

The burglar's class skills, and the key ability for each skill, are as follows: Acrobatics (Dex), Athletics (Str), Code-Breaking (Int), Computer Use (Int), Drive (Dex), Escape Artist (Dex), Forgery (Int), Knowledge (streetwise) (Int), Perception (Wis), Persuasion (Cha), Repair (Int), Sabotage (Int), Sleight of Hand (Dex), Stealth (Dex), Technical (mechanical) (Int).

Black Market Contact: Though some tools are readily available to the general public, a burglar sometimes needs a specialised and not entirely legal item. With Black Market Contact, the burglar has someone who can get him those very tools. The exact cost and time required for delivery should be determined by the Games Master on an item by item basis.

Shadow: The burglar gains a +2 bonus to all Stealth skill checks. This works in conjunction with his pre-existing Stealthy feat.

Quick Entry: The burglar can reduce the time required for him to use either the Computer Use or Sabotage skill. With Computer Use, the time required for the burglar to find a file on an unfamiliar system is cut in half – he can find a file on a small office network in one round, or on a massive corporate network in five minutes. With Sabotage, the burglar reduces the time he needs to bypass locks and security systems by one rating. Thus, it only takes a burglar one round to bypass an average lock, rather than 2d4 rounds.

Blind-Fight: The burglar works in the darkness and is comfortable in it. By the time he reaches 3rd level, he has gained the Blind-Fight feat for free.

Ghost: When the burglar reaches 4th level, his skill with locks, security systems and traps has reached the point he can almost walk right through them. With Ghost, the burglar may subtract his actual ranks in the Sabotage skill (not including any modifiers) from the number of rounds required to open a lock or disable a security device. This ability works in conjunction with Quick Entry. For example, the Burglar has 12 ranks in Sabotage and decides to try to breach a high quality lock (DC 30). This kind of lock normally requires 2d10 rounds to bypass, but the burglar's Quick Entry ability reduces that to 2d4 rounds (maximum eight rounds). Since the Burglar has 12 ranks in Sabotage, it takes him only one round to bypass the lock – assuming of course that he makes his skill check roll.

Fast Getaway: When things go wrong, sometimes a burglar needs to evade pursuit. Fast Getaway gives the burglar a +4 bonus to his Dexterity check to lose a pursuer, even one with a movement rate of up to ten higher than the burglar's.

Traceless: Normally, bypassing a lock or security system without leaving any evidence adds ten to the DC of whatever the burglar is attempting to do with his Computer Use or Sabotage skill. Traceless reduces this to five.

Smuggler

One of the most common avocations for any criminal, smugglers ply their trade across the length and breadth of Federation space. Running anything from a pound or two of dust to a cargo hold full of stolen Marauder power suits, smugglers make their way back and forth between planets delivering illegal goods.

The majority of smugglers in the Federation are in the permanent employ of a larger organisation, but there are still quite a few who make their livings as independent operators. Smugglers tend to know people everywhere they go, a handy ability for those who are trying to drum up some work.

Class Level	Base Attack				Class Features	Defence	
	Bonus	Fort Save	Ref Save	Will Save		Bonus	Prestige Bonus
1 st	+0	+2	+1	+1	In Every Port	+1	+0
2 nd	+1	+3	+2	+2	Spacer, Perfect Manifest	+2	+1
3 rd	+2	+3	+2	+2	Just the Spot I	+2	+2
4 th	+3	+4	+2	+2	The Back Way	+3	+2
5 th	+3	+4	+3	+3	Just the Spot II	+3	+3

REQUIREMENTS

To become a smuggler, a character must fulfil the following criteria.

Skills: Knowledge (streetwise) 5 ranks, Pilot 4 ranks

Special: Must have access to a ship

HIT POINTS

Smugglers gain one hit point per level, adding this to their total gained from previous class levels.

CLASS SKILLS

The smuggler's class skills, and the key ability for each skill, are as follows: Computer Use (Int), Drive (Dex), Forgery (Int), Knowledge (streetwise) (Int), Perception (Wis), Persuasion (Cha), Pilot (Dex), Repair (Int), Sabotage (Int), Sleight of Hand (Dex), Stealth (Dex), Technical (mechanical) (Int).

In Every Port: The smuggler's business takes him from planet to planet to planet, and he quickly develops contacts in each place he goes. In Every Port allows the smuggler to have double his Charisma modifier in Black Market Contacts (see page 44) scattered among the planets he regularly visits.

Spacer: Though he travels to more worlds in a year than most people see in a lifetime, the smuggler feels most at home in his ship, riding the vacuum between the planets. At 2nd level, the smuggler receives the Spacer feat for free.

Perfect Manifest: The smuggler's Black Market Contacts are able to provide him with forged cargo manifests and associated documents with only a day's notice. These documents are created with a Forgery check of at least 30.

Just the Spot: The smuggler knows a great many people, and he knows how the Black Market works on each world he regularly visits. He can easily find items for sale that normally would not be available on a particular world (for example, finding a Black Market item that normally can only be found on a world rated C on a world that is actually rated A imposes a -10 penalty on a Knowledge (streetwise) check. For the smuggler, this penalty is reduced to -5. Further, the

smuggler knows enough about the Black Market that he is always counted as a native for purposes of locating a Black Market dealer.

The Back Way: The smuggler knows that sometimes he has to take the long way around to get past SICON patrols. By doubling the time required for any trip, he can avoid any routine patrols that might take an unhealthy interest in his cargo.

Just the Spot II: As Just the Spot I, except the penalty is reduced by ten instead of five.

Thug

The thug is the enforcer, the muscle, the bodyguard and (in the lack of a real assassin) the hit man of the criminal world, and is without a doubt the most common of the advanced classes. He is never a free agent – he always works for a larger organisation, serving as little more than a foot soldier. In some of the largest organisations, he may barely even qualify as that. For example, the Zegama Cartel maintains a respectable military force of former troopers, who either found themselves broke and desperate for money or addicted to the dust the Cartel traffics in. Either way, these former troopers constitute a much better defence force than a group of untrained, unruly thugs.

The thug is tough but often not particularly bright, someone prized mostly for the strength of his arms and his willingness to swing a blunt instrument indiscriminately. This advanced class is suitable for Player Characters, but as it offers little compared to the others, is likely to be the province of Non-Player Characters.

REQUIREMENTS

To become a thug, a character must fulfil the following criteria.

Skills: Knowledge (streetwise) 4 ranks

Special: Strength 13 or higher

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1 st	+1	+2	+1	+0	Bonus Feat	+1	+0
2 nd	+2	+3	+2	+0	Break a Leg	+2	+1
3 rd	+3	+3	+2	+1	Bonus Feat	+2	+2
4 th	+4	+4	+2	+1	Hulking Shadow	+3	+2
5 th	+5	+4	+3	+1	Bonus Feat	+3	+3

HIT POINTS

Smugglers gain two hit points per level, adding this to their total gained from previous class levels.

CLASS SKILLS

The thug's class skills, and the key ability for each skill, are as follows: Athletics (Str), Computer Use (Int), Drive (Dex), Knowledge (streetwise) (Int), Perception (Wis), Persuasion (Cha), Pilot (Dex), Repair (Int), Sabotage (Int), Sleight of Hand (Dex) and Stealth (Dex).

Bonus Feat: At 1st, 3rd and 5th level, the Thug qualifies for a bonus feat. The feat must be selected from the following list, and the thug must meet any prerequisites.

Advanced Two-Weapon Fighting, Alertness, Block, Brawl, Burst Fire, Dodge, Endurance, Hard as Nails, Improved Brawl, Improved Initiative, Improved Two-Weapon

Fighting, Knockout Punch, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Rugged, Strafe, Surface Vehicle Operation, Two-Weapon Fighting, Weapon Focus.

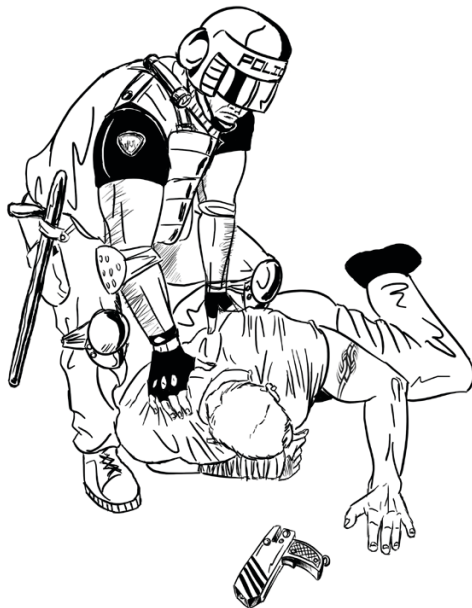
Break a Leg: When the thug's boss says 'jump', he jumps. Thugs are not often very bright but they are certainly smart enough to know that if they want to advance in their particular organisation, they need to perform, whether the job at hand is cracking a few heads or chasing down someone who just got caught cheating at cards. With Break a Leg, the thug gains a +1 modifier to all Initiative rolls and an addition five feet to his base movement rate (usually increasing it to 35).

Hulking Shadow: The thug makes his living by physical intimidation. Whenever he attempts to use his Persuasion skill to intimidate someone, he may double his ranks in the skill.

DISSIDENTS & SEPARATISTS

The category of enemy of the Federation does not apply to those citizens and civilians who simply disagree with Federation policy and laws. The majority of such groups are non-violent protesters exercising their rights to free speech. Nor does it apply to those who simply wish to live outside the Federation. The government of the Federation does not force itself on anybody, and those who wish to leave are free to go.

In the context of being considered an enemy of the Federation, dissidents and separatists are those groups who advocate revolution against the government or violence against its people or its military. The largest of these groups, the Civilian Militia, is covered separately, as is the Black Cross, considered an enemy because it is a large and well-armed organisation. However, there are small factions scattered here and there throughout the Federation that have similar agendas and beliefs as these larger groups but without the resources to act upon it. Such groups include the *Nuevos Comunistas* (New Communists) of Mexico City and the Emperor's Children of Tokyo. Both believe in the overthrow of the Federation and the establishment of a new order. The fact that neither of them has the capacity to even



begin such a struggle is immaterial. They are considered seditious and all their members criminal.

Traitors

Unlike dissidents and separatists, traitors are those people who work against the Federation from within, usually for an outside power. The founders of the Black Cross, for example, were traitors to the Federation.

It is easy to discount the possibility of treason in the war with the Arachnids. After all, what human would willingly help such a race to defeat his own? What sort of person would truly expect any kind of reward for such service other than to end his days as a warrior bug's meal?

Recent developments on Earth, however, have led SICON to believe treason may be a possibility in this war after all, though not necessarily through the willing cooperation of a human.

The following information is considered highly restricted content, requiring a SICON Security Rating of Alpha-5 or higher to read. Sharing this information with anyone outside of SICON, or with a lower Security Rating, is punishable as treason under paragraph 11.A of the Military Code of Justice.

Just one week after the Arachnid attack on Buenos Aires, Dr. Emmanuel Villalobos, a top research scientist for SICON who was working in the Earth division of SICON's xenobiology studies in Geneva, was walking to work when he was struck by a passing cargo truck and instantly killed. To make certain the death was purely accidental, the body was taken immediately to the SICON laboratories and autopsied. While the injuries to Dr. Villalobos' body were wholly in line with what would be expected from such an accident, the doctors performing the autopsy made a shocking discovery.

On the back of Dr. Villalobos' neck was the crushed body of a small insect-like creature that conformed to no known insect life on Earth. Further testing and examination showed the insect had inserted several tendrils directly into Dr. Villalobos' brain and central nervous system, tendrils

that seemed to allow the insect to access and control the doctor's mind. Lastly, and most damningly, genetic testing of the insect revealed it was a member of the Arachnid race.

How many of these creatures are on Earth, or what their exact abilities are, are completely unknown quantities. However, given the potential danger of such creatures, all SICON and Federation personnel are examined once a day for any evidence of such an insect.

ENEMIES WITHOUT

Although some of the Federation's human enemies operate outside of Federation space, this section of Citizens' Federation deals with those enemies that truly come from outside humanity – the alien races the Federation has come into conflict with over the years.

The Federation has met several spacefaring races that are not mentioned here. Apart from the mysterious aggressor that attacked the Hesperus colony, there are other races with



whom the Federation has had extremely limited contact – perhaps detecting their ships at long range but never establishing communication or even encountering them again. The mysterious alien city of Scylla (see the *Starship Troopers Roleplaying Game* core rulebook) would be another example of such an alien race that has not proven itself hostile.

Rather than discussing the scanty details of these chance encounters, this section of the *Citizens' Federation* deals with those races that have actually proven themselves a substantial and ongoing threat.

UAR 01

UAR 01 is the abbreviated version of Unidentified Alien Race 01, the designation given to the alien race that struck at the newly formed Hesperus colony in 2240. The Federation knows next to nothing about them that was not manifestly revealed during the Hesperus Incident. What is known is that they are an extremely advanced and exceptionally aggressive species, possessed of focused energy weapons, some manner of nearly impenetrable ship armour and lacking in any compunction about using them both without provocation.

Though the enemy boarded the *Reynolds* during the Hesperus Incident, the resulting destruction of the vessel eliminated any records of the appearance or personal armour and weaponry of these aliens.

Arachnids

The alien and terrifying Arachnids are considered the greatest threat to humanity the Federation has ever faced. Insect in origin and possessed of phenomenal strength, Arachnids are hostile to any lifeform not their own. Brutal, deadly and remorseless, they are the target of the most extensive warfare the Federation has ever practised. Full statistics and game information for the Arachnids can be found in the *Starship Troopers Roleplaying Game* core rulebook.

Skinnies

An enigmatic race encountered on the edges of Federation territory, the Skinnies are focused and deadly raiders that have encroached on the United Citizens' Federation space on several occasions cost many lives in the process of defending against them.

The little that is known about the Skinnies and their culture has been derived from observations of their raiders in battle and what can be observed from that data. The Skinnies seem to have a definite social structure, perhaps even a form of caste or clan system. They have been seen deferring prisoners and 'choice' captures to certain members of their battle groups. This might be a form of cultural privilege or merely a benefit of high rank in whatever passes for the Skinny military.

Full statistics and game information for the Skinnies can be found in the *Starship Troopers Roleplaying Game* core rulebook.

THE FEDERATION AT WAR

THE HISTORY OF the United Citizens' Federation has been one of peace through strength and unity. Under the rule of the Federation, the citizens and civilians of Earth have known decades, even centuries of peace. Never before in the long tale of humanity has war been such a stranger to man.

SICON and the government of the United Citizens' Federation go to great lengths to avoid unnecessary war, practising avoidance, diplomacy and even intimidation to keep peace among the stars and at home on Earth. However, these methods are not always enough and, from time to time, the spectre of war has risen over the Federation.

Of course, any citizen (and most every civilian) understands that the Federation will not shy away from war if it is thrust upon humanity. Indeed, the use of military force is a central tenet of the Federation and one that is repeated by History and Moral Philosophy teachers throughout the Sol system and all the assorted stellar colonies – that naked force has solved more problems throughout history than any other factor. When war comes, the Federation meets it unafraid.

IS WAR COMING?

The answer to the question above is a resounding 'yes'. In fact, it is already here.

The actions of the Arachnids on Pluto, and the SICON response, were just the opening salvoes of what seems destined to be a prolonged war. The newly discovered infestations of Arachnids in various regions of space, combined with what Military Intelligence believes to be an intelligent design in their actions, suggests that humanity has met a real enemy in the stars.

Nor are the Arachnids the only problem. The Skinny raids against the border worlds, just begun in the last few years, have been sufficiently numerous and destruction that news of them reached the civilian population of the Federation, despite the lack of mention on FedNet.

SICON SECURITY RATING SEAL



Restricted Access

The following information is considered restricted content, requiring a SICON Security Rating of Alpha-2 or higher to read. Sharing this information with anyone outside of SICON, or with a lower Security Rating, is punishable under paragraph 11.E of the Military Code of Justice.

Now, the Federation finds itself in the unenviable position of facing two enemies on two fronts at the same time – a strategically unwise situation but one which was forced upon humanity, not chosen.

The Federation does nothing by half measures, and war is certainly no exception to the rule. If forced to, the Federation will go to war on two fronts, projecting the full power of a unified humanity against its enemies.

'We must meet the threat with our valor, our blood, even our very lives to ensure that human civilization, not insect, dominates this galaxy now and always.'

Sky Marshal Dienes

THE WARS OF THE FEDERATION

As mentioned at the beginning of this chapter, there have been very few wars, or even small scale armed conflicts, in the history of the Federation. However, with the advent of what may be the greatest war in the history of humanity, it is useful to examine these past conflicts.

The Hesperus Incident

The Hesperus Incident hardly qualifies as a war but it was the first contact humanity had with intelligent life in the universe. It was the first conflict with such life as well.

Only two years after the colonisation of Hesperus began in earnest, an errant signal was detected in the outer reaches of the Alpha Centauri system, and one of the FSA battleships the *Sun Tzu*, was sent to investigate. The other two, the *Ptolemy* and the *Reynolds*, continued to stand guard at Hesperus. When the *Sun Tzu* abruptly disappeared from the sensor grid and could not be hailed, the *Ptolemy* and the *Reynolds* went on high alert, mere moments before an alien craft entered orbit above Hesperus and moved to engage the two FSA battleships. It was intercepted by the *Bollinger*, an unarmed heavy transport that had lifted off from the surface of Hesperus to evacuate the colony's key personnel.

Not since the final days of the last holdout nations on Earth had the Federation seen a battle of such ferocity but, unlike those last battles a century earlier, the Federation was at a disadvantage. The alien vessel seemed all but impervious to the mightiest weapons the *Ptolemy* and the *Reynolds* could bring to bear, shrugging off cannon fire and missiles without a scratch. The *Bollinger* tried gamely to interfere with the alien vessel but the aggressor ship's advanced weapons, believed to be some derivation of fusion technology, quickly overwhelmed and crippled the *Reynolds*. The alien attackers extended some kind of boarding ramps to the hull of the *Reynolds*, easily carving their way through the thick armoured plate and taking the shaken crew by surprise.

As the overwhelmed crew of the *Reynolds* fought valiantly but vainly against the alien invaders, her captain, Maria Hernandez, realised her ship was lost and took the only option left open to her. She transmitted the ship's mayday, jettisoned the *Reynolds*' data core and set her engines to overload. The resulting explosion destroyed the *Reynolds* and crippled the alien ship, which began a slow death dive towards the surface of Hesperus' moon Aurora. The *Ptolemy* attempted to intercept the alien vessel but was unable to catch it before it was vaporised in a flash of light and fire on the surface of the barren moon.

When the news of the attack reached Earth, the response was immediate. The United Citizens' Federation went to war.

Unfortunately, there was no one to make war on, as there was virtually no information available about the alien threat. The aliens never tried to communicate and the vessel had been utterly destroyed on impact with the moon. There were no bodies to study, no data core to decipher, no weapons systems to reverse engineer, nothing but a molten pile of steel and composites. In the absence of any other name, the Federation designated the alien species as Unknown Alien Race 01 – usually abbreviated as UAR 01.

Despite a long and thorough search (which has still not been completely abandoned), no trace of UAR 01 was ever found. The Federation is still officially at war with the species today.

Though the Hesperus Incident cannot be termed a war by any means, it was nonetheless a cusp event for humanity and the Federation military and its impact is the cause of many changes in the fabric of the Federation itself, most notably the creation of the Strategically Integrated Coalition of Nations (SICON).

The Skinny Incursions

The Federation first became aware of the Skinnies in the late 23rd Century when conducting a long range survey mission spinward of Shoreridge and the Trio. Consisting of four SICON dreadnoughts and one scientific survey ship, the SICON personnel were taken aback by the sudden appearance of a score of alien vessels, bronze in colour and strange in design, conducting what appeared to be a survey mission of their own. Captain Emily Frazier of the *San Jacinto*, commander of the mission, ordered her ships closer and tried to establish communication but the larger force of alien ships turned and fled.

Hoping to establish a meaningful dialogue with an alien race, SICON sent multiple embassy missions spinward, but all attempts at communication with the elusive aliens were rebuffed. More precisely, the aliens simply left the area every time a SICON force approached.

A clearly advanced, spacefaring race, the Skinnies were initially regarded as a pacifistic people. The reasons for this were pure conjecture but at the time they seemed sound. First, the Skinnies tended to flee rather than risk any potential for confrontation. Second, the Skinnies seemed clearly aware of the locations of several official and unofficial colonies of humanity but had never made any move against them.

That changed with a breathtaking suddenness only a few years ago. At some point in April 2287 (it is impossible to know the precise date) the just-established unofficial colony of New Korea on the perimeter of Federation space was attacked by the Skinnies. By the time SICON forces arrived, not a single of the colonists was left. Seemingly overnight, Skinny raids on unofficial colonies were commonplace.

New Korea was revealed to be an aberration in the Skinnies' usual raiding tactics. A new colony, it was home to only 143 settlers when the Skinnies struck. Other colonies they raided immediately afterward, such as Samuel III, Inshallah and Rhineland, had been established longer and consequently held larger populations. It was in these attacks that SICON learned the true tactics of the Skinnies – to arrive on the planet not to seize land or slaughter humans, but to take captives.

As these attacks became more frequent, SICON mobilised its forces in the vicinity and put them on high alert, with orders to attack any Skinny ships intruding near Federation space, a border that was now enlarged to encompass the unofficial colonies. All the while, the Federation continued to attempt to open communication with these aliens, to resolve the conflict without the horrendous loss of life war would bring. However, when the Skinny attacks moved beyond the unofficial into the official, with the first raids against Boot Hill and Caralon in the Trio, SICON could countenance no more and moved to a war footing.

Unfortunately, the Federation knows precious little of the Skinnies. Although some colonies and outposts have been identified, all attempts thus far to discover the location of the Skinny home world have met with failure. Still, the assembled Sky Marshals of SICON have put together a plan called Operation: Clean Sweep, a multi-tiered progressive

invasion of Skinny space utilising so many ships and soldiers it will bring the Skinny menace to a final end.

Operation: Clean Sweep was very nearly ready to go when SICON's priorities were suddenly shifted by the discovery of an Arachnid infestation on Pluto. Hoping to avoid fighting a war on two fronts, Operation: Clean Sweep was put on hold while the Arachnid situation was investigated. Before the investigation went very far at all, the Arachnids changed the situation again by attacking Buenos Aires, throwing the United Citizens' Federation into war for the second time in its history. Meanwhile, the Skinny assaults on the edge of Federation space continue.

Most damning of all the acts of the Skinnies thus far, at least as far as the defence of humanity is concerned, is the unproven but likely allegation that it was the Skinnies who informed the Arachnids of how to find humanity's home planet of Earth.

The Arachnid Infestation

It was only three years ago that humanity first encountered this terrifying and utterly alien race in the desolate landscape of Pluto.

Initially, the Federation believed the Arachnids to be an indigenous species of Pluto, a rugged form of life that had managed to escape detection by virtue of hibernating far underground. Fascinated by the discovery of this species, the Federation sent scientists and diplomats (in case the creatures were intelligent) to Pluto, under the protection of a squad of Mobile Infantry troopers.

In the destruction and devastation that followed (see The Pluto Campaign chapter of the *Starship Troopers Roleplaying Game* core rulebook), the Federation learned three things. First, the Arachnids are not interested in diplomacy. Second, they are not a native species of Pluto. Third and most importantly, they are intelligent, though not in the way humanity tends to define it – possessed of a hive mind but not individual intellect.

The Arachnid infestation of Pluto was a sore blow to the Federation. For the first time, war with an alien species was not something confined to the distant borders of human space. Instead it was right here, in humanity's back yard. A remorseless, deadly enemy had encroached to the very doorstep of Federation power and had done so undetected.

Still unsure what to make of the Arachnids, whether they were a continuing threat to humanity or just a passing hazard,

the Federation did not yet declare war upon them. SICON Fleet ships and Mobile Infantry troopers were to keep a close watch for them, and destroy them if encountered but, while plans for war were certainly drawn up, they were not yet implemented.

That came to a sudden end 18:17 GMT on December 24, 2319, when the Arachnids attacked Earth itself, obliterating the city of Buenos Aires with nothing more than an asteroid fired into the city from space. More than ten million citizens and civilians of the Federation were killed in that cowardly assault and now, as never before, the Federation mobilises for total war.

VENGEANCE OR SURVIVAL?

Both.

The Arachnids have done what the Skinnies have never managed – they have set their pincered feet on soil of the Sol system. Worse by far, they have assaulted the Earth itself.

These are insults and threats the Federation cannot allow to go unanswered. To do so would betray the very bedrock of the Federation and would weaken humanity at the moment it most needs its strength. SICON is calling up every available resource to eradicate humanity's sudden bug problem, marshalling the finest soldiers in the history of the race to annihilate this new and terrible enemy.

By necessity, SICON's strategy calls for the elimination of the Arachnid race. Doing any less would imperil the survival of humanity itself.

It is clear that humanity must expand to survive. To remain still, to remain stagnant, would relegate the human race to the graveyard of history. The Arachnids represent a very real threat to the ability of the human race to expand, even to hold on to what the Federation already controls. If the Arachnids were found on Pluto, a world that has been inhabited by humans for more than a century, what other worlds might they be lurking on? Iskander? Rhohan? Karrus? Europa? Even Earth itself?

The results of allowing the Arachnids to survive are too terrible for SICON and the Federation to contemplate. As frightening and alien as the Skinnies are, it is at least possible to consider that one day they and humanity might live in peace. No such possibility exists with the Arachnids. For the safety and security of the human race, they must be eliminated.

THE FEDERATION MOBILISES

The advent of the Arachnid war has caused the Federation to mobilise as never before, and has vindicated once and for all the size of SICON's military. After century upon century of peace with very few noteworthy interruptions (such as the conflict with the Skinnies), even some citizens had begun to question the expense and need for such an enormous military. Those voices have now fallen as silent as the city of Buenos Aires.

A wise strategist always knows to make plans for the worst possible situation and SICON has a small army of such wise strategists at its disposal. Since the Hesperus Incident, which proved beyond a shadow of a doubt that there was intelligent life elsewhere in the galaxy and that it could pose a serious military threat to the Federation, military planners and tacticians of SICON have been formulating and reformulating plans for the day they all feared would come, the day that has now come. The day when the Federation faces a mortal and remorseless enemy – the day the entirety of the human race must focus itself on war to ensure its survival.

The first step in the Federation's mobilisation was two-pronged. If the SICON strategists and psychics were right, this would be a long and difficult campaign, which meant two things. First, the Federation would have to have sufficient material to prosecute this war. The Federal Council in Geneva issued Federal Order 2-2319 immediately on the heels of the declaration of war on the Arachnids. This Federal Order required all military shipyards and arms manufacturers to shift immediately into full scale production, ensuring a steady flow of everything from dreadnought battleships to Morita assault rifles as these facilities went into round the clock production. The second part of this mobilisation was less concrete. If this war was to be as difficult as suspected and last as long as suspected, the people, citizen and civilian alike, would have to be ready for it and for the sacrifices that come with war.

This was actually rather easy to accomplish. Indeed, the heavy lifting had already been done by the Arachnids themselves. The wanton destruction of Buenos Aires had galvanised the population of the Federation for war. They wanted vengeance and they cried with one voice for the Federation to deliver it.

Even FedNet, which usually downplays or omits SICON's military entanglements, became part of the war effort. Patriotic advertisements and calls upon the citizens and civilians to help do their part in the war effort are

commonplace on FedNet now. Even some of the most popular programmes of FedNet have been pushing the war message – on *Zegama Nights*, for example, all three of the main characters are considering re-enlistment to help fight the Arachnid menace.

Thus far, the war with the Arachnids has not directly impacted the lives of the civilians of the Federation (aside from those living in Buenos Aires, of course) and, if the Federal Council can avoid it, the war never will have a direct impact. However, most members of the Federal Council and SICON privately concede that is wishful thinking. It is entirely possible the Arachnids will attack Earth again, causing further loss of life among the civilian population. In any case, it is a near certainty that the Arachnids will launch assaults on other Federation worlds, probably the stellar colonies, which will affect civilians there as surely as it would anywhere else.

Beyond such attacks, however, there are other ways in which the civilian population of the Federation may feel the impact of this war. A measure currently being debated in the Federal Council, for example, would impose an additional war tax upon everyone in the Federation, instructing the Economic Services division of the government to begin deducting an additional ten percent of every deposit made to a citizen or civilian's financial account, in order to offset the high costs of war.

JOIN THE FEDERAL SERVICE

With the passage of Federal Order 2-2319, the weapons manufacturers, armouries, munitions plants and shipyards of the Federation went to maximum production, a hundred or more factories on multiple worlds working around the clock to provide SICON with the tools it will need to wage a long and difficult battle with the Arachnids.

Still, one thing is missing. The Morita TW-203-a assault rifle may be one of the finest personal weapons ever developed but without someone to fire it, it is useless. The shipyards of Luna and Hesperus may be able to create armadas of ships but without someone to fly them, they only take up space. There is no way to be certain how long this war will go on but one thing is absolutely sure – as long as it does, SICON will need dedicated men and women in the Federal Service to fire the rifles, crew the ships and bring humanity's vengeance down upon the Arachnid race.

According to the oath taken by every new recruit joining Federal Service, every man and woman now in Federal

FEDNET BREAKING NEWS

IT IS WAR!

As the fires of Buenos Aires still burn, the Federal Council in Geneva has declared a state of war against the Arachnid threat. Even now, the vast military strength of the Federation is focusing with singular fury on the alien menace that launched this cowardly attack against Earth itself.

Speaking from the floor of the Federal Council immediately after the unanimous vote to declare war, Sky Marshal Meru had this to say: 'Let it be known in every corner of the Federation, in every alien ear that can hear, that the human race will not lie down before insects! We will go as far as we must, as long as we must, as often as we must to purge the Arachnid menace from our galaxy now and forever. We will meet the claw with the bullet, we will meet the shell with our armour, we will cleanse the hive with nuclear fire and we will prevail!'

Across the length and breadth of the Federation, manufacturing facilities are ramping up their operations, turning out a steady stream of ships, weapons and armour to meet this threat head-on. Men and women of Federal Service are gearing up for the war they have always trained for, and Federal Buildings throughout the Federation are reporting record numbers of civilians seeking to enlist in Fleet and Mobile Infantry.

As the Sky Marshal said, the bugs have begun this war but we will end it. Across the Federation, men and women, citizens and civilians are doing their part to fight this evil foe. Are you?

Service will remain there until the Arachnid threat has been dealt with. It is SICON's greatest fear that they will not be enough. After Pluto and Buenos Aires, the Arachnids' capacity for destruction, on both a personal and planetary scale, was made abundantly clear and even as Federal Order 2-2319 went into effect, SICON was debating who would wield all the new rifles and crew all the new ships.

Desperate times call for desperate measures. SICON's analysts, strategists and psychics have crunched (and are

'I, being of legal age, of my own free will, without coercion, promise or inducement of any sort, after having been duly advised and warned of the meaning and consequences of this oath do now enroll in the Federal Service of the Terran Federation for a term of not less than two years and as much longer as may be required by the needs of the Service.'

The SICON Military Service Oath

still crunching) all the numbers – from the total current enlistment in the various services to projected recruitment figures to projected casualty figures for the next two years to equipment surpluses and necessary manpower. Their best estimates bear out SICON's fears. Federal Service needs more men and women.

Some of those men and women were already coming. The Arachnids' attack on Buenos Aires stoked the fires of patriotism and vengeance in the hearts of civilians throughout Federation space, who suddenly found within themselves the strength of character to volunteer for Federal Service. Immediately after Buenos Aires, Federal Buildings on Earth and in the colonies were swarmed with potential recruits seeking to enlist. However, most of them never did. After all, the recruitment officers were trained to talk people out of Federal Service and most of them were exceptionally good at their jobs. After hearing from a true soldier the dangers of war – or seeing it in the form of a multiple amputee manning the enlistment desk – all too many of these would-be recruits went home for their 48 hour leave and never returned.

Normally, that is exactly what SICON would want to happen. Now that war is upon the Federation and the day when the numbers of SICON's personnel will be too depleted to fully prosecute the war, SICON has had to make some hard decisions.

Although aggressive recruitment seems the best option, it was a difficult pill for SICON and the Federal Council to swallow. It goes against the grain of the Federation itself and the debates over it were impassioned and loud. Although every civilian of appropriate age in the Federation has the right to enlist and serve, for centuries it has been the Federation's practice to do all it can to convince them *not* to.

Federal Service wanted only the truly committed, the very best humanity had to offer, not someone who intended only to put in his minimum two-year commitment simply to gain a franchise. Now that war was come, SICON had to decide its priorities – to retain its current enlistment practices, or to do what it could to put more boots on the ground.

Despite the arguments and debates, the winner of this battle between realism and strict adherence to ideology was predictable. Hard on the heels of Federal Order 2-2319, SICON, for the first time in Federation history, began an aggressive recruitment campaign designed to swell the ranks of Federal Service.

The mightiest weapon in SICON's arsenal for aggressive recruitment was FedNet and that weapon was deployed immediately. Even as news of the war was broadcast throughout the Federation, FedNet moved itself to a war footing, extolling viewers to 'Do your part!' in the war effort and reminding them that service guarantees citizenship. Combined with the fervour of anger and patriotism that came from the destruction of Buenos Aires, these pleas spurred an uncounted number of civilians to their local Federal Building.

However, as mentioned above, many of these civilians never made it to Federal Service. Thus, SICON took another unprecedented step, moving enlistment centres out of the Federal Buildings and establishing Federal Service Information and Recruitment Centres in every major city. The gruff, irascible amputees that normally manned the enlistment desks were replaced by hale and hearty retired citizens who projected an air of strictness, leavened with a certain amount of kindness and a grandfatherly demeanor. Other changes were more subtle. The newly established recruitment centres still told prospective enlistees of the dangers of Federal Service but without the hard sell techniques that had been used for so long. Further, the period of leave granted to any new recruit, during which he could change his mind and return to civilian life for good, was decreased to 24 hours. There was even discussion of allowing those who had previously enlisted in Federal Service, then dropped out, to enlist again – but thus far SICON has been unwilling to relax that restriction.

There seems no need for SICON to widen its net any further. Between the relaxed enlistment procedures and the steady drumbeat of patriotism on FedNet, the number of enlistments in Federal Service has increased dramatically since the Arachnid attacks.

THE WARTIME SOLDIER

Under ordinary circumstances, every enlistee in Federal Service is rigourously screened, examined and interviewed to discover what area of the service would fit him best, according to his individual abilities. Since SICON cannot deny Federal Service to anyone determined to enlist, there have been all manner of strange positions and jobs within the military created for those who do not have the knowledge, talent, physical ability or sheer intellect for such 'normal' positions as Fleet pilot or Mobile Infantry trooper.

The advent of war has changed all that. SICON knows it will be the Mobile Infantry that suffers the most casualties of this war, casualties that must be constantly replaced if they are to continue to take the fight to the Arachnids. Therefore, all staff at the Federal Service Information and Recruitment Centres have been ordered to assign as many recruits as possible to Mobile Infantry. There are some exceptions to this, of course. A recruit with a perfect intuitive understanding of spatial relationships and who was also a mathematics prodigy would almost certainly be assigned to Fleet, as it would be criminal to waste that kind of talent anywhere else. Likewise, any new recruit who was obviously physically or mentally deficient would be assigned elsewhere, probably in a support or logistics role, as there is no place for such a person in the Mobile Infantry.

War has forced other changes upon SICON as well. Normally, boot for a Mobile Infantry trooper lasts for months and months, an intensive training regimen that requires, among other things, that the newly minted trooper learn to operate easily in the massive powered armour suits the Mobile Infantry uses. Considering SICON's need for more and more boots on the ground, preferably as fast as possible, some alterations had to be made.

Despite the impact of Federal Order 2-2319 on powered armour production and despite the surplus powered armour suits held in storage at armouries across the Federation, it was

clear that SICON simply would not have enough of them available to equip all the new recruits to Federal Service. Further, training a Mobile Infantry trooper in the proper use of such a suit, even a smaller version like the Stryker, is a long and painstaking process, a process that was too time consuming for comfort. The Federation is at war after all and SICON needs soldiers now. This shortened time frame, combined with the lack of enough powered armour suits for every recruit, led to the almost overnight creation of the Mobile Infantry light trooper.

THE MOBILE INFANTRY LIGHT TROOPER

In times of peace, the Mobile Infantry trooper goes through the most rigourous and demanding training ever asked of any soldier in the history of humanity. He is pushed to his limits and beyond, undergoing not just physical and emotional hardship, but is also the subject of extensive psychological screening. The training regimen of the SICON Mobile Infantry trooper, from his first day at boot until the day he cashiers out or breathes his last on some distant rock, is deliberately brutal and relentless. Particularly in boot, every peacetime trooper is given every opportunity, indeed is encouraged, to give it up and, in the words of a particularly infamous drill sergeant, to 'take a stroll down Washout Lane'.

In times of peace, SICON demands only the very best. In times of war, SICON does not have the luxury of being so discriminating.

The light trooper is the infantry produced by SICON during wartime, when the necessity of rushing large numbers of troops to the battlefield trumps any concerns about the thoroughness of their training. Light troopers are recruited, obviously, from the civilian population, but tend to be older when they enter boot than most troopers. They are primarily university students, young professionals and tradesmen, even artists and drifters. They are the people who thought about enlisting in Federal Service, but never did, choosing to follow a different course with their lives. They are the people who never gave Federal Service a second thought, until they realised the benefits of citizenship. If war had never come, no doubt most would have lived out their lives as civilians, but there is no finer marching tune than the drums of war, a tune that calls them in droves to Federal Service. Many light troopers join Federal Service having already taken a level or two in the civilian class.

A light trooper is not some poor buffoon given a Morita assault rifle and thrust into combat; he does undergo

All right, listen up! We got a new Sky Marshal and a new battle plan! First Fleet glasses the planet, then MI mops up.

Class Level	Base Attack				Class Features	Defence	
	Bonus	Fort Save	Ref Save	Will Save		Bonus	Prestige Bonus
1 st	+1	+1	+2	+0	Prior Experience, Accelerated Training	+1	+1
2 nd	+2	+2	+3	+0	Ambition, Bonus Feat	+2	+1
3 rd	+3	+2	+3	+1	Advanced Firearms Proficiency, Fearless	+2	+2
4 th	+4	+2	+4	+1	Class Skill, Combined Fire	+3	+2
5 th	+5	+3	+4	+1	Career Change <i>or</i> Bonus Feat	+3	+3
6 th	+6/+1	+3	+5	+2	Battle Hardened, Fearless	+3	+3
7 th	+7/+2	+4	+5	+2	Rain of Fire	+4	+4
8 th	+8/+3	+4	+6	+2	Bonus Feat, Class Skill	+4	+4
9 th	+9/+4	+4	+6	+3	Fearless, Jack of all Trades	+5	+5
10 th	+10/+5	+5	+7	+3	Bonus Feat	+5	+5

training. While this training may pale in comparison to what a normal trooper endures, it is nonetheless sufficient to prepare him for combat and give him at least a chance at survival.

There are two major differences between the light trooper and the regular Mobile Infantry. First, the light trooper's training does not prepare him for combat the way a normal trooper's training would. For example, while he is deadly with a Morita assault rifle, the light trooper receives no training in any manner of vehicle operation, including power armour, normally a staple of trooper training. Second, he is often considered a liability, at least at first, by 'true' Mobile Infantry troopers.

ABILITIES

The light trooper does not have powered armour to fall back on, thus Strength, Dexterity and Constitution are even more important to him than to other Troopers. A light trooper who thinks he may want a career in the Mobile Infantry is well advised to develop his Charisma score, both for diplomacy in headquarters and giving orders in the heat of battle, while Wisdom and Intelligence can both, literally, be lifesavers when the trooper is confronted with totally unexpected conditions in a firefight.

HIT POINTS

Light troopers start the game with hit points equal to their Constitution score. They gain one hit point per level afterward.

ACTION POINTS

Light troopers gain a number of Action Points equal to half their Charisma score, rounded down, at 1st level. A new Action Point is gained at every third level (4th, 7th, 10th).

CLASS SKILLS

The light trooper's class skills, and the key ability for each skill, are as follows: Acrobatics (Dex), Athletics (Str), Computer Use (Int), Drive (Dex), Knowledge (tactics) (Int), Perception (Wis), Stealth (Dex), Survival (Wis).

Skill Points at 1st Level: (7 + Intelligence modifier) x 4 (see also Prior Experience below)

Skill Points at Each Additional Level: 7 + Intelligence modifier

CLASS FEATURES

The following are the class features of the Mobile Infantry light trooper.

Prior Experience: As mentioned in the description for the light trooper, these recruits are usually people who had started down another career path before the spectre of alien invasion, or the desire for citizenship, caused them to enlist in Federal Service. To reflect this experience in the civilian world, the light trooper gains double his Intelligence

'Drop out of the Light? Hell no. You dance with the one that brung you. Anyway, a real man don't need no walking tank when he aims to kill him a mess of bugs.'

L. Corp. Jimmy 'Buzzsaw' Lee, Crow's Murder Company

modifier in additional skill points at 1st level, provided he has no levels in any other class (such as civilian). The light trooper may choose one of the following five skill paths for his Prior Experience, from which he may take up to three skills:

⊕ **Athlete:** The light trooper was attempting to make a name for himself as an athlete before enlisting. He may take his Prior Experience skill points in: Acrobatics (Dex), Athletics (Str), Escape Artist (Dex), Perception (Wis) and Ride (Dex).

⊕ **Blue Collar:** The light trooper was a tradesman before enlisting. He may take his Prior Experience skill points in: Computer Use (Int), Demolitions (Int), Drive (Dex), Repair (Int), Technical (electrical) and Technical (mechanical).

⊕ **Criminal:** The light trooper was a criminal who chose to enlist before he was caught and identified as such. No matter how much SICON may need additional troops, anyone with a criminal record would still be rejected. He may take his Prior Experience skill points in: Code-Breaking (Int), Computer Use (Int), Drive (Dex), Forgery (Int), Knowledge (streetwise) (Int), Perception (Wis), Sabotage (Int) and Stealth (Dex).

⊕ **Student or Teacher:** The light trooper was a university student or schoolteacher before enlisting. He may take his Prior Experience skill points in: Computer Use (Int), or in any Knowledge skill *except* Knowledge (alien species) (Int), Knowledge (streetwise) (Int) and Knowledge (tactics) (Int).

⊕ **White Collar:** The light trooper was a professional before enlisting, with a career background that could range from doctor to research scientist to entertainment producer. He may take his Prior Experience skill points in: Computer Use (Int), Investigate (Int), any Knowledge skill *except* Knowledge (alien species) (Int), Knowledge (streetwise) (Int) and Knowledge (tactics) (Int), Perception (Wis), Persuasion (Cha), Research (Int) or any Technical skill.

The Games Master should retain the final word over which skills he will allow a Player Character to gain through Prior Experience, depending upon the Player Character's background story.

Note that the skill ranks gained from Prior Experience allow the character to exceed the normal maximum number of

ranks in that particular skill by two. For example, a normal 1st level character can only have four ranks in Computer Use. A character with Prior Experience (and the right skill path, of course) may have up to six ranks in Computer Use at 1st level. Skills chosen from Prior Experience are considered class skills to the light trooper.

Accelerated Training: The light trooper does not receive the full training normally undergone by Mobile Infantry troopers. In addition to the two feats all characters receive at 1st level, a light trooper begins play with Simple Firearms Proficiency.

Ambition: By the time the light trooper has reached 2nd level, he is no longer just a raw recruit. He has seen combat and has taken its measure, he has realised the value of the Federation and franchise as a citizen. His ambition to survive, to prove himself and become a citizen, manifests itself in a 'on the bounce' attitude that has changed the minds of more than a few commanders reticent to have such 'half-trained' troopers under their command. With Ambition, the light trooper gains a permanent bonus of +2 to all initiative rolls. This ability can be combined with Improved Initiative.

Bonus Feat: At 2nd, 5th, 8th and 10th level, the light trooper qualifies for a bonus feat. The feat must be selected from the following list, and the light trooper must meet any prerequisites.

Advanced Firearms Proficiency, Advanced Two-Weapon Fighting, Alertness, Block, Brawl, Burst Fire, Dodge, Hard as Nails, Heroic Surge, Improved Brawl, Improved Initiative, Improved Two-Weapon Fighting, Knockout Punch, Mounted Weapon Proficiency, No Guts No Glory, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Strafe, Two-Weapon Fighting, Weapon Focus.

Advanced Firearms Proficiency: By the time the light trooper has achieved 3rd level, he has learned, either through additional training or through experience in the field, how to handle his weapon on autofire, and gains the Advanced Firearms Proficiency feat for free. If he has already purchased this feat, he may select another feat from the bonus feat list above.

Fearless: A creature can only be fearful of something for so long before it stops being able to affect him overtly. At 3rd level and every three levels thereafter (6th and 9th) a light trooper can choose one source of Fear that he has experienced first-hand to be immune to from that point on. Typical choices are warrior bug, tanker bug, Skinny raider

and so on. These sources must be specific and the character must have had personal interaction with them in the past to select them at all.

Class Skill: At 4th level and again at 8th, the light trooper may choose a skill from the Mobile Infantry trooper class skill list (see core rulebook for the *Starship Troopers Roleplaying Game*) and treat it as a class skill from that point on.

Combined Fire: One of the first and most important lessons a light trooper learns is that he is very vulnerable on the battlefield, and that he must combine his efforts with his fellow light troopers if he wants to survive. This ability lets the more experienced light troopers fire in tandem at an enemy, maximising their chances to hit it. For every 4th level or higher light trooper shooting at the same target as the trooper with this feature within 30 feet (six squares in all direction), the trooper gets a +1 bonus to hit with every attack that round (to a maximum of +5). Every 4th level and higher light trooper in the group gets this bonus, but lower-level troopers do not.

Career Change: Upon achieving 5th level, the light trooper has proved himself more than just a ground-pounder SICON has tossed into the fray. Provided he meets the requirements, he can request Cross Training just as a normal MI trooper can, or may request full training as a regular Mobile Infantry trooper. Alternatively, he may remain a light trooper, a choice made by a surprisingly large number of these soldiers.

Battle Hardened: A battle hardened light trooper has seen real combat and come away from the experience changed. He has seen friends die and taken lives, two things no one walks away from unscarred. A light trooper with this feature may pick either attack rolls, saving throws, or any two skills; he gains a permanent +1 bonus to all checks with the chosen option.

Rain of Fire: As combined fire, except every light trooper 7th level or higher within 30 feet firing at the same target also gains a +1 bonus to his damage (to a maximum of +5).

Jack of all Trades: A light trooper does not have the tools or skills available to him that a normal Mobile Infantry trooper does, and as a result, he has learned to think on his feet and improvise his way through every situation imaginable. As a result, at 9th level, he receives the Jack of all Trades feat for free.

New Feats

HARD AS NAILS

You can shrug off wounds that could kill a lesser trooper.

Prerequisites: Toughness

Benefit: You may add your Constitution modifier to your Constitution score to determine your threshold for a grievous wound. For example, a character with a Constitution of 16 normally takes a grievous wound when struck by a single blow that deals 17 or more hit points of damage. With the Hard as Nails feat, that trooper may add his Constitution modifier of 3 to the threshold, only receiving a grievous wound when struck with a single blow that deals 20 or more hit points of damage.

Normal: You take a grievous wound when struck with a single blow that deals damage greater than your Constitution score.

NO GUTS NO GLORY

You do not need power armour, you do not need fancy vehicles. All you need is your trusty rifle and a stout heart. You know that if you are going to survive the battle, you cannot let fear stand in your way.

Prerequisites: Light Trooper, Iron Will

Benefit: You gain a +4 bonus on all Will saves made against a Fear effect.

Light Trooper Equipment

In many ways, the light trooper is equipped like his fully trained Mobile Infantry comrade. However, considering the number of these light troopers SICON is producing for the war against the Arachnids, and the amount of training the light troopers receive, some changes must be made. The equipment supplied to light troopers, like the troopers themselves, is mass-produced and easily replaced.

LIGHT TROOPER WEAPONS OUTFIT

Weapon	Type	Damage	Crit	Range/Spaces	Burst	RoF	Mag.	Size	Weight
Combat Knife *	Close	1d4	19–20	20 ft./4	—	—	—	Small	1 lb.
Brunham TW-102-s 'Peacemaker' Pistol *	Pistol	2d6	20	50 ft./10	—	S	15	Small	3 lb.
Morita TW-203-a *	Rifle	2d8	20	125 ft./25	Y	S, A	30	Large	7 lb.

* Complete descriptions of these items are available in the *Starship Troopers Roleplaying Game* core rulebook.

LIGHT TROOPER ARMOUR OUTFIT

Armour	Defence Bonus	Max. Dex.	Speed	Weight
M-1F2 'Raider' Suit	+4	+4	30 ft.	20 lb.
M-2 Tactical Helmet	+1	+8	30 ft.	4 lb.

LIGHT TROOPER WEAPONS OUTFIT

The light trooper is trained well in the use of hand-held weapons, nearly as well trained as regular Mobile Infantry, and his weapons loadout reflects this.

LIGHT TROOPER ARMOUR OUTFIT

M-1F2 'Raider' Suit: To meet the mass production quotas required by the sudden surge in demand from the addition of the light troopers, SICON created the M-1F2 'Raider' Suit. Unlike other armours used by the Mobile Infantry, the Raider suit is completely unpowered. It consists of a shell of armour around the torso, as well as armour plates for the upper arms, thighs and calves.

The Raider suit provides the light trooper with no bonuses to Strength, to initiative or to attack rolls, and does not allow him to engage in hand-to-hand combat without drawing an attack of opportunity from his opponent. Also, Raider suits are not environmentally sealed, leaving the light trooper exposed to the elements.

However, the Raider suit is not without worth – if it were, there would be no point in manufacturing it and supplying it to troopers. In addition to the Defence bonus granted by the Raider suit, it also provides the trooper with damage reduction of 1, reducing all melee and ranged attacks of any kind by one point of damage. This may not seem like much, but a trooper in combat with a bug is grateful for every advantage he can get.

Unlike powered armour, the Raider suit has no negative impact on a trooper's Acrobatics, Perception and Stealth checks. It is formed of advanced composites and ceramics, allowing for maximum freedom of movement.

LIGHT TROOPER EQUIPMENT OUTFIT

Item	Size	Weight
Combat Belt *	Tiny	2 lb.
Lizard Line *	Tiny	3 lb.

* Complete descriptions of these items are available in the *Starship Troopers Roleplaying Game* core rulebook.

M-2 Tactical Helmet: This helmet is a poor cousin of the M-3 helmet variations found on the Stryker suit and other sorts of powered armour. Evocative of combat helmets from earlier centuries, it protects the top and back of the head, leaving the face exposed. It incorporates the following functions:

⊕ **Communications:** Short-range comms system for coordinating light troopers on the battlefield

⊕ **Light:** Lamp that casts a circle of light in a 15-foot radius up to a distance of 120 feet. Unlike the lamps on powered armour helmets, this lamp is not multi-spectrum

⊕ **Eyepiece:** Small one inch by one inch eyepiece that drops down from the helmet in front of the wearer's right eye with a light tug. This eyepiece acts as an infrared filter, allowing the wearer to see infrared signatures out to a range of 30 feet.

Note: There is a M-2-a Tactical Helmet in the final stages of testing now. It is almost identical to the M-2, except for an added function for the eyepiece. It is designed to work in tandem with the light trooper's weapon, displaying a small red dot on the eyepiece to show the trooper exactly where his weapon is pointing. If this helmet variation is deemed suitable for action in the field, this enhancement will give the light trooper wearing the M-2-a a +1 bonus on his attack rolls.

FEDERATION STELLAR COLONIES

THOUGH EARTH IS certainly the most important place in the Federation, it is obviously not the only place. Humanity has forged its way into space and out of its home Solar system, establishing dozens of colonies on distant moons and planets, some so far-flung that the light created by the star warming these colonies at the moment of a particular colonist's birth will not reach Earth until more than two decades have passed.

Earth remains home to many humans – with a population of some ten billion, there are many more citizens and civilians living on it than on any of the Federation's colonies, even the long-standing colony on Mars. The Cherenkov drive has opened the galaxy to human colonisation and the Federation has taken full advantage of it.

For decades since the Federal Stellar Authority constructed and launched the *Galileo*, building on the bones of the space exploration agencies of the various nations that preceded the Federation, humanity has been reaching out to other worlds. The FSA was careful and thorough in its work, taking small steps at first to insure it did not stumble when the time came for longer strides.

The Federation's reach outside of Earth began with a small base on Earth's moon, Luna Base, then moved onward to Mars and eventually the Jovian moons. The creation of the Cherenkov drive in 2216 made it feasible to expand beyond humanity's Solar system, reducing the time required to travel to another star to a matter of months. Further refinement of the Cherenkov drive has reduced that time to weeks, then to days. Now, the journey from Sol to Alpha Centauri, a distance of 4.2 light years, can be crossed in 30 hours.

This section of *Citizens' Federation* deals with the colonies of the Federation in much the same way the first part of the book dealt with Earth and the seat of the Federation. Obviously, the colonies are entities of the Federation and not autonomous worlds. Though they each have their own history, culture and justice, these are inextricably linked to

the Federation itself and lean heavily upon its culture and laws. For example, while each colony has its own laws, these are tacked on top of the legal system of the Federation (with some minor exceptions, such as SICON offering a special exception to the civilians of Rhohan allowing them to carry weapons).

LIFE IN THE COLONIES

In many ways, life in one of the United Citizens' Federation colonies is little different from life on Earth; while in other aspects, it is very different. Obviously, the quality and way of life differs with each colony but there are some things they all share in common.

Communication

The Cherenkov drive revolutionised space travel, putting the stars themselves within reach of humanity. However, that did little to help with stellar communication, which was still dependent upon radio waves. Even the closest colonies, those in the Alpha Centauri system, are more than four light years away from Earth – thus any radio signal sent to Earth from the colonies will take more than four years to arrive at humanity's home planet, and would require an equal amount of time for a reply to return.

Obviously, no organisation like the United Citizens' Federation can maintain itself with a lag time of eight or more years in its communications with its closest stellar colonies. No modern society could. Therefore, the SICON ships running patrols and making supply runs to the colonies pull additional duties as postal workers, ferrying data cores full of official messages, of FedNet broadcasts, of personal correspondence for the colonists. This mitigates the problem, but does not completely solve it. Even with the best Cherenkov drive, it is a 30 hour trip from Earth to Alpha Centauri, and as much as two weeks to the outermost colonies of the UCF. While the colonists might grumble about it, they can certainly wait that long for the next episode



of *Zegama Nights* to arrive by ship. Other communications, however, are far more time sensitive.

The monetary assets of every citizen and civilian in the UCF are administered through the United Citizens' Federation Bank, which, as an arm of the Economic Services division of the government, is located on Earth. Officially, any citizen or civilian in the UCF can access the sum of his financial assets at any time through the use of his unicard or his Federal Identification Code. On Earth, this is certainly the case. On one of the colonies, it is not. Each official colony of the UCF, no matter how small, has a satellite office of the UCFB on it to handle the finances of the colonists. Each employed colonist has an account with this satellite office, through which he may access the money in his 'real' account back on Earth. His monthly paycheck is deposited into this satellite account and he may choose to keep as much money in it as he wishes. For most people, this works out well enough, as they can access their money with the same ease people on Earth can.

However, it is not always so simple. The SICON ships tasked with delivering messages and other data to the colony are also tasked with retrieving the financial records of these satellite offices of the UCFB and returning them to Earth on a regular schedule (usually at least once a month, though it may be much longer and much less regular on some of the more distant colonies). On Earth, the primary account of the colonist is reconciled with the information retrieved from the satellite office and monies are deposited into the account or debited from the primary account to be deposited into the satellite account of the colonist, depending upon the colonist's wishes, in an automated and confidential transaction. Thus, if a colonist happens to have the majority of his financial assets secured in his main account on Earth and finds himself in need of more money than he has available in his satellite account, he will have to wait until a ship carries his request for a monetary transfer back to Earth, then wait again while a ship brings confirmation of that transfer to him at the colony.

Considering the potential headaches inherent in that arrangement, many colonists are tempted to keep the entirety of their financial holdings in their satellite account. There is nothing whatsoever wrong with this unless, of course, the colonist wishes to invest some of his assets. As all financial investments within the UCF are processed through the Federation Stock and Commodities Exchange in London, all monies used for such investments must come through the citizen or civilian's primary account at the UCFB on Earth. Therefore, many colonists who can afford to choose to keep some amount of money in their primary account, for making low-risk investments on Earth.

The reason colonists tend toward low-risk investments when they themselves often lead a somewhat risky life on fringes of Federation space is also a result of the long communications lag between Earth and the colonies. For example, assume a businessman on Karrus (see page 125) happens to own a significant number of shares in some particular corporation which has a small division contracted with providing body armour for light Mobile Infantry troopers. A surreptitious SICON investigation reveals that this small division of the larger corporation has been using substandard material in an effort to cut costs and drive the stock price of the corporation through the roof, a tactic that had been working quite well. The revelation of these abhorrent business practices is more than enough to put the corporation's armour division out of business forever and land the directors of the larger corporations in the middle of an investigation. Obviously, the corporation's stock tumbles into freefall as a result. On Earth, citizens and civilians holding stock in

the corporation desperately sell it for whatever they can get to minimise their losses. Meanwhile, on Karrus, 8.6 light years away from Earth, the businessman blithely goes about his business, perhaps fantasizing about taking his family on an expensive but memorable vacation to Zegama Beach, not realizing that his painstakingly planned investments have just become worthless and he barely has a dollar to his name. The wealthier colonists, particularly those on Zegama Beach and Epsilon Prime, tend to hire proxies on Earth to handle their investments for them but for most colonists, that is simply not an option.

FASTER THAN LIGHT

Finally, in 2278, a Federation scientist, Dr. Hans Guilder, was able to adapt some of the theories that led to the creation of the Cherenkov drive to wireless data transmission, finally achieving the dream of faster than light radio communication. SICON immediately went to work building a network of relay stations throughout Federation space to allow the government to communicate with the colonies without the trouble of sending a ship to some distant world just to deliver a message.

The Guilder wave, as this communication medium came to be called, is still only about half as fast as a Fleet ship, and there are limits on the amount of information that can be transmitted in this manner. Thus, SICON's relay system is used primarily for military and government business, though the wealthier members of the Federation can also pay for the privilege of using it.

Essentially, the Guilder wave functions well to conduct normal, day-to-day governmental business. When SICON has an emergency message, however, something it needs to communicate to someone light years away as quickly as possible, the Guilder wave is still no match for a fast ship.

Files and further information on the Guilder wave, its rates of signal decay and effect of gravitational forces are all classified.

Supplies

All colonies in the United Citizens' Federation are well supplied with all the essentials. Just as on Earth itself, no citizen or civilian in any of the colonies will ever go wanting for any of his basic needs, provided he continues to contribute to society, of course. However, unlike Earth, most colonies must have the majority of their goods imported across light years of space.

As a general rule (with some exceptions, such as Karrus), each colony in the Federation has limited production capacity. Or, more precisely, each colony in the Federation does one or two things very well and other things not at all. For example, Hesperus produces enough ships to rival the shipyards at Luna Base. It also produces a huge amount of raw ore, which it exports to Earth, Rhohan and other places with major manufacturing capacity. What it cannot do is feed itself, or, indeed, supply itself with anything other than ships. Many other colonies are the same way. Zegama Beach, for example, produces next to nothing besides entertainment thus everything the people of that colony need or want must be brought to them.

As mentioned above, colonists throughout UCF space enjoy the same assurances that their basic needs will be met as do people living on Earth itself. However, the Federation is not a nanny state and does not supply its citizens with anything they do not need. This causes many colonists to lead relatively spartan lives, indeed, a higher percentage of colonists than of Earth residents make do with just the basics. It is not that they are not paid as well as anyone on Earth, it is simply that non-essential items (such as a larger screen for watching FedNet) are either not available on the colonies or are far more expensive than such items would be on Earth. A luxury item costing \$200 on Earth, for example, might cost \$1,000 or more on Zegama Beach.

Time

The United Citizens' Federation uses the Earth clock (usually expressed in Greenwich Mean Time) and the Earth calendar – 365 days in a year, each of them 24 hours long. However, as no other planet colonised by the UCF (or, indeed, even discovered by the UCF) has precisely the same orbital and rotational speed as Earth, each colony has its own clock and its own calendar.

For most colonies, the differing calendars are of little import. The Earth calendar is the only one commonly used; when the year comes to an end on Earth, it also comes to an end on the colony, regardless of where the colony happens to be in its orbit around its host star. After all, a corporate employee entitled to an annual bonus is certainly not going to be picky about when it arrives. For those colonies that are primarily agricultural, however, the situation is somewhat more difficult. Though the colony may be expected to organise itself around the standard Earth calendar, the crops are unaware of that. They grow when they grow, causing the colony no end of headaches as the colonists convert back and forth constantly between Earth's calendar and their own and a similar number of headaches on Earth's end as the

UCF tries to estimate what time of year the food shipments will be arriving this time.

Why Be a Colonist?

Since the erecting of the first atmospheric dome on Luna, the United Citizens' Federation has had one recurring problem with its colonies – how to encourage people to uproot themselves from their lives on Earth and go become pioneers of a brave new world.

MAKE LIFE AN ADVENTURE!

Are you retired from Federal Service and looking for something new and exciting, the kind of thrills you experienced in the Fleet or the Mobile Infantry? Are you a civilian with a craving for adventure and new challenges you can't find in your life?

Then colonisation is the answer for you!

SICON and the United Citizens' Federation are looking for intelligent, ambitious men and women to help tame the great frontier, to make a new life and even a new fortune for themselves while doing their part to keep humanity strong. With the war against the bugs, humanity needs every resource it can find – and it needs you to help find it!

By becoming a colonist, you will enjoy the same access to Federation housing, health care and even to FedNet you do here on Earth, all along with the opportunity to help build a new world! For more information, you can access the UCF Colonist Questionnaire right here on FedNet!

Immigrants to an approved UCF colony receive the same benefits and security accorded to every citizen and civilian on Earth, in addition to a colonisation incentive of as much as \$1,000 per family member.

See you in the stars ... colonist!

Would you like to know more?

For some colonies, this is easier than others. For example, once the colony on Zegama Beach was established, the UCF found itself in the unprecedented position of having to compile a waiting list of prospective colonists. With this surfeit of potential immigrants to Zegama Beach, the Federation Colonisation Commission was able to pick and choose at will, selecting only the most outstanding candidates for initial colonisation. For other worlds, the situation is markedly different.

Most colonies are not located on some idyllic world, the kind of place people have fantasised about living in for hundreds of years. In fact, many of them are on hostile spheres like Hesperus, where the colonists must live within sealed atmospheric domes and the lion's share of employment opportunities involve long hours, hard work and uninspiring pay. For such colonies, the Federation Colonisation Commission must actively recruit colonists.

Whether they live on Earth or Tango Urilla, all citizens and civilians of the United Citizens' Federation are entitled to certain rights and services under UCF law. This means that anything the UCF provides for the people of Earth, it must also provide for the people living in its colonies, no matter how remote. The knowledge that they will continue to receive (or at least have the opportunity to fall back on) standard UCF benefits, services and security goes a long way toward alleviating the concerns of potential colonists. However, before the Federation Colonisation Commission can alleviate those concerns, they must first get potential colonists interested in the idea.

To recruit potential colonists, the Federation Colonisation Commission employs three common practices as illustrated in the FedNet announcement. In summary, the Federation Colonisation Commission appeals to the prospective colonist's sense of patriotism, sense of adventure and, of course, sense of monetary value. Though patriotism and a desire for new challenges are effective recruiting tools for colonists, the more tangible incentives have been proven again and again as the most useful.

BENEFITS TO COLONISATION

Every colonist who agrees to become a part of building a new world for humanity receives certain benefits. In the case of Zegama Beach mentioned above, this benefit was, simply, the opportunity to live on Zegama Beach, to be among the first to claim land on that distant paradise. Considering the price an acre of land fetches on the planet today, those who were the first to put down roots have some very wealthy descendants today.

When recruiting colonists for less desirable worlds, of course, the Federation Colonisation Commission had to offer greater incentives. For example, when assembling colonists for an agricultural world like Shoreridge III, each family is offered a plot of farmland (sized varies), along with all necessary equipment to work the land. Conversely, when assembling colonists for a planet whose primary purpose is to be mining, each family will be offered a stake in the mine's production. Such stakes are rather small, the majority of ownership is usually sold to a corporation, or even retained by the UCF government but they are sufficient to provide a small additional income to a family.

Additionally, potential colonists are often offered monetary incentives to induce them to relocate to the new colony. These incentives range from nothing (for worlds like Karrus and Zegama Beach) to as much as \$1,000 per family member for colonies like Wolf Run.

In the past, other incentives have been proposed in the UCF Council, up to and including automatic citizenship for any civilian willing to become a colonist. Though this was based on logical thought – that by becoming a colonist when he could simply remain on Earth, the civilian was putting the good of humanity ahead of his own – the suggestion was immediately and loudly shouted down by the assembled citizens.

TIME LIMITS ON RECRUITMENT

How long does the Federation Colonisation Commission offer additional benefits to prospective colonists? It depends upon the colony.

Generally speaking, the Federation Colonisation Commission only actively recruits colonists when the colony is first established and only until it meets the goal of the minimum number of colonists it has determined are necessary for the colony to operate independently. Once that quota is reached, the colony remains open to any citizen or civilian who wishes to relocate there but such prospective colonists are no longer offered any incentives to make the move. Returning again to the example of Zegama Beach, anyone wishing to leave Earth (or another colony) behind and move there has the option to do so but such late-comers do not receive the benefits the original colonists did – in the case of Zegama Beach, a parcel of land on the idyllic planet.

The practice of dropping colonisation incentives for a given colony is based on two main factors. First, the Federation Colonisation Commission carefully studies each new

colony in conjunction with other governmental agencies to determine exactly how many people are needed to get the colony operational. Once that number is determined and a time frame for meeting the quota are established, this information is made available to the public, along with an initial call for prospective colonists. Despite the full assistance and cooperation of SICON, the first inhabitants of a new colony have a tremendous amount of work ahead of them as they bring this latest outpost of humanity into full swing. Colonists that arrive later, by default, take advantage of the labour and effort of their forerunners at the colony, and while they may still have a great deal of work to do, the heaviest lifting has already been done. Therefore, why should such late comers receive incentives concurrent with those given to the initial colonists? If they were, the Federation Colonisation Commission would have an even more difficult time finding colonists with the skills, willingness and mental vigour to start a new colony, to bring it to its feet.

Second, offering such things as land or a stake in mining operations to colonists that come later is, very often, impossible. The Federation does not have an infinite supply of such things to give away – in the case of Zegama Beach, for example, the last land owned by the government and not used for military purposes was sold to private corporations nearly 15 years ago. There is simply no more land to give away. In the case of a mining or mineral colony like Hod, continuing to give away stakes in the mining operations would slowly but inexorably reduce the value of all stakes in the operation, a situation that would be patently unfair to those who colonised the planet first (and by extension, their descendants).

In the earlier days of stellar colonisation, the Federation weathered a number of lawsuits from prospective colonists wishing to join an existing colony who felt they had a right to expect every incentive given to the first colonists. In every case brought to court, the Federation's practices were upheld.

There are some situations in which the Federation Colonisation Commission will offer incentives to join an existing colony, but they are the exception rather than the rule. If the population of a colony is decimated through alien attack, plague, natural disaster or even through colonists (or their offspring) choosing to abandon the colony, the Federation Colonisation Commission compares the remaining population to its calculations on exactly how many colonists are needed to keep the colony functional. If the current population falls below that yardstick, the

Federation might once again begin actively recruiting colonists for the world and once again offer the kind of incentives normally reserved for 'pioneer' colonists.

WHO BECOMES A COLONIST?

People from almost all walks of life choose to give up their lives on Earth and take to the stars as the newest colonist of the United Citizens' Federation. However, the vast majority of colonists are recruited from the less affluent ranks of society. Primarily, these people are looking for something new, be it money, opportunity or adventure. They are the labourers of Earth, the low-level corporate employees, the disaffected and sometimes even the criminals.

Criminals have a long and storied past throughout history for helping form new colonies, though it was seldom a matter of choice. Unlike those nations of the Earth of old, that would ship their criminals *en masse* to some blighted rock in the middle of the ocean, the Federation Colonisation Commission recognises that they still have valuable contributions to make to the Federation, particularly to those colonies that have had difficulty attracting residents. Obviously, murderers and the like are not considered for colonisation but one of the benefits offered to prospective colonists is a clean slate. Any criminal who has not been convicted of any crime more serious than, for example, a burglary, may petition to have his sentence commuted to colonisation. The petition is carefully considered and the applicant is subjected to psychological and sometimes even psychic screening. If his petition is successful, he is freed and becomes a colonist, though he still must check in with the local law enforcement of his new planet every month if he wishes to remain free. In addition to his newfound status as a colonist, the former criminal has all record of his crimes officially expunged (though obviously a copy is kept). Criminals who become colonists are in no way entitled to the same benefits as other colonists. They do not receive land on an agricultural world, they do not receive a stake in the mine of a mineral world and they certainly do not receive any monetary compensation.

Virtually all criminals who have applied for and been approved for colonisation have become valued members of their colony. With almost no recidivism observed in these colonists, the idea of colonisation as a form of rehabilitation has become widely accepted in psychological circles. As a particularly compelling example, the Wolf Run colony has a population of 15,000, nearly five percent of which are criminals formerly interred in prison but now living and working in a colony and aiding to the betterment of the Federation.

Despite this compelling evidence, the vast majority of colonists are *not* criminals and indeed have never been in trouble with the law in their lives. As mentioned above, most colonists are drawn from the lower economic strata of society, honest men and women who hope that joining a colony will provide a better life for them and for their children than they could find on Earth. The agricultural colonies like Hod, Iskander and Shoreridge III are the most popular choices for such colonists. There, they have a much better chance to escape the small, utilitarian Federation-supplied housing complexes of Earth and have the opportunity to own land and breathe freely, even if it is under an alien sky.

Restricted Colonies

The term 'restricted colonies' is rather general and not entirely accurate but it is the term most often used to describe a colony whose residents are not taken from the larger population of the Federation. This does not indicate the colony is unofficial but rather that the colony exists for a very specific purpose and is not intended for the general populace.

An excellent example of such a colony is the set of four refining stations in constant orbit around the gas giant Castus. Wholly owned and maintained by the civilian Castian Corporation, these four stations make up the entirety of the colony. They are staffed and inhabited solely by Castian Corporation employees, with a very few exceptions in the form of SICON personnel.

These restricted colonies, while officially colonies of the Federation, are not the subject of avid recruitment drives by the Federation Colonisation Commission. They exist in partnership between the government and the corporation or corporations responsible for administering them. Often, the workings of these restricted colonies involve proprietary knowledge of the corporation (in the case of Castus, such knowledge includes the latest innovations in gas collection and refinement pioneered by the Castian Corporation), of which the corporation is understandably possessive.

Another example of a restricted colony would be Kodiak Station, the large military installation on the moon of UM-201 in the Ursa Majoris system. Kodiak Station has no agricultural or mineral concerns, it is simply a military base and thus is off limits to anyone not currently enlisted in Federal Service.

Unofficial Colonies

Unofficial colonies are a breed apart from those discussed above. They are founded by people, almost always civilians, who conclude they no longer want to be a part of the Federation and have sought out new worlds where they can live as they will.

These unofficial colonies are not recognised, administered or protected by SICON, though SICON does monitor them for suspicious activity. This has begun to change in the last few years, with the advent of the Skinny and Arachnid hostilities. Both these races have targeted unofficial colonies of humans for attack and SICON has no doubt they intend to use these newly seized worlds as a launching pad for further incursions into Federation space.

Generally, unofficial colonies are founded by groups of religious extremists or political separatists, in the star systems outside of claimed Federation space. No one but SICON knows how many of them there are, or how they are all faring so far from humanity's home.

It is only in the last century that these unofficial colonies have begun appearing. With the increased speed and availability of the Cherenkov drive, groups interested in forming an unofficial colony have been able to arrange for transportation to a barely-scouted world outside of occupied Federation space. Without the resources of SICON, of course, such groups are extremely limited in what kinds of planets they may choose for their new settlements. For example, without the large atmospheric domes constructed by SICON, an unofficial colony must somehow find a world with breathable air. Without SICON's water treatment facilities, the unofficial colonists must hope their new home has enough potable water. A few FedNet exposés on such unofficial colonies betray a shocking lack of facilities even the poorest Federation civilian takes for granted.

Of course, these unofficial colonies, existing outside of Federation space, are subject to greater dangers than just the lack of quality shelter and sewage. They also stand fully exposed to any alien threat that happens upon them. One recent example was Fort Joe Smith in 2319, a newly formed colony of Mormon separatists. Despite repeated warnings by SICON that they were planning to colonise a planet within a region of space thought to be infested with bugs, they established the colony anyway.

Tragedy struck Fort Joe Smith just a month later, when the bugs infesting the planet attacked the colony and killed all 173 colonists.

SICON SECURITY RATING SEAL



Restricted Content

The following information is considered restricted content, requiring a SICON Security Rating of Alpha-2 or higher to read. Sharing this information with anyone outside of SICON, or with a lower Security Rating, is punishable under paragraph 11.E of the Military Code of Justice.

THE STELLAR COLONIES OF THE UNITED CITIZENS' FEDERATION

Each of the official stellar colonies of the United Citizens' Federation is detailed below. For ease of reference, the colonies are listed according to their distance from the Sol system, which is also a rough outline of when each one of them was founded.

The details of the individual colonies are broken down by subject. A summary of each topic of discussion is listed below.

History

Some colonies, such as those in the Alpha Centauri system, have been settled for decades and each has its own history. This section of the colony entry discusses the founding of the colony and major events that have occurred there.

Culture

Just as each colony has its own history, so too does each have its own culture. The vast gulfs between the stars mean that

even the closest colonies at Alpha Centauri are effectively cut off from Earth. No two-way communication is possible, at least not in the method people in different areas of Earth herself use to communicate with one another. Thus, the colonies are forced to rely on ships travelling back and forth through the galaxy on the back of the awesome speed of the Cherenkov drive in order to communicate with one another, and with Earth.

This comparative isolation has resulted in the rising of different cultures on each colony. Though each of them shares a number of similarities with Earth and each hews closely to the Federation, each is easily distinguishable from the others to any traveller setting down there. For example, Iskander and Zegama Beach are both loyal colonies of the Federation but each boasts such a distinctive culture and way of life there is no way they could ever be confused. This section of the colony entry discusses the culture of the colony in general terms, ensuring that no trooper who happens to be stationed there makes a perfectly innocent mistake that results in him offending the entire local populace.

Laws

The government of each system or colony has the right to pass its own laws but may not pass any law abridging those set forth by the Federation. Generally, the laws unique to each colony are not likely to have any impact on any citizen or civilian passing through the colony (in other words, Player Characters in the *Starship Troopers Roleplaying Game*); they tend to be minor misdemeanors carrying a light fine. In cases where the colony deviates markedly from the baseline

of Federation laws, this will be discussed under the entry for the individual colony.

Economy

Colonies founded by the Federation do not exist for exploratory or scientific purposes. Each must pull its own weight and prove its worth to the Federation in order to be maintained, just as any individual born in the Federation must prove his worthiness to hold the franchise of citizenship. Or, to carry the analogy further, there are no 'civilian' colonies. Obviously this does not mean there are no civilians on the colonies themselves; in fact, just as on Earth, the majority of the populace of almost all stellar colonies is made up of civilians.

As each colony must pull its own weight, each must have some manner of contribution it makes to the United Citizens' Federation at large. This can be almost anything, provided the UCF government and SICON feel it is worthy and it is something they can measure in the bottom line. For example, Rhohan's worth to the Federation is immediate and obvious, as one of the most prolific producers of weaponry. Zegama Beach, on the other hand, produces no weapons, no ships, no food for export. However, it is without a doubt the most prestigious vacation spot in the entire Federation and also generates a great deal of the entertainment Federation citizens and civilians enjoy every night on FedNet. Added together, these two things contribute a tremendous amount of money in taxes and other revenue, money the Federation can certainly put to good use.

This section of the colony entry is concerned with what, exactly, it is that the colony contributes to the Federation.

Points of Interest

This is almost certainly the most important part of the colony entry, at least from the standpoint of the citizens reading *Citizens' Federation*. While the rest of the colony entry discusses how long the colony has existed, what life is like there and what the colony contributes to the Federation, the Points of Interest entry discusses what there is to do on the colony, an issue of vital importance to the MI trooper or Fleet pilot with a few days of R&R to spend and a few weeks' worth of pay burning a hole in his pocket.

Of course, no one knows a colony like the colonists, so citizens hoping to find something not listed in this section would be well served to inquire of a helpful civilian.

NEW COLONIES

The following list of colonies is by no means complete. There are numerous other colonies of the Federation scattered amongst the stars, as well as a great many unofficial colonies started by religious and political extremists. Games Masters of the *Starship Troopers Roleplaying Game* campaigns are encouraged to create their own colonies, in addition to the ones detailed below. Many of the unofficial colonies in particular can provide excellent roleplaying and adventure opportunities for a group of Player Characters.

ALPHA CENTAURI SYSTEM

Distance from UCF Centre: 4.2 light years

Number of Colonies: 2

Retention Index Average: 3.5

The Alpha Centauri system, Sol's closest stellar neighbour, is of paramount importance to the United Citizens' Federation. It boasts two colonies, on Hesperus and on Hod, which are the first colonies established outside of the Sol system and are vital to SICON's ongoing military efforts. The Federation could continue to exist if the Alpha Centauri system was lost but it would be a sore blow indeed.

The current governor of the Alpha Centauri system is Col. Silas Burke, recently retired from a long career in the Mobile Infantry. Since taking on the reins of government in the system five years ago, he has done what many would have thought impossible – he has actually managed to increase the productivity at the Hesperus shipyards, which were already famous for their speed and efficiency.

Hesperus

Role: First colony outside of the Sol system

Circumference: 7,898 miles

Population: 350,000

Orbital Path: Fourth

Rotational Period (days): 1.35

Orbital Period (days): 421

Primary Function: Military production, commercial and military shipyard

Retention Index: 4

Hesperus is the older of the two colonies in the Alpha Centauri system but is also beyond doubt the more valuable to the Federation and SICON.

HISTORY

The most fascinating era of the history of the Hesperus colony is its founding, as the first stellar colony of the Federation. The maiden voyage of the *Magellan* (see page 23) had identified two worlds within the Alpha Centauri system as possible candidates for colonisation, though their environments were such that they would require domed habitations or massive environment configuration. Of these two, Hesperus was chosen as the first colony. For years, it seemed to be a fool's dream. The great endeavour to build a stellar colony proved even more troublesome than the Federation's scientists anticipated. Five years past deadline for completion and more than a billion dollars over budget, Hesperus colony finally opened its doors to colonisation

from Earth, silencing the critics who had proclaimed it an expensive and foolish waste.

The construction of Hesperus colony was only the first of the challenges the colony had to overcome, however. The second challenge was considerably more alarming and is considered by sociologists to be a cusp event in the history of humanity itself.

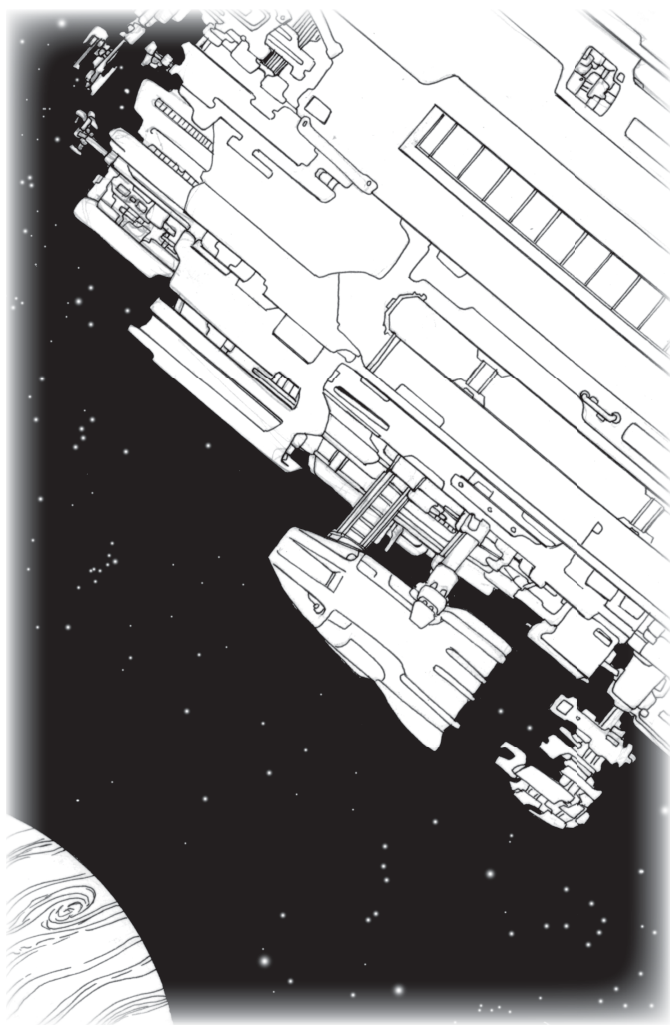
After the colony was completed, the UCF stationed three of the FSA's most advanced battleships to stand guard over the new colony, in a move to head off any potential repetition of what happened at Io. The voters at home called it a wasteful overindulgence. In actuality, it was not enough, as the now-famous first contact with intelligent alien life unfolded in the skies over the planet only two years after the colony's opening.

Once the immediate threat of the alien vessel was past, Hesperus became a relatively peaceful colony. It has not come under attack again in all the centuries since it was founded.

With any endeavour so monumental as the construction of the first stellar colony, there are certain to be some unforeseen complications. This was observed during the actual construction of the colony, plagued as it was by equipment failures, natural disasters and alarming suicide rates among the workers, which all served to cause the massive delays and costs of construction. Even when the colony was completed, the colonists settled and the alien menace that destroyed the *Reynolds* apparently gone for good, there were still unforeseen problems on Hesperus.

A century ago, the Cherenkov drive was vastly inferior to the models of the engine available today. Instead of a 30 hour trip to Alpha Centauri, vessels at the time required weeks to make the journey. Coupled with the vast stellar distance that precludes radio communication, this meant the new colony of Hesperus was out of touch with the rest of the Federation for weeks at a time.

Hesperus' first colonists were an independent-minded group of people. This is not to say they were political subversives or dissatisfied civilians; their loyalty to the Federation was unshakable. Rather, they were more like the pioneers who colonised the American West centuries earlier, men and women with a thirst for adventure and a confidence in their own self-sufficiency. Such confidence, however, could not make up for the deficiencies in the planet that was their new home.



A decade or so after the colony's founding, mismanagement of supplies combined with a series of unforeseen delays in shipments running from the Sol system to Alpha Centauri resulted in a crisis at Hesperus, as the colonists' food stores suddenly and unexpectedly ran out. Records showed there was enough food to sustain the colony for two more months but the records could not argue with the empty storehouses. There was no ship currently at Hesperus to send for aid and no way for the colonists to signal their distress to Earth. governor Tomas Leary immediately instituted a rationing programme but it was not enough. As the last of the food stores were consumed, the hungry colonists took to the streets of Hesperus City, rioting against the governor. It was a major failure on the part of the Federation to its population and it resulted in 47 deaths, several hundred injuries and 4.1 million dollars in damage to Hesperus City before the UCF transport ship *Khyber Pass* arrived with what was intended to be a regular restocking supply run. Taking stock of the situation, Captain Elizabeth Clancy of the *Khyber Pass* offloaded all supplies as quickly as possible and

detailed her attachment of Mobile Infantry troopers to the planet to maintain order while she turned her ship around and burned hard back to Sol to inform Earth of the near-catastrophe on Hesperus.

Although the Federation immediately moved to rectify the situation and ensure it never happened again, it did. Two years later, a second miscalculation left Hesperus unsupplied and again the colonists began to go hungry. Fortunately, many of the colonists had begun to keep their own stocks of food after the first food riot, which lessened the impact on the colony considerably. However, with two such instances within two years of one another, the UCF government concluded that Governor Tomas Leary was guilty of gross incompetence in the discharge of his duties, relieved him of his position and brought him back to Earth to stand trial, where he was found guilty.

The second food riot caused the Federation to realise that relying upon supply lines as long as those from Sol to Alpha Centauri, given the current speed of the Cherenkov drive, were unmanageable, a realisation that resulted in the redoubling of efforts to improve the efficiency of the Cherenkov drive itself and elevated the plans to establish an agricultural colony on Hesperus' neighbour Hod to the top of SICON's priority list.

CULTURE

No one will ever mistake Hesperus for a vacation spot. Indeed, no one will ever mistake it for anything but what it is – a work camp. The planet's nature makes terraforming difficult, if not impossible and the UCF chooses not to even attempt it, preferring to maintain the enormous domed shelters which house the majority of the colony's population. The remainder of the population lives in the huge shipyard rings that orbit in space above the surface of Hesperus.

The culture of the Hesperus colony is extremely work-oriented. Citizens and civilians tend to work longer hours than almost anywhere else in the UCF, with the possible exception of the agricultural worlds. Whether they labour for SICON, or for one of the private corporations building spacecraft for commercial use, the people of Hesperus put a great deal of stock in a hard day's work. So it has been for decades and so it is likely to remain for decades more.

Hesperus is unusual in that its population is almost evenly split between citizens and civilians at any given time. Certainly, more civilians than citizens call this mineral-rich world their home but given the immensity of SICON's investment in the colony, there are large numbers of military men and

women here at any given time, acting as supervisors, guards and even additional labour for the shipyards that operate around the clock.

While not quite as utilitarian as the initial structures on the planet's surface, the domed habitations of the Hesperus colony are anything but luxurious. Despite the advances over the years in construction of domed habitations, space within them is still limited. Consequently, most people on Hesperus colony must make do with accommodations significantly smaller even than the government-supplied housing on Earth.

As mentioned above, the culture of Hesperus is the culture of work. Entertainment venues are few and far between, generally limited to small exercise facilities, a few fieldball courts and one small theatre for musical, theatrical or video entertainment. The citizens and civilians of Hesperus do, of course, enjoy access to FedNet and, considering the near-constant traffic between Hesperus and Earth, they never experience the significant lag some of the more distant and less vital colonies do.

Perhaps because of the work-centred nature of their daily lives, or perhaps because most of the original colonists of Hesperus hailed from the southern regions of Europe, religion has always been an important factor in the lives of the people of Hesperus colony. As a result, this small colony boasts a higher ratio of places of worship (churches, synagogues, mosques – though churches are by far the most numerous) than any other colony in the UCF. Education for children on Hesperus is fairly limited – only the Federation-sponsored schools are available to teach children up through high school age. Any student seeking to further his education by going on to college must leave Hesperus; there are no higher education facilities in the colony.

The people of Hesperus take great pride in their work and rightly so, for the ships that roll off the assembly lines in the colony's mammoth shipyard facilities are some of the best in the Federation. This constant exposure to ships and all aspects of naval life is considered the primary reason so many young people of Hesperus colony choose to enter Federal Service, with the vast majority of them expressing a preference for service with the Fleet. Hesperus has produced a large number of capable and sometimes famous captains over the years. The most recent example and one of the most famous, is Captain Nandine Capritta, captain of the *J.E.B. Stuart*.

LAWS AND GOVERNMENT

Considering the level of investment and involvement SICON has in Hesperus Colony, the laws here are identical to those elsewhere in the United Citizens' Federation. The most common infraction faced by law enforcement on Hesperus is trespassing, usually an innocent case of someone wandering into an area of the shipyards they should not be in. Nonetheless, because of the immense military importance of those shipyards, all such cases are thoroughly investigated and the trespasser is held in police custody until his background has been researched and cleared.

Col. Silas Burke, the governor of the Alpha Centauri system, lives on Hesperus, where he acts as head of the planetary council, a group of six citizens elected to oversee local issues. Generally, Governor Burke does not involve himself in the deliberations of the council unless there is a deadlock among its six members, in which case he casts the tie-breaking vote.

ECONOMY

The economy of Hesperus is based entirely on mining and shipbuilding, two things the colony does extremely well. More than a third of all ships that have every served in SICON's Fleet have been launched from one of the literally hundreds of berths in the orbital shipyards of this world. Though not as rich as the mines of its nearby neighbour Hod, Hesperus has a wealth of mineral assets, used primarily in the construction of the endless ranks of ships rolling from her shipyards.

There is a tremendous amount of wealth tied up in Hesperus but that does not mean the colonists themselves are wealthy. Few if any have a standard of living that could be described as anything but blue collar – honest, hardworking people who make do with what they have.

POINTS OF INTEREST

Aside from the mining encampments scattered about over the surface of the planet, there are only two places on Hesperus of any interest. The first is Hesperus City, the primary settlement of the colonists and the place more than three-quarters of them call home. Though it is still contained within atmospheric domes, the surface of the world being unsuitable for environmental configuration, the colonists have had nearly a century in which to expand it. Today, the domes of Hesperus City cover nearly 20 square miles, sprouting like mushrooms from the forbidding surface of the world.

Despite its size, Hesperus City is very utilitarian. The buildings are uniform, prefabricated structures that are all but indistinguishable from one another and leave no doubt that this is a colony of hardworking men and women with little time to spend on the luxuries of life. Even the governor's residence in the middle of the city is plain and unadorned.

The other major point of interest is not actually on Hesperus but orbiting above it. The vast orbital shipyards of the colony are also the primary source of employment for the colonists and shuttles run day and night, ferrying materials and work crews back and forth from the surface.

Hod

Role: Agricultural twin of Hesperus

Circumference: 7,590 miles

Population: 150,000

Orbital Path: Fifth (very close worlds, orbits nearly overlap for half the year)

Rotational Period (days): 0.92

Orbital Period (days): 429

Primary Function: Mining and agriculture

Retention Index: 3

HISTORY

The history of Hod is inextricably tied to its older sibling, the colony on Hesperus. After the food riots on Hesperus in 2242, the government of the UCF concluded that if this great experiment in interstellar colonisation was to succeed, there would have to be a more reliable and secure supply line for these far-flung colonies. Fortunately, plans to establish an agricultural colony on Hod had been on the table for several years at that point and the Federation was able to move those plans to the top of its colonisation priority list. By 2246, the first foundations for settlement were being laid in the arable soil of Hod.

Before the arrival of humanity, there was little life of any kind on Hod, mostly microbes and other small organisms. The most highly evolved form of life was a kind of dark red fungus that is still found nearly everywhere on the planet's surface. The news of any kind of alien life, coming so soon after the attack that destroyed the *Reynolds* at Hesperus, made the job of recruiting colonists for the new installation on Hod much more difficult at first. Dismayed at the prospect of funding a colony with no colonists, the UCF government began offering increased financial incentives to any citizen or civilian willing to relocate to Hod with his family. With the fears of invasion slowly subsiding in

the absence of any further attacks and the temptation of the government's financial incentive programme, colonists slowly began to trickle into Hod.

Hod also marked the UCF's first foray into interstellar environmental configuration. Though the soil of Hod was deemed suitable to growing Earth crops, the planet itself lacked the environment in which they could prosper. Thus, for the first few years of the colony's existence, Hod supported itself almost entirely through its mining efforts. Crops were grown within enormous atmospheric domes beneath artificial light, while the surface of the planet was readied for the day humans would be able to leave the domes and breathe freely under the alien sky.

Though the planet is still marked by particularly violent weather, especially on the western continent where the majority of the agricultural concerns are located, Hod is now a fully self sustaining ecosystem well within the limits of human (and plant) tolerance.



The only hiccup in the otherwise peaceful existence of the colony on Hod was an attempt to unionise labour some 20 years after the colony's founding. However, a team of negotiators was dispatched from Earth immediately and, after a few weeks working with the colonists, were able to head off any sort of confrontation and bring the situation to a conclusion that benefited all sides.

CULTURE

Virtually every one of Hod's inhabitants is involved on one of the two main industries of the planet, either farming or mining. The planet is incredibly rich in iron ore, with perhaps the deepest veins ever discovered. It is particularly telling that, after almost a century of mining, these mines still show no sign of playing out.

Most of the production of Hod's mines and farms is destined for a very short trip across interplanetary space to the colony on Hesperus, where the minerals go to feed the forges and shipyards and the food goes to feed the workforce. The people of Hod know they live in the shadow of Hesperus and they are well aware that their sister colony is considered more vital than their own. Of course, the people of Hesperus know that as well, a fact that has led to an often unfriendly rivalry between the two colonies.

Usually, this rivalry is played out in competition. Both colonies have a number of popular sports franchises and games between Hesperus and Hod teams are always played in front of sell-out crowds. Governor Burke, like all the governors before him, knows from hard experience that it is necessary to have a highly visible and well-armed police presence at such games, which is still only enough to keep conflicts between fans from either side under control. It does little for Hod's sense of being second rate that their teams lose almost every match with teams drawn from the much larger population of Hesperus.

Of course, Hesperus and Hod manifest their rivalry in other ways as well, some petty, some less so. For example, Fleet ships bearing data cores full of FedNet programming stop at Hesperus at least once a week and the Hesperus colony is responsible for broadcasting the transmissions to Hod, as well as the Hesperus colonists. After an upset by the Hod fieldball team three years ago, the Hesperus colonists hacked into the FedNet broadcast, stripping out every language option from the transmission with the exception of Tagalog, which not a single soul on Hod was fluent in. In retaliation, Hod began withholding food shipments, a tactic that lasted only two days before Governor Burke stepped in to correct the problem.

BEGIN FEDNET ARCHIVE PLAYBACK

There is singing and dancing in the streets of Caer Malley on Hod tonight, as the underranked and unfavoured Hod Falconers fieldball team handed a stinging upset to the favoured and formerly undefeated Hesperus Riveters.

With seconds left to play, Falconers guard Carlito Pettoni drove past three defenders, executed a perfect somersault option and brought home the last points needed for a Falconers win. As his teammates stormed the field to carry him off in triumph, the crowd at the Hesperus Arena erupted in emotion – both fury and joy, depending on the fan in question.

Eledia Montoya, the mayor of Caer Malley, has already announced plans for a citywide festival to honour the Falconers when they return home to Hod tomorrow but not everyone on this proud little planet is willing to wait so long. As you can see from this orbital photo, some of Hod's farmers have put their fallow fields to an unusual use, writing 'Go Falconers!' in letters of fire nearly half a mile from end to end. Carlito Pettoni may not be able to see them from the domes on Hesperus, but I'm sure he can feel the joy coming from his home planet.

Would you like to know more?

END FEDNET ARCHIVE PLAYBACK

Though this deeply ingrained rivalry makes it difficult for them to see, the people of Hod are very similar to the people of Hesperus, both in background and economic status.

LAWS AND GOVERNMENT

The laws on Hod are identical to those on Hesperus, except for some obvious instances where they are not applicable. Hod has only a very small police force and only one court of law. Due to the frequent traffic back and forth between Hesperus and Hod, it was long ago decided that any trial for a crime committed on Hod (aside from very minor infractions) would be tried in the courtroom facilities on Hesperus.

ECONOMY

The planet Hod has some of the richest deposits of metal ore yet discovered in the galaxy and, even after decades of mining, they show no signs of playing out. The planet also has the only arable land in the entire Alpha Centauri system, making agriculture of equal or even greater importance to the local economy than the rich mineral wealth of the world.

The Federation's costly and time-consuming efforts to configure the environment of Hod to human tolerance have paid off dramatically. Hod is one of the few colonies with the environment and the land resources to engage in animal husbandry. The ranches and herds of Hod, located primarily on the western continent along with the farms, raise mostly cattle, swine and poultry, which go to feed the hungry mouths on Hesperus.

Because Hod's mines, farms and ranches have very nearly a complete monopoly on the Hesperus markets, the UCF government long ago introduced a series of price controls designed to keep one colony from gouging the other, a necessity made even more pressing by the emerging rivalry between the two colonies. Though these price controls guarantee a steady and uninterrupted flow of goods between the two planets (and were eventually expanded throughout the Federation), they are not always popular with the civilian farmers of Hod, particularly after a drought or a storm-tossed spring has dramatically reduced the yield of their crops and herds. However, these controls also make sure the farmers and ranchers get a good price for their goods in flush years of bumper crops, a fact they understand and appreciate.

Ultimately, the economic situation for the colonists on Hod is much as it is for those on Hesperus. They are loyal, hardworking people who, while not wealthy, certainly never go wanting.

Hod has a number of sites of striking natural beauty, such as the River of Fire (see Points of Interest below), and Mayor Eledia Montoya of Caer Malley has been trying to start a tourism industry to supplement the planet's income. Despite her best efforts, she has been unsuccessful, hampered by three things in particular – the lack of any frequent direct space traffic to Hod aside from the supply shuttles running back and forth from Hesperus, the perception every citizen and civilian of the UCF outside of the Alpha Centauri system has of Hod being nothing but a glorified mining camp and the total lack of anything resembling luxurious accommodations. Thus, most tourists simply save their money and hope they will eventually be able to afford a trip to Zegama Beach.

POINTS OF INTEREST

The only city of any size on Hod is Caer Malley, named for the first family that agreed to settle on Hod. With a population of about 40,000 people, it is still rather small but acts as the centre for all commerce and traffic coming to and from the planet. Its population is also made up of the only people on the planet not directly involved in the mining, farming and ranching industries, though they are all indirectly involved in some fashion. Like Hesperus City, Caer Malley is a collection of uniform, prefabricated structures, giving an observer the impression of a government housing block.

Hod boasts a number of sites of striking natural beauty, places which would surely be popular with tourists if the planet was ever able to get its tourism industry off the ground. Chief among these are the Reynolds Mountains (named for the battleship *Reynolds* destroyed over Hesperus in humanity's first conflict with an alien race), a short mountain range on the eastern continent. It is the only volcanically active area on the planet, though it seems determined to singlehandedly make up for the lack of such activity elsewhere. A valley slices through the centre of the mountain range, capped with glaciers and home to the River of Fire, a lava floe that has been active since the planet was first charted. On the western edge of the range, the mountains fall away abruptly into the smooth face of the Yamala Cliffs, which tower nearly 1,000 feet above the plains below.

Few outsiders ever see these sights, however, preferring to take care of whatever business has brought them to Caer Malley and be on their way again as soon as possible.

PROXIMA SYSTEM

Distance from UCF Centre: 4.2 light years

Number of Colonies: 1

Retention Index Average: 3

The closest stellar neighbour to Alpha Centauri, the Proxima system was still not fully scouted until almost ten years after the colony at Hesperus in Alpha Centauri was established. Primarily, this was a result of the attack by the unknown alien aggressors when Hesperus was just being colonised. In the wake of that terrible attack and the destruction of the *Reynolds*, the United Citizens' Federation realised some changes were necessary if similar catastrophes were to be averted in the future.

Originally, the FSA had planned a three-ship mission to scout Proxima, consisting of the *Hammurabi*, a scientific

vessel and two warships, the *Dauntless* and the *Gibraltar*. The attack on *Hesperus* scuttled that mission, as the government of the UCF undertook major overhauls in its space programme (see page 23).

Once the newly-formed SICON had reached the decision the aliens that attacked *Hesperus* would not easily be found, it turned its attention again to the exploration and colonisation plans that, except for *Hod*, had lain dormant for years. The mission to *Proxima* was resurrected. Considering the system's proximity to the Alpha Centauri system, however, the one place in which humanity had encountered an intelligent and aggressive alien species, it was decided that this mission would be prepared.

The current governor of *Proxima* system is Carmen Ortiz, who resigned from Fleet after two tours some 20 years ago and has been pursuing a career in politics ever since.

Iskander

Role: Breadbasket for several colonies

Circumference: 29,600 miles

Population: 2,125,000

Orbital Path: Third

Rotational Period (days): 1.53

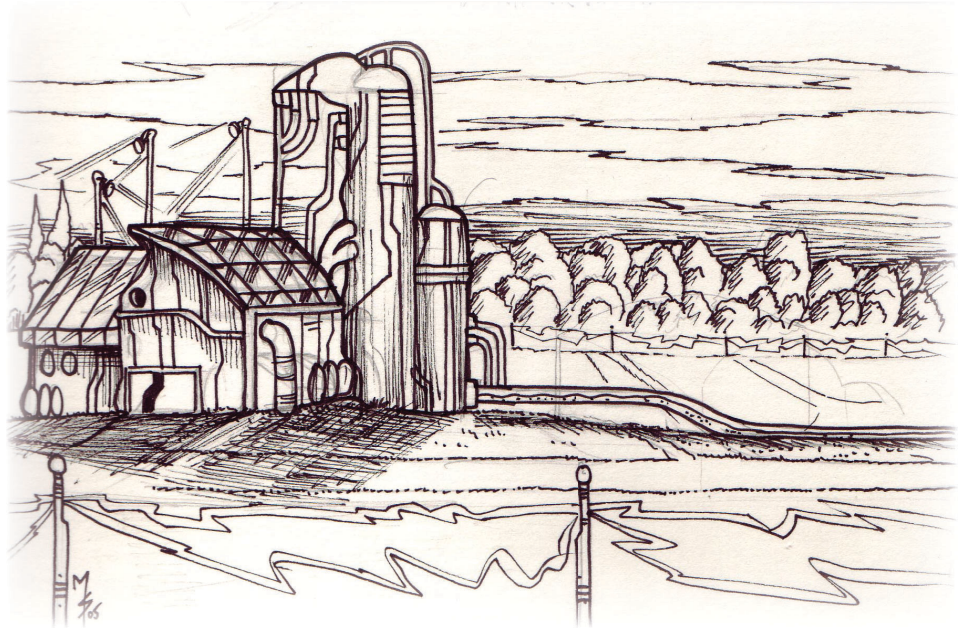
Orbital Period (days): 370

Primary Function: Agriculture, colony world

Retention Index: 3

HISTORY

When the SICON mission to scout *Proxima*, the first such task for the newly constituted military arm of the United Citizens' Federation, arrived at the system, it came ready for war. Three of SICON's newest battleships, the *Alamo*, the *Lexington* and the *Jutland*, each bristling with nuclear-tipped missiles and prototype beam weapons, stood guard over the corvette *Virgil* as it mapped the system. In the end, all this preparation was unnecessary; no mysterious alien vessel loomed out of the stars, no beams of ripping energy surged up from the surface of any of the six planets.



Though the SICON excursion discovered no evidence of any potential enemies, it did discover one tremendous jewel in its survey of the *Proxima* system – the planet now known as *Iskander*. Named for Rahnje Iskander, the captain of the *Virgil*, it was obvious almost immediately that this planet should be the UCF's next target for colonisation. Though it is significantly larger than Earth, with a day that lasts half again as long, it was as close to Earth as any planet the UCF had yet discovered. It already supported a dense and thriving ecosystem in an environment that was well within human tolerance, indicating it would be an excellent candidate for an agricultural colony. The SICON survey group dutifully finished its mission of cataloguing every planet in the system, all the while knowing full well they had already found the one world of importance. Their mission complete, they returned to the Sol system with news of their discovery.

Obviously, when presented with the data on *Iskander*, the UCF concurred the planet was an ideal location for another stellar colony. After qualified successes on *Hesperus* and *Hod*, the Federation had finally found its way through some of the more common difficulties in establishing stellar colonies and the government believed it could create a new colony on *Iskander* without any of the problems that had plagued its first attempts in the Alpha Centauri system. With a few minor exceptions, this was true. In 2254, the first colonists arrived on their new home world of *Iskander*.

At first, the lives of the colonists were difficult. They were charged with creating and sustaining an agricultural world, a world that could be used to feed other, future colonies of

the UCF. Though the planet was dominated with vast tracts of fertile soil, that fertile soil was home to a native ecosystem that stubbornly resisted attempts to uproot it and replace it with invader plants. For the better part of 20 years, with intermittent help from the Federation, the colonists were able to beat back the existing ecosystem and establish their own farmland.

After two decades of human habitation, Iskander was a world transformed. The planet's native ecosystem was reduced to small islands in the seas and a few large plots of otherwise undesirable land set aside as nature preserves. Finally, humanity could truly say it was in possession of the planet.

As the troubles with the existing ecosystem receded, the flow of colonists to Iskander increased, and the planet settled down into a pleasant, tranquil and wholly unexciting way of life. This way of life proved exceptionally attractive to many colonists and the Federation Colonisation Commission had less trouble finding citizens and civilians to populate the world. Iskander was especially attractive to citizens, who, after earning their franchise, were anxious for a peaceful life of tranquility and rewarding work.

The peace of Iskander has been broken several times over the course of the planet's life as a Federation colony, not by alien invasion or other menace from outside but by conflict between the populations of citizens and civilians. This never spilled over into violence but Iskander's capital city of Virgil's Point has seen several demonstrations by the civilian population against perceived injustices.

The most recent disturbance in the peace and serenity of Iskander came some 20 years ago, when a computer virus disabled all civilian-owned cargo haulers on the planet for several weeks until a team of troopers and engineers arrived to correct the problem.

CULTURE

The people of Iskander are, for the most part, a relaxed and comfortable population. Life on Iskander moves at a slower pace than it does in the rest of the Federation (except possibly Shorridge III). Due to the vast amount of arable land on the surface, there are few concentrations of population and most people on Iskander enjoy a simple, rural life.

Iskanders are characterised by a soft-spoken but stubborn demeanor. They are a tremendously patient people who rarely show any strong emotion. However, once they are

roused, they can be an implacable and surprisingly dangerous enemy due to their strength (a result of living on a planet with a gravitational field approximately 20% stronger than Earth's). This quality makes Iskanders valuable recruits for Federal Service, particularly the Mobile Infantry.

The population of Iskander is about 80 percent citizen, the highest percentage of citizens in any population in the Federation. Attracted by Iskander's relaxed and comfortable lifestyle, many citizens come to Iskander after retiring from Federal Service, seeking a new adventure without the danger of serving in the military.

Chilly relations between the citizens and civilians of Iskander have been a recurrent theme on the planet throughout its history. Most often, this is instigated by the civilians, who object to what they perceive as favouritism toward the citizens of the planet on the part of the governor or even the UCF itself, in awarding everything from labour contracts to land allocations. Usually, these misunderstandings are quickly resolved.

LAWS AND GOVERNMENT

Often, stellar colonies of the Federation are somewhat more lax in adherence to the law than Earth and the colonies of the Sol system. Not so with Iskander. By some quirk of fate or politics, fully half of the governors of the Proxima system have come from a background in the Mobile Infantry, particularly from its ranks of drill sergeants and junior officers. The governors have insisted on and received the highest level of performance from their peace officers. Even with the colony's enormous population, second only to Karrus in size, Iskander consistently has the lowest crime rates of any stellar colony.

Part of that is due, no doubt, to the fact that the colony is entirely agricultural. Unlike mining colonies, or concentrations of vast personal wealth like Zegama Beach, there is little to steal or smuggle aside from crops and livestock, two things that, however valuable, are not easily or discreetly transported. Part of it is also certainly due to the size of Iskander's police force – nearly 5,000 citizens stationed in towns and villages across the planet's surface. Only Zegama Beach has a larger police force.

The seat of government on Iskander is Virgil's Point. Most planetary matters are decided by a council of nine citizens elected to five-year terms of service. By tradition, the governor of the system does not involve himself in the deliberations of the council unless requested to.

ECONOMY

The economy of Iskander is almost totally dependent upon agriculture. The planet produces a vast amount of food, far more than its population can consume and the remainder is used to feed stellar colonies as far away as Cassandra.

There are literally billions of acres of arable land on the surface of Iskander, about 70% of which is in the hands of various citizen and civilian corporations which grow the vast bulk of the planet's exportable foodstuffs. The remaining 30% of Iskander's usable land is owned either by SICON

It is an unfortunate fact that despite the many freedoms and luxuries granted to every man, woman and child of the Federation, there are always those who feel they deserve more than they have. Even on a world as idyllic as Iskander, where the soil is rich and thick, where crops grow with ease and everyone is well-fed and almost everyone is content, there are those who desire more, not for their friends and neighbours but for themselves alone. Eager to mangle the truth, twisting it into an entirely new shape to justify their desires, these malcontents seek to stir up trouble where none exists. Consider, citizen, this text from an insurgent tract printed and distributed on Iskander:

BE CAREFUL!

The dream of organisation is not dead, no matter what the Federation might say! No matter what SICON might say! No matter what your neighbours might say! We know the rightness of our cause, we know we will be victorious! Together, we have power and together, we will make our voices heard!

Yes, we must take care. When Marcus Cortez, that man of vision and strength, first led us to organise in the heat of summer 20 years ago, hoping to bring fair wages to himself and all other civilian cargo haulers across the length and breadth of our planet, he did not anticipate the fury and brutality of the Federation response to this perceived assault on its precious citizens. Now, we know just how far they will go to keep us in our shackles, wisdom the great Cortez bought for us with his life. We stopped production dead, our haulers sitting idle. It was too bold a move for that day, but our time will come!

We have not forgotten the Federation's lesson, but neither have we forgotten Cortez's vision. We will make it truth! Keep the faith, keep the hope and above all ...

BE CAREFUL!

You will be contacted.

This poorly-printed tract is, of course, pure fantasy and pure treason. It seems the author might be speaking of an incident on Iskander some 20 years ago, when a virulent and unanticipated computer virus stopped many cargo haulers belonging to various civilian groups in their tracks, as the civilians had not been responsible in keeping the software and hardware of their haulers equipped with the latest updates. Fortunately, a company of troopers was able to reach the planet in record time and applied the skills they had learned to getting the haulers up and running again. In a show of solidarity with the plight suffered by the owners of the failed haulers, the Federation even arranged for the troopers to remain on Iskander for the remainder of the year, a pair of troopers riding with each hauler operator just to be on hand if the hauler should fail again. The hauler operators greatly appreciated this show of charity on the part of the Federation, a fact which is obvious from the smiles on their faces as they returned to work under the careful protection of the troopers.

As for Marcus Cortez, Federation records indicate he was killed when the virus infecting his hauler created a feedback loop in the hauler's power coils, causing it to explode as he was driving it.

Complete reports of this incident are available in the FedNet archives, easily putting the lie to everything mentioned in this insurgent tract.

(landing and refueling stations) or by private citizens and civilians.

Iskander's nature preserves, large tracts of land unsuitable to farming, hold the remnants of the planet's natural ecosystem. These generate a small amount of tourism business but the lion's share of the tourists are simply Iskanders that come from another part of the planet. Actual tourists coming to Iskander from other parts of the Federation are rare.

Lastly, Iskander receives a substantial infusion of wealth from the constant flow of military and civilian cargo ships arriving and departing from Virgil's Point.

POINTS OF INTEREST

The largest population on all of Iskander is concentrated in Virgil's Point, a sprawling city that takes full advantage of the wealth of land Iskander has to offer. With a population of a quarter million people, it is one of the largest cities anywhere outside the Sol system and, considering the frequency of visitors coming to the city on business, is every bit as cosmopolitan as Earth cities like Buenos Aires (before the Arachnids destroyed it) or Paris.

Aside from Virgil's Point, there is little excitement to be had on Iskander; most towns and villages offer little more to a traveler than a night drinking in the local pub and a stay in the rooms above it. The Proxima Quarantine, the largest nature preserve of the planet's native ecosystem, is a fascinating look at an alien world but as it is located almost on the other side of the planet from Virgil's Point, it is rarely visited by people from outside the colony.

BARNARD'S STAR SYSTEM

Distance from UCF Centre: 6.1 light years

Number of Colonies: 2

Retention Index Average: 3

The Federation survey mission to the Barnard's Star system arrived with two missions, only one of which was made public. The public mission, obviously, was to study the system for the viability of placing a new colony there. The nature of the star itself made this a priority mission, as Barnard's Star emits a constant energy signature that is easy to detect even at astronomical distances. This signature makes the star extremely important for stellar navigation, and SICON desired to use the system as a jumping off point for further exploration.

The second reason for the survey mission was kept concealed from all but a few of SICON's personnel. The Federation's long-range scanners had detected another signal coming from the vicinity of Barnard's Star, a signal that bore more than a passing resemblance to the signature of the alien vessel that had destroyed the *Sun Tzu* and the *Reynolds* in the Alpha Centauri system. Determined to avoid a repetition of that calamity, SICON dispatched the most heavily armed 'survey' mission in its history in 2250, consisting of nearly a score of warships, led by the *Citizen*, the Federation flagship.

Of course, by the time this survey team arrived at Barnard's Star, there was no trace of the errant signal that had put SICON on alert. The aliens that attacked at Hesperus, if indeed they ever were there in the first place, had left and have never returned. Though the potential of contact with the aliens was never openly discussed by SICON, the inclusion of 20 warships in a survey mission was not the kind of thing that goes unnoticed and the truth was soon common knowledge in the Federation.

Once SICON was satisfied the Barnard's Star system was clear of any hostiles, the second part of the survey mission could truly begin. It was obvious from the moment the SICON task force arrived that the system would be unsuitable for a standard colony. Only two planets orbited the star, both of them gas giants. There was not even an appreciable asteroid field in the system, meaning there was no solid land anywhere for the placement of a colony. However, the two gas giants were revealed to be excellent sources of a number of useful gasses. Combined with the value of Barnard's Star for navigation, it was inevitable that somehow this system would be colonised.

The current governor of the Barnard's Star system is Felix Devereaux. Governor Devereaux served one term in the Mobile Infantry to earn his franchise before entering the business world. He has a longstanding relationship with the Expanded Consortium of Civilian Operators (ECCO), a fact which makes the Castian Corporation rather nervous.

Castus

Role: Gas giant

Circumference: 117,590 miles

Population: 50,000

Orbital Path: First

Rotational Period (days): 7.12

Orbital Period (days): 981

Primary Function: Gas mining

Retention Index: 3

HISTORY

Rather than indulging in the expense and trouble of creating a gas mining facility around either of the two worlds of the Barnard's Star system, the Federation chose to entrust that task to the private sector. The mining rights to the two worlds were sold at auction in 2255 and the venerable Castian Corporation won the rights to the first of the two planets. As the *de facto* owner of the planet, the corporation also acquired the rights to name it. The corporation's board of directors chose Castus, in honour of their own company's name.

Within six months of acquiring the mining rights, construction began on five massive orbital facilities, and in fewer than five years, the first of these facilities was fully operational, extracting a variety of rare and useful gasses from the great planet. However, not all was as the Castian Corporation had hoped.

The first signs of trouble appeared almost immediately, as the gasses mined from Castus were dirty and charged with ions. Some degree of pollution was expected but this exceeded all the corporation's expectations. As the cost of refining the gasses into a pure and useful state rose, the corporation saw its profits from this venture shrink.

Castus was the first restricted (see page 108) stellar colony and it caused a great many headaches for the Castian Corporation, particularly in the early years. It first went online with a crew complement of 35,000, employees of the corporation who had agreed to transfer here in return for an increase in pay. However, the five facilities of the Castus colony were built less as living quarters and more as a utilitarian factory, which the employees soon began to refer to as the Castus Penal Colony. Assaults, thefts, suicides and even murders became commonplace, as the Castus facility began to degenerate into anarchy.

The Castian Corporation considered scrapping the entire project then and there but its board of directors finally determined too much money had already been sunk into Castus to pull out yet. However, the decision to stay necessitated a complete reconditioning of the orbital facilities, as well as a rethinking of how employees would be assigned to the colony.

First, the corporation doubled the size of its internal security force to 1,000 officers. Second, the corporation began renovating the five facilities, one after another, attempting to create a less prison-like atmosphere. Third, the corporation changed its policies on colonisation at the Castus colony,

allowing prospective colonists to sign up for two-year terms at the colony before rotating back to Earth. Though the second and third changes were the most appreciated, the first is likely the one that held the Castus colony back from the brink.

For a time, the five installations around Castus functioned as hoped and expected, the large security force keeping a careful eye on the civilian labourers, whose numbers had slowly increased to 55,000. However, this ill-fated colony had not yet seen its worst moment. On May 23, 2271, a series of unexplained power and equipment failures aboard Installation Two, one of the five orbital facilities, caused it to begin a swift and inexorable fall into the gravity well of the gas giant below. Fortunately, all colonists aboard the facility were rescued by cargo shuttles hurriedly dispatched from the other four facilities but there was no way to stop the fall of the installation itself, which plunged into the storm-tossed atmosphere below.



'Well, the life of Riley it ain't, but it's not a bad job here. The pay's good – better than I got as a grunt, at least. The hours are good and the boss gives us pretty free rein. He's a civilian, you know. Anyway, he doesn't call us apes, or whup on us with a baton and I've never once heard him say 'on the bounce'. Yeah, all things considered, it's a pretty good job. Of course, some of us old grunts think any job where people don't shoot at you very often is a good one. It's all a matter of perspective, I suppose.'

-Jimmy Regan, Castian Corporation security guard

It appears the troubles the Castian Corporation has with this colony are not over yet. The quality of the gasses extracted from Castus, never very impressive, has begun to degrade even further in recent years. For now, however, the profit margin of the facility is just enough for the corporation to keep it operational.

CULTURE

The Castus colony has no real culture of its own, as its personnel are consistently transferring back and forth from other, more desirable areas of Federation space. Visitors to the colony, however, note that there is an oppressive feel to the place. Some mark this down as a result of the omnipresence of stern-faced security guards. Others mark it down as a result of the colonists themselves.

The people of the Castus colony are there to work, and little else. They generally accept this posting because they have an urgent need for the extra money working on Castus brings but no one on the colony actually enjoys being there, making it a grim and humourless place.

Perhaps the least depressing and certainly the noisiest of the four orbital facilities is Installation One. This particular installation differs from the other three in that it is set up to accommodate families. It is the only one of the installations where one will find children and consequently, it is this installation that houses the Federation school and health clinic for the colony.

LAWS AND GOVERNMENT

Considering the nearly lawless period in Castus' early history, the laws on Castus are now rigidly and remorselessly enforced. The Castus Corporation has special dispensation from the Federation for its internal security force to act as the police force for the colony, though of course every one of these men and women must still be a citizen in order to carry a weapon and enforce the law.

There has always been a lingering suspicion that the destruction of Installation Two was the result of sabotage and the Castus Corporation's security force makes a habit of reading all incoming and outgoing messages, as well as inspecting all incoming and outgoing cargo canisters. There is little in the way of privacy anywhere on this colony.

ECONOMY

The Castus colony is wholly owned by the Castian Corporation and all income generated by it in any way flows directly to the corporation. Even the school and health clinic administered by the Federation are housed in space rented by the government from the corporation.

The Castian Corporation employees receive their housing for free while on the colony but nothing else. They buy their food from stores owned by the corporation, they eat in a mess owned by the corporation, they shop for everything from soap to clothes to birthday gifts for children in stores owned by the corporation and staffed by Castian employees. The prices are inflated but the cost is still less than it would be to have something delivered from elsewhere in the Federation. In essence, the entire colony is set up so that money flows in a constant loop from the corporation and back again. Many colonists leaving after a two-year stint in the facilities find that they have not saved more than 10 percent of what they thought they would from their increased pay and many even end up owing the corporation money, inducing them to stay on for another two-year stint in an attempt to pay it back.

POINTS OF INTEREST

Except for those with an enthusiastic interest in gas mining practices and procedures, there are no points of interest in the Castus colony.

Pollor

Role: Gas giant

Circumference: 217,590 miles

Population: 140,000

Orbital Path: Second

Rotational Period (days): 5.24

Orbital Period (days): 1,546

Primary Function: Gas mining

Retention Index: 3

HISTORY

Just as with Castus (see above), the Federation opted to forego the time and expense of creating its own facilities around Pollor and auctioned the planet off to the private sector. In this case, it was bought by Mull & Preston, a newly formed partnering of two corporations.

Pollor has technically changed hands several times throughout the years. It has never been sold; rather, the owners have become part of increasingly large consortiums of corporations. Currently, this immense partnership is known as the Expanded Consortium of Civilian Operators (ECCO), first formed in 2269.

Unlike the Castian Corporation's Castus colony, the ECCO facilities around Pollor have had an uneventful and very profitable history. There are a total of 14 orbital platforms surrounding the gas giant, hosting a population of 140,000, most of whom are employees of ECCO.

ECCO has experienced many of the same problems as the Castian Corporation regarding the quality of the gasses mined from the planet, though the harvest from Pollor does contain fewer impurities and is generally considered to be superior to Castus' production line. Some of this may be merely perception, furthered by ECCO's aggressive advertising and lobbying campaigns but Pollor does turn out a solid, inexpensive gas array used primarily for starships and other production equipment. For this reason and others, ECCO is the proud holder of 14 military contracts with SICON, a number the consortium of businesses back on Earth love to quote during their yearly meetings with the Castian Corporation to set policy for the Barnard's Star system.

CULTURE

The difference between the Castus colony and the Pollor colony is night and day. ECCO, along with all the corporations that have held the rights to Pollor, have gone to great lengths and significant additional expense to make the colony a pleasant environment in which to work – at least, as pleasant as any orbital platform hovering over a violent gas giant in an alien solar system can be. To that end, only eight of the facilities orbiting Pollor were built as gas extraction and refining stations – though that is all those eight facilities do. The remaining six were constructed purely as housing areas for the colony's workforce, complete with multiple

schools, entertainment areas and independent shops owned and operated, generally, by the spouses of ECCO employees. Visitors often remark that each of the six housing facilities at the colony has the feel of a small town on Earth.

Like the Castus colony, ECCO employees at the Pollor colony have the option of signing on for one to three year stints, a practice that has been in place since the colony began. However, about half the workforce on the colony have chosen to remain there full time. As odd as it may seem, Pollor has become their home.

LAWS AND GOVERNMENT

ECCO has the same dispensation the Castian Corporation does, allowing its private security force to bear arms and enforce the law. However, with the Barnard's Star system governor, Felix Devereaux, maintaining his residence and office at the Pollor colony, ECCO's security force is enhanced by the addition of an actual police force. All crimes committed anywhere in the system are tried at this colony, though the actual punishment – a flogging for example – is carried out at the colony on which the crime was committed.

ECONOMY

The Pollor colony's revenue is, like the Castus colony, almost entirely derived from gas mining, though there is a substantial additional income from rental of space on the colony's orbital facilities. Even the governor's offices are rented from the corporation by the Federation.

Without the constant price gouging the Castian Corporation inflicts on its employees, workers at the Pollor facility tend to be slightly better off financially than those at Castus. None of them will become rich through working here, but for most, it is a pleasant if modest life.

'When choosing gasses for all industrial and facilities needs, always remember to test for ECCO.'

A message from the colonists of Pollor and the Expanded Consortium of Civilian Operators

POINTS OF INTEREST

Except for those with an enthusiastic interest in gas mining practices and procedures, there are no points of interest in the Pollor colony.

SIRIUS SYSTEM

Distance from UCF Centre: 8.6 light years

Number of Colonies: 1

Retention Index Average: 4

Upon arrival in the Sirius system, the SICON survey group discovered something they had not found in more than a decade – a world that was already habitable to humans and covered with a rich ecosystem reflecting a tremendous diversity of plant and animal life. They also found one of the most important discoveries thus far in human history.

The planet in question was similar to Earth in nearly every respect save that it was smaller, with a circumference some 5,000 miles smaller. Regardless, this new world was immediately identified as a prime candidate for a colony, quickly named Karrus in honour of the Sky Marshall Lucien Karrus.

While one of the survey mission's three warships, the *William Powers*, was dispatched back to Earth to inform SICON of the discovery of Karrus, the other two warships, the *Stokely Hutchins* and the *James Clark* continued mapping the system along with the survey ship, the *David Hall*. Once the survey had begun in earnest, however, a shocking discovery was made. There was evidence of intelligent life on the planet.

The evidence was extremely compelling. Orbital scans of the planet revealed what were almost certainly buildings, roads and what may have been agricultural fields located near the mouths of the various surface rivers. However, there was no sign of any inhabitants. Considering there had been no indication of any hostile spacefaring presence in the system, Julia Thorne, captain of the *Stokely Hutchins* and commander of the mission, made the difficult decision to send the *James Clark* back to the Federation as well, to inform SICON of this new information while her ship stayed on to protect the *David Hall*.

SICON responded quickly to this news, first ensuring the information would not leak out via FedNet then dispatching a task force of ten warships loaded with Mobile Infantry troopers, as well as a delegation of diplomats, to the Sirius system to investigate. This was the first time that the handiwork of intelligent alien life had been seen since the

exploration of the Beta Cygni system, when the *Ozymandias* had reported sightings of alien cities on the surface, only to see them seemingly vanish without explanation beneath the shroud of a dust storm. SICON was determined to succeed in contacting the alien race on Karrus.

However, during the intervening three weeks between the arrival of the survey mission and the arrival of the task force, the *David Hall* had been continuing extensive surveying of the planet and had yet to see any signs of habitation in the structures below. Further, the buildings, the roads, everything that could be observed from orbit seemed incredibly primitive, like something that might have been built or made by a Bronze Age society. Regardless, the survey ship had continued to gather information about the planet itself, information that left no doubt as to the value of the world.

Upon the arrival of the SICON task force, several companies of Mobile Infantry troopers escorted the Federation diplomats and scientists to the planet's surface. There, they discovered the primitive cities were indeed uninhabited, as well as the reason for this. The natives were all dead.

SICON launched a number of scientific missions to Karrus over the next six months, trying to determine the fate of the planet's former inhabitants. In each case the scientists were escorted by Mobile Infantry troopers on the chance that some hostile force had been responsible for the genocide of an entire race. However, each scientific mission confirmed the same thing, that the planet's natives, a race of humanoids surprisingly similar in outer appearance to humans (except for a prehensile tail, extra digits and knees that could bend in either direction), had died out between 150 and 175 years before the first Federation survey mission arrived, victims of a planet-wide plague. For several months more, the planet Karrus was under quarantine as the Federation and its scientists attempted to determine whether or not the plague was still active and, if it was, whether it was hazardous to humans. Eventually, genetic research was able to isolate the bacteria responsible for the plague but subsequent testing showed it was harmless to human beings. During this entire time, the details of Karrus were kept shrouded in a blanket of secrecy from the populace of the Federation.

As a result of this ghoulish serendipity, the Federation realised that Karrus, now uninhabited, was still an excellent candidate for colonisation. The ruins of the old civilisation, whose people had been named the Karnans, were cordoned off and the Federation began construction on its newest

colony. Only then was the true story of this fascinating planet made public.

The current governor of the Sirius system is Emil Dubois, a native of Karrus who was decorated for bravery four times during his service with the Mobile Infantry.

Harrus

Role: Supplier of multiple resources to the Federation

Circumference: 16,560 miles

Population: 3,125,000

Orbital Path: Third

Rotational Period (days): 0.84

Orbital Period (days): 251

Primary Function: Multiple resources

Retention Index: 4

HISTORY

Despite its relative proximity to the Sol system, at least as compared to systems like Cincinnati and Shoreridge, the Sirius system was not extensively surveyed, nor its one habitable planet colonised, until about 35 years ago, long after most other Federation colonies were established and thriving. Shoreridge III, by way of example, was colonised more than 50 years ago and orbits a star nearly three times as far from Sol as Sirius is.

Initially, the Federation Colonisation Commission had a difficult time recruiting colonists for Karrus. The plague that had wiped out its former population had become public knowledge by now and, despite assurances from the government and a large number of scientists that it could not affect human beings, there was still unsurprisingly some of nervousness in the population.

However, once the Karrus colony had been up and running for a decade, such fears began to ebb, and the many possibilities and opportunities of Karrus soon began to lure colonists in droves.

What makes Karrus so remarkable as a colony is not that it does one thing perfectly well but that the world does many things extremely well. In the course of the colony's history, it has developed agriculture, mining, heavy industry, enormous corporations and even a thriving tourism industry. All these qualities are a source of tremendous pride to the people of Karrus.

That pride almost became dangerous to the colony some 20 years ago, when the colonists began referring to Karrus

FEDNET BREAKING NEWS

Karrus Colonist Makes Surprising Discovery

Karrus civilian Kathy Matson was taking her children on a hiking tour through caves at the Karnan ruins near Grace Peak when she noticed something strange in a cramped and dusty side passage.

Upon stepping off the main tunnel to investigate, Matson discovered what seemed to be some kind of strange form of an axe, with a stone head and wooden handle. The axe conforms to some of the designs discovered in the ruins of the old civilisation of the Karnans but it shows few signs of decomposition.

Federation scientists who have examined Matson's find believe it is either a skilled forgery or that some unknown property of the caves has managed to preserve the axe against the ravages of time. Further investigation is promised.

Would you like to know more?

as 'New Earth'. This unfortunate choice of words set off a number of red flags at SICON, as it smacked of separatism. Consequently, the planet came under close scrutiny by Military Intelligence, a scrutiny SICON did not bother to hide.

However, the first Military Intelligence investigation (as well as those that followed whenever someone at SICON felt there was need) did not reveal any true separatist or dissident activity on Karrus.

One industry that should thrive on the planet but does not is archaeology. Though several of the ruined cities and towns of the Karnans are available to tourists, the Federation will only rarely issue permission for an archaeological team to investigate any of the other sites.

Early in the life of the Karrus colony, there were occasional 'Karnan sightings' – people who claimed to have seen one of the original race of the planet. Of course, the Federation said this was impossible, as it had ensured there were no survivors before beginning construction on the colony and

FedNet will not broadcast such sensationalism. Eventually, these so-called sightings became more infrequent but they still occur from time to time.

CULTURE

Karrus is home to the largest population of humans anywhere outside the Sol system. The people of Karrus tend to be proud, optimistic and confident, cultural traits that are easily understandable given all the colony has accomplished in its relatively young life.

Despite the ruins all over the planet from the ancient civilisation that once lived there, the people of Karrus tend to look toward the future, not the past. Karrus has been the site of one success after another since it was first settled by humanity and the potential of the planet seems unlimited.

Ambition is also a defining trait of the Karrus culture. It has what has fueled the rise of what is commonly referred to in economic circles as the 'Sirius Lion' – the meteoric rise of Karrus' financial and political power in the last three centuries.

The people of Karrus are extraordinarily loyal to the Federation, despite any concerns that may have arisen over their christening of the planet as 'New Earth'. This loyalty, along with the ambition and optimism endemic in Karrus society, spur many of its young people to enlist in Federal Service to earn their franchise as citizens and the colony itself has one of the largest citizen populations of any stellar colony in the Federation.

LAWS AND GOVERNMENT

The capital of Karrus is a city called New Madrid, the only city of any appreciable size on the planet and home to more than two million people. The mammoth Federal Building in the centre of New Madrid is the seat of all government for the Sirius system, an enormous bureaucracy administering the laws, education, health care and employment needs of this vibrant world.

The laws of Karrus are practically indistinguishable from those of Earth. However, visitors should be aware that the majority of the Karnan ruins are off-limits to anyone not there with express governmental consent. Trespassing may result in a fine to be determined by the judge and a flogging of up to 20 lashes.

ECONOMY

The 'Sirius Lion' has roared – and the whole Federation has heard it. Though the colony was slow to get started, due to lingering concerns in the population about the plague that destroyed the Karnans, within a decade the colony hit the ground running and has never looked back.

The people of Karrus call their planet 'New Earth' for a very good reason. It is capable of producing almost anything Earth can and it has the local business acumen and financial power to act on its natural resources. This ensures the colony a steady stream of income from a wide variety of sources, from raw mining materials to manufacturing to tourism. Thus, the colony sends a steady stream of revenue (not to mention concrete goods) back to Earth, thereby earning its high retention rating.

Among the powerful corporations created and headquartered on Karrus are:

- ⊕ Allied Metallics – a consortium of mining corporations and foundries
- ⊕ Belor Systems – a computer manufacturer
- ⊕ Neurofiber – makers of the high-speed data lines used in everything from FedNet consoles to the armoured suits of the Mobile Infantry
- ⊕ Sirius Label – an agricultural consortium, specialising in growing, harvesting and distributing the edible native fruits and vegetables of Karrus

POINTS OF INTEREST

Though of course Karrus falls far short of Zegama Beach as a holiday destination, there are a vast number of things to see and do on the planet. New Madrid has some of the finest museums, symphony halls, sports teams and theatres of any stellar colony. Indeed, they are finer than those of many cities on Earth.

Outside of New Madrid itself, the planet has towering mountains, wide seas and raging rivers for those with a taste for a little adrenaline with their entertainment. Given the planet's low gravity as compared to Earth, activities ranging from mountain climbing to hang gliding take on an added level of excitement.

Lastly, of course, there are the Karnan ruins to visit. Several of the larger sites are open to the public year-round, offering tours, hiking excursions and even accommodations for a reasonable price.

EPSILON ERIDANI SYSTEM

Distance from UCF Centre: 10.5 light years

Number of Colonies: 1

Retention Index Average: 4

When the first SICON survey mission arrived at the Epsilon Eridani system, the initial feeling of the survey crew was that SICON would pass on putting a colony here. Though it has one planet within habitable range of a Sol-type star, that one planet had a circumference nearly half again that of Earth, meaning it would have a significantly more powerful gravitational field.

However, after the *Oppenheimer* research vessel and its warship escort reported their findings in Epsilon Eridani back to SICON, the Federation decided to take a gamble and begin planning to establish a colony on the star's lone planet. In the long run, the gamble paid off. Subsequent research and scouting missions showed that, aside from the planet's high gravity, it was otherwise perfectly hospitable to humans. This is a rarity among planets and the Federation felt it could not let this planet pass by. In 2270, construction began.

The current governor of Epsilon Eridani system is Cynthia Schroeder, a retired major from the Mobile Infantry. She is the third member of her family to serve as governor of this system, preceded by her grandfather and her great grandmother.

Epsilon Prime

Role: Manufacturing, mining, business centre

Circumference: 32,060 miles

Population: 390,000

Orbital Path: First (only one planetary orbital ring in system)

Rotational Period (days): 1.13

Orbital Period (days): 402

Primary Function: Manufacturing, mining (shipyards in orbit)

Retention Index: 4

HISTORY

If there were ever to be a non-medical cure for insomnia, an exhaustive treatise on the history of Epsilon Prime would surely be it.

Though it is extremely valuable in many circles (to SICON, the Federation at large and the business community in particular), very little of any real, lasting interest to the

field of general history has happened on this world. As for business history, that is another matter.

Since the first days after the colony's founding in 2272 and once the colonists had gotten over complaining about the increased gravity of their new world, Epsilon Prime has been known throughout the Federation as a haven for civilian businesses. Much of this was due to the actions of Alexander Kesey, the first mayor of Achilles, the capital city of Epsilon Prime.

Kesey, once a lieutenant in Fleet, had no desire to preside over the capital city of a colony barely scratching a living out of the alien dirt. He had seen firsthand the glacially slow growth and economic poverty of colonies like Hod and Shoreridge III and he was determined that Epsilon Prime would not join their ranks. A skilled negotiator who was often called a borderline psychic for his ability to read people, he was able to strike deal after deal with up and coming civilian corporations on Earth, offering them everything from municipal tax exemptions to free land if they would move their headquarters to his new colony. Though most refused, thinking the loss of prestige from moving headquarters away from Earth would be more than any perks offered by the

OPEN FEDNET HISTORY ARCHIVE

March 7, 2316

Lyle Carlson and the rest of the Board of Directors of the Burton Howell Group were found guilty today for crimes of treason against the United Citizens' Federation, as the judicial tribunal agreed unanimously with the prosecution's evidence. This evidence showed beyond all doubt that the entire board was complicit in using its operations on the Epsilon Prime stellar colony as a means of funneling military weapons, including Marauder suits and shipboard weapons, to enemies of the Federation.

The sentence for the crime of treason is death by hanging. The sentence will be carried out at 6 p.m. GMT this evening and will be broadcast live on FedNet.

Would you like to know more?

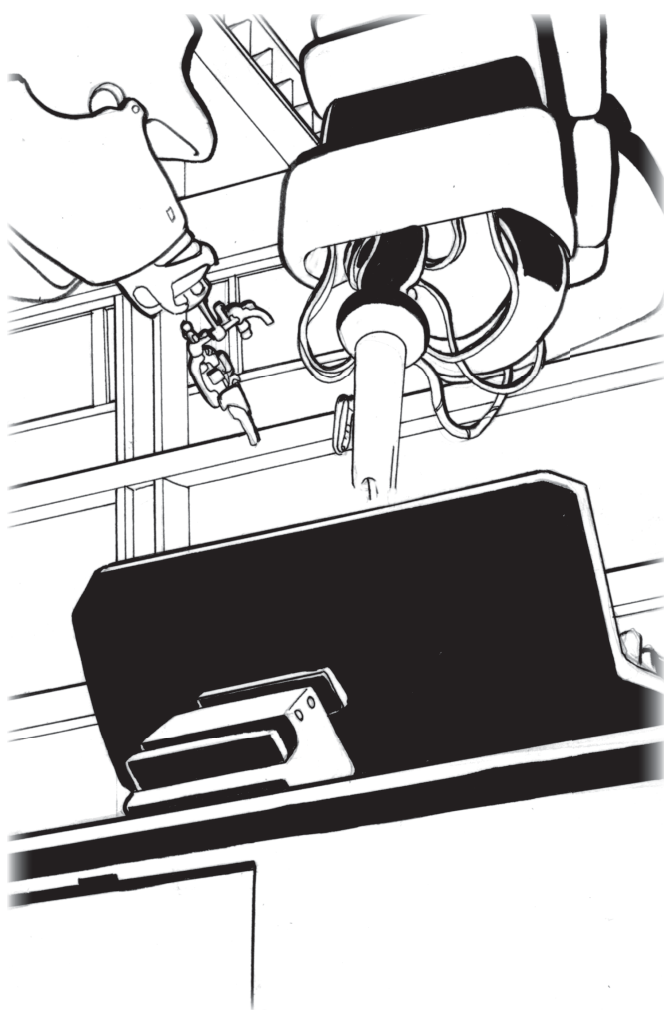
CLOSE FEDNET HISTORY ARCHIVE

mayor of a new colony could possibly offer, a large number accepted and have been thriving ever since.

CULTURE

As the old saying goes, the business of Epsilon Prime is business. To say the people of this colony have a mercenary mentality would be going a bit too far but *only* a bit. Fully one quarter of the population of the colony (and slightly more than a third of the population of Achilles) is made up of business executives and their rather sizable groups of underlings and staff. Profit and productivity are of central importance in their lives, an outlook that has long since spread to the remainder of the colonists.

This business-friendly attitude has made Epsilon Eridani the home of a number of inventions over the years, from the latest styles of civilian ships rolling off the assembly lines of the orbital shipyards of companies like Mereson Spaceways to the technologies used for preservation of massive amounts of food for transport between stellar colonies. Of course,



this same business-friendly attitude has resulted in a few high-profile scandals in the civilian business community as well.

LAWS AND GOVERNMENT

Part of Alexander Kesey's legacy is the business-friendly environment of Epsilon Prime, which translates into an unofficial legal 'flexibility' where businesses are concerned. There are limits to this, of course, and any corporation with a government or military contract would be well advised to dot all its i's and cross all its t's if it wants to keep that contract and stay out of court. However, corporations on Epsilon Prime are not bound by all the environmental and financial regulations which apply to Earth-based corporations.

The 'profit first' attitude of the people of Epsilon Prime has had some dire consequences in the past. Most recently and perhaps most infamously, the Burton Howell Group was revealed to be using its operations on Epsilon Prime as a way of smuggling military hardware to the Black Cross, a revelation that resulted in the hanging for treason of the entire board of directors and put the colony under the microscope of Military Intelligence for nearly five years. Obviously, the Burton Howell Group is no longer in business – its assets were seized by the Federation and auctioned off to its competitors.

As an added exclamation point to the Burton Howell Group disaster, the Federation removed Governor Mary O'Laughlin from office, citing gross incompetence. This marked the first time in decades that a governor had been forcibly removed from office. It was certainly the most public such dismissal since Governor Tomas Leary was removed from the Governorship of Hesperus.

ECONOMY

Despite occasional high profile scandals like the Burton Howell Group, the economy of Epsilon Prime is booming. The planet is the headquarters of so many corporations, representing such a variety of industries, that even such a scandal cannot constitute more than a hiccup in its bottom line.

The most important industries on Epsilon Prime, obviously, are its mining and shipyard industries. Together with its technological facilities, the planet is very nearly able to build spaceships without the need for a single imported component.

Though it may be surprising, sports and recreational activities also contribute substantially to the economy of the colony.

With its strong gravitational field, the planet is considered a prime location for those who are enthusiastic enough about engaging in highly strenuous sports – everything from rock climbing to fieldball. Such a workout in a gravity that is half again as strong as Earth's is considered a true test of an athlete's ability and draws athletes and fans from throughout the Federation.

POINTS OF INTEREST

Achilles is the primary point of interest on Epsilon Prime, the only city of any appreciable size but one that certainly makes up for the lack of any others. The wealth of its population means virtually any appetite can be satisfied somewhere in Achilles, whether it is for tuna imported live from Zegama Beach, wine imported from France, a champion level game of fieldball in the enormous Fedcon Stadium or even something of a more private matter.

Outside of Achilles, Epsilon Prime has one major tourist attraction – the Olympian Mountains. Towering as high as 21,000 feet above sea level, these mountains offer some of the best skiing anywhere in Federation territory, and the additional speed a skier can achieve in the heightened gravity makes this a truly exhilarating experience.

URSA MAJORIS SYSTEM

Distance from UCF Centre: 14.7 light years

Number of Colonies: 1

Retention Index Average: 4 (was 1)

Ursa Majoris system was essentially useless for colonisation when first surveyed by SICON. It consists of five planets – two of them half-melted rocks in tight orbits around the star, the other three gas giants on the fringes of the system. The outermost of these was the only one that had so much as a single viable moon, large enough to site a colony on, but devoid of any mineral wealth to make doing so worthwhile.

However, SICON was interested in placing a refueling station somewhere in the vicinity of Ursa Majoris, and deemed that single moon, named Kodiak for the patina of methane ice coating its surface, a likely prospect for such a facility. SICON dispatched a larger force to the Ursa Majoris system to prepare the moon and begin construction of what was to be named Kodiak Station.

Kodiak Station is a military base, not a true colony. The base commander, currently Captain Ryan Lobell, acts as governor for the system when necessary.

Hodiak Station

Role: Military base

Circumference: Moon, 830 miles

Population: 6,000 (was 400)

Orbital Path: Orbits UM-201 (fifth and last planet in Ursa Majoris system)

Rotational Period (days): 0.37

Orbital Period (days): 984 (orbital period for UM-201 to orbit Ursa Majoris)

Primary Function: Military base

Retention Index: 4 (was 1)

HISTORY

Kodiak Station went online in 2252 as a refueling depot and quickly gained a reputation as the most boring post available in SICON. It was built in anticipation of much greater progress in humanity's move spinward through the galaxy, progress that never really came to pass.

As the years passed, with a complete lack of any form of military action or meaningful use for the station, Kodiak Station began to acquire detractors back at SICON. The base increasingly came to be seen as a waste of men and money and gradually began receiving less and less of each. Eventually, Kodiak Station came to be known as a dead end assignment for men and women of the Fleet and Mobile Infantry, the place SICON sent officers it had no reason to dismiss but considered effectively useless. A posting at Kodiak Station was an unofficial dishonour on an officer's record, the kind of thing that would come back to bite him when bucking for his next promotion or trying to enter the world of politics.

That all changed a few years ago, when the first Skinny attacks on unofficial colonies near Kodiak Station were confirmed. As the closest true base to the raided worlds, Kodiak Station became a stopping point for ships and troops sent to investigate. Now the installation is the main staging area for Operation: Clean Sweep and has had its funding, personnel and status increased accordingly.

CULTURE

As a military base, Kodiak Station has no real culture of its own. However, during its long decay before the Skinny threat revitalised it, there was a palpable sense of depression in the air, something very unusual for a military base in SICON. With the advent of action against the Skinnies, that has changed. It once again feels like a military base, its long-time personnel feeling a sense of satisfaction that

their long and lonely watch at the edge of night has been vindicated.

LAWS AND GOVERNMENT

As a military base, Kodiak Station is governed by military law.

ECONOMY

Kodiak Station has little in the way of an economy, aside from money spent in the base's PX. It does act as a refueling station for civilian transport ships, which generates a small amount of revenue for SICON.

POINTS OF INTEREST

A crowded and utilitarian structure on a barren, distant moon, Kodiak Station has no points of interest.

WOLF 294

Distance from UCF Centre: 10.5 light years

Number of Colonies: 1

Retention Index Average: 4

The SICON survey task force sent to investigate the Wolf 294 system did not expect to find much there and they were right. The star hosts four planets, the outer three of which are gas giants and the innermost subject to such temperature swings and wreathed in such a caustic atmosphere it makes Venus seem positively pleasant.

However, the survey team was sent not so much to find a hospitable planet as it was sent to find a viable location for a repair and refueling station to allow SICON to continue exploring outward toward the galactic rim. Given the limitations of the Cherenkov drive (see the *Starship Troopers Roleplaying Game* core rulebook), SICON needed such a station if it were to continue its exploration and thus its territory.

Wolf Run is technically under military jurisdiction. The commander of the facility, Captain Irene Montgomery of Fleet, acts as the *de facto* governor when necessary.

Wolf Run

Role: Repair station

Circumference: Asteroid Belt

Population: 15,000

Orbital Path: Asteroid belt between third and fourth planets

Rotational Period (days): —

Orbital Period (days): —

Primary Function: Ice and mineral mining

Retention Index: 3

HISTORY

Though SICON's survey mission expected to find nothing worth mentioning in the Wolf 294 system, they did not come up completely empty handed. Though none of the planets nor any of their moons were of value, the asteroid belt between the third and forth planets held surprising riches in the form of exceedingly pure ores of iron and other metals, as well as pure ice to be melted down into drinking water. The last is the greatest treasure of all and more than one SICON engineer has remarked as to how little people value water until there is none to be had – as is the case in vast reaches of space.

Wolf Run is the Federation's newest colony, though it hardly qualifies for that name. Administered by SICON, it is a refueling and refitting station with restricted use – only SICON ships may use it. Civilian ships will have to look elsewhere.

Wolf Run, a collection of environmental domes erected on some of the largest asteroids in the belt, also marked the Federation Colonisation Commission's first major foray into the use of criminals as potential colonists. SICON was understandably dubious about the idea but, after several months of negotiation and psychological testing of the potential colonists, finally agreed.

Since taking on criminals as colonists immediately after its founding just 40 years ago, Wolf Run has seen several burglary sprees and one string of particularly gruesome murders. In all cases, blame fell immediately on the criminal colonists but, again in all cases, it was eventually revealed to be one of the civilian workers at the facility attempting to use the presence of the criminals as a smoke screen to cover his own culpability.

CULTURE

Wolf Run is an odd melting pot. It is administered by citizens, generally enlisted in Federal Service, overseeing a civilian workforce. Added to the mix is a significant number of criminals, who have been approved by the Federation Colonisation Commission to work here. There is usually conflict when citizens and civilians work together. The addition of the criminals has only made it more interesting.

The most defining aspect of Wolf Run is that it is a place of hard work. Mining is a difficult job under any conditions.

Mining in an asteroid belt is only slightly less hazardous than combat duty and it is rare for more than a month to go by without an accidental fatality. This lends a certain callousness and gallows humour to the men and women (but mostly men) of Wolf Run.

LAWS AND GOVERNMENT

As Wolf Run is administered by SICON, it falls under the rule of military law, which applies even to its civilian and criminal populations.

ECONOMY

Wolf Run is fully funded by SICON but that does not mean it contributes nothing back. The ores mined from its asteroids are among the purest ever discovered and are put to a myriad of uses throughout the Federation. The facility could bring in more money if SICON would allow it to service civilian transports but thus far it has adamantly refused.

POINTS OF INTEREST

Although the view of the four planets and the alien sun are quite striking, there are no real points of interest to an outsider anywhere in Wolf Run.

ALTAIR SYSTEM

Distance from UCF Centre: 16.8 light years

Number of Colonies: 1

Retention Index Average: 2

SICON had no idea what to expect when it sent its first survey mission to Altair. The entire system is surrounded by an ionic nebula that, while transparent to normal vision, has a tendency to disrupt magnetic and electrical systems. Opting as usual to err on the side of caution, SICON's first mission to this star seemed more of an invasion force than a survey mission. Flanking the survey ship *Julian Lacoure* were five SICON warships loaded for battle.

Sending such a large force on the initial survey mission turned out to be a wise move, as upon entering the system, the SICON force realised they were not alone. A group of five alien vessels were already in the system. For several tense minutes, the two forces stood their ground and Captain Murphy O'Neal of the *Sharpsburg*, commander of the survey mission, sent the alien vessels a standard greeting. There was no response and the crews of the SICON ships braced for what they assumed was going to be a fight. Suddenly, without warning or explanation, the alien vessels turned and accelerated toward the edge of the system, fleeing the

SICON force and leaving Federation space behind. This retreat was apparently permanent as there has never been another sighting of these ships. SICON personnel described the alien ships as something that looked like they came from the depths of the ocean. Spherical in shape, perhaps 500 feet in diameter, and glowing slightly, the entire surface of each ship bristled with spines some 30 to 40 feet in length. Federation scientists have postulated these could be anything from weapons to communication arrays but, without encountering this mystery race again, there is no way to know for sure.

Following the encounter with the aliens and their subsequent flight, the survey mission dispatched one ship, the *Dumas*, to inform SICON of what had happened while the remainder of the ships focused on surveying the system. The fourth planet, Tango Urilla, was targeted as a candidate for colonisation.

The planet itself is very similar to how scientists believe the Earth looked earlier in its life and the best estimates of geologists place the age of Tango Urilla at 1.5 billion years, even younger than Rhohan (see page 136).

The current governor of the Altair system is Ellen Roark, recently retired from a long career in Military Intelligence.

Tango Urilla

Role: Agriculture and mining

Circumference: 24,550 miles

Population: 155,000

Orbital Path: Fourth

Rotational Period (days): 1.07

Orbital Period (days): 381

Primary Function: Agriculture and mining

Retention Index: 2

HISTORY

In light of the encounter with the mysterious aliens, SICON decided to establish a colony on Tango Urilla, both as a means of demonstrating possession of the Altair system and in hopes of managing to establish communication with the aliens should they ever return. Of course, they never have but the colony has found other ways to be of use to the Federation.

Tango Urilla had a difficult time getting started as a colony, located as far from Sol as it was and so near alien and potentially hostile space. Though it was founded some 45 years ago, the colony's population remained below 20,000

for the first decade of its existence until the complete lack of any military action convinced other potential colonists on Earth that it was safe to go.

Over the course of its existence, Tango Urilla has built up a reputation as a supply world – generating far more food and raw materials than it needs to survive. The excess is picked up by SICON and civilian transports, then either stockpiled or conveyed to Luna for processing and distribution.

The ionic nebula surrounding the Altair system continues to be a problem for Tango Urilla. The havoc the nebula can wreak on a starship's systems means no ship visits Tango Urilla that does not absolutely have to. In the past, this has left the colony undersupplied or unsupplied in certain goods. Fortunately for the colonists, the agricultural resources of the colony mean that food will never be lacking, even if their FedNet programming is months old by the time they receive it.

Recently, rumours of bug activity in nearby space (and even on the planet itself) have begun circulating through the colony. SICON has thoroughly investigated each of these rumours and has told the colonists there is no danger.

CULTURE

Though Tango Urilla makes valuable contributions to the Federation, the colonists have long been aware of the fact that their home is of low status when compared to other stellar colonies. Recently, after SICON compiled the Retention Index numbers for each of the stellar colonies, someone in SICON leaked Tango Urilla's ranking to the colonists, deepening the realisation that this distant outpost of humanity is not considered valuable by the government.

This knowledge has created a divide in the population, though until the Retention Index ranking came out, the divide was subtle enough that most outsiders would not have noticed it without looking. The attitude of SICON and the Federation toward Tango Urilla has made some of the colonists angry, even hostile and there have been whispered talks of separatism in some corners of Altair City, the colony's capital. On the other side of the divide, representing a larger portion of the population, are those who remain loyal to the Federation and only want to find a way to make their home more valuable, to encourage SICON to defend it. They fear the whisperings of the would-be separatists will only serve to make SICON even less interested in retaining Tango Urilla in the face of an attack by the Skinnies or the bugs.

By and large, the people of Tango Urilla feel somewhat isolated from the Federation, less a part of humanity at large than the other colonies. To an outsider, they tend to seem desperate and nervous, qualities that can make the most innocent of them be seen as suspicious.

LAWS AND GOVERNMENT

Tango Urilla is governed by a single leader, a citizen appointed by the governor of the system. Both the governor and the leader occupy offices in the Federal Building in Altair City.

The laws of Tango Urilla are exactly the same as those of the Federation at large, with no additional provisions unique to the planet. For the most part, however, there is rarely a need for these laws as Tango Urilla's small population has an equally small criminal element. Despite the rumours of separatist sentiment, no one has yet been caught or tried on such charges.

ECONOMY

One of the contributing reasons for Tango Urilla's low Retention Index score is the fact that there is very little corporate investment in the colony. Unlike other agricultural and resource production worlds, the majority of the viable farmland and mineral deposits are worked by private citizens and civilians. Without a powerful corporation back on Earth to stress the need of maintaining its holdings to SICON, it is easy for a planet like Tango Urilla to become virtually forgotten.

The fact that most people of Tango Urilla work for themselves (or for another citizen or civilian of the colony) rather than as cogs in a giant corporation has translated into a slightly larger median income for the colony. The surplus production of the colony is considerable and most transport ships depart the planet leaving a good amount of money behind. However, there is little enough on the planet for the colonists to spend it on.

POINTS OF INTEREST

There is very little of interest on the planet of Tango Urilla or even in the entirety of the Altair system, except to scientists. Aside from transport and supply ships, the only visitors to the colony tend to be astronomers in the system to study the ionic nebula (known colloquially as the Tango Cloud), or from geologists come to study the makeup of the young planet.

SIGMA DRACONIS SYSTEM

Distance from UCF Centre: 18.8 light years

Number of Colonies: 1

Retention Index Average: 3

When SICON sent its first survey mission to the Sigma Draconis system nearly 70 years ago, it was not impressed with what it found. The only planet with the habitable zone of the star was wreathed in a blanket of thick dust and the solar system lacked any appreciable asteroid fields or valuable gasses.

However, upon receiving the survey mission's data, Federation scientists theorised the blanket of dust in the planet's atmosphere was a temporary situation; all the data suggested the planet had been struck sometime in the last few centuries by an enormous comet or asteroid and that the evidence indicated the dust levels in the atmosphere were beginning to dissipate.

The opportunity to study a planet that had been struck by such a cataclysmic event was enthralling to scientists, so much so that the Federation authorised repeated scientific missions to the planet over the next few years, while SICON decided to keep tabs on the planet in case it became viable for colonisation. In a length of time so short it shocked scientists, the dust cloud settled and within 20 years, the planet was declared viable for study and colonisation.

The current governor of the Sigma Draconis system is Antony Mbeki, a native of Faraway who nonetheless takes every available opportunity to spend time on Earth.

Faraway

Role: Agriculture, mining

Circumference: 22,060 miles

Population: 300,000

Orbital Path: Fourth

Rotational Period (days): 1.08

Orbital Period (days): 341

Primary Function: Agriculture, mining

Retention Index: 3

HISTORY

The most exciting time in the history of Faraway happened before humanity even arrived at the planet. According to the best evidence gathered by Federation scientists, the planet was hit with an asteroid approximately 21 miles wide travelling at 31,000 miles per hour sometime around the year 1650. It impacted on dry land with more force than

OPEN FEDNET NEWS FEED...

Dr. Yvonne Buleaux of Sigma University Announces Major New Find on Faraway

Chairman of the Sigma University Draconian Studies Department Dr. Yvonne Buleaux yesterday announced an exciting new find in her excavation of the Draconian ruins in the Miller Hills on Faraway. Dr. Buleaux, who has worked the site along with students and fellow faculty for the last four years, discovered that what she and other scientists had long thought to be a small hillock was anything but.

Working carefully to remove the rock-hard ash coating the surface of this false hillock, Dr. Buleaux discovered a smooth hemisphere of unknown metallic composition. She described the hemisphere as perfectly smooth, showing no sign of any kind of opening in the section she has been able to uncover thus far. Strangely, the hemisphere appears to be impervious to all scanning equipment Dr. Buleaux had at her disposal.

The archaeological expedition was forced to cease work for the day shortly after making their discovery, when the entire expedition suddenly developed nosebleeds. Of course, that is not unusual on Faraway, given the thinness of the atmosphere and the amount of dust still in the air after all these years.

Would you like to know more?

half SICON's Fleet could muster, creating such a cataclysm that every form of life on the planet was destroyed.

The planet was far from uninhabited when this happened. Not long after commencing its first large-scale investigation on Faraway, the Federation learned that there had been intelligent life on the planet before the apocalypse when the scientists began to discover evidence of cities, concurrent with a civilisation in the early stages of the Industrial Age.

Since those first discoveries, a number of well-preserved bodies have been found in the thick, caked volcanic dust everywhere on the surface of the world. The civilisation native to Faraway was reptilian, using a long, snakeline tail for locomotion and equipped with four arms, each with two

fingers and an opposable thumb. In honour of the star's name, and in recognition of the race's reptilian derivation, they were named the Draconians.

For nearly 20 years after the colony's founding in 2278, Faraway was in the news constantly, as Federation scientists discovered more and more information about the race that evolved, lived and died there. Slowly, the novelty of it wore off and, though there are still scientific expeditions launched to Faraway, they have grown fewer and fewer over the years and the population of the Federation as a whole has long since ceased to care about the Draconians.

Close to the galactic core and with nothing whatsoever past it to defend, Faraway is rarely visited by the Fleet. When ships do come to Faraway now, it is usually only a cargo ship or two, there to haul away the valuable produce the world generates for distribution to other colonies. The appearance of a warship in Sigma Draconis system is rare indeed and they are usually only there long enough to do a quick and perfunctory security sweep before departing for another six to eight months.

That is swiftly beginning to change. Though it is certainly not the kind of thing that is reported on FedNet, ships belonging to the Black Cross (see page 69) and the Civilian Militia (see page 76) have been seen in the region and SICON suspects they have been using Fleet's lax patrolling schedule in order to slip in to Faraway and resupply. Consequently, Fleet has been ordered to step up its patrols dramatically.

CULTURE

In the beginning, Faraway was a colony of friendly, curious, adventuresome people, who thought of the history of their new world as a great mystery to be explored. As time passed, however, and their world became more and more isolated, so too did the colonists. Today, visitors to Faraway describe the colonists, citizen and civilian alike, as hostile or even xenophobic.

LAWS AND GOVERNMENT

Local matters on Faraway are decided by a group of five Consuls, who preside from the Federal Building in the planet's capital city. The city's official name is Sigma City but it is known locally as Longago, a play by colonists on the name of their world.

Law enforcement on Faraway is notoriously lax, another factor in SICON's suspicion that the colonists are collaborating with groups like the Black Cross and the Civilian Militia.

ECONOMY

The history of Faraway has been entirely peaceful, a situation that lends itself well to the kinds of industry the planet supports. Corporate investment in the planet is rather low; instead, the colonists have taken to forming large collectives of farmers and miners, working to maximise output through sharing equipment and supplies.

In its earliest days, Faraway supported a booming tourist business, as people from throughout the Federation came to see the ruins left behind by the Draconians. The interest was impressive enough that Sigma City was even able to support a small university, Sigma University. The university remains today but its enrollment has been down consistently for the last five years and it may have to close its doors soon.

POINTS OF INTEREST

There are a number of points of interest on Faraway for the curious traveller. During Sigma City's days as a tourism boomtown in the colony's early years, a large number of hotels and entertainment venues were constructed. Most of these are still in operation today but the tiny trickle of tourism the planet receives now is not nearly enough to keep them at capacity and a thrifty traveller can usually find a good deal anywhere in the city.

The ruins of the Draconians are the most popular sightseeing destination on Faraway and there are a number of them open to the public, as well as a museum in Sigma City dedicated to the first intelligent inhabitants of the planet.

Lastly, there is the Hole Lake, the wide and abysmally deep body of water filling the crater left by the asteroid that wiped out the Draconians.

ETA CASSIOPEI SYSTEM

Distance from UCF Centre: 19.4 light years

Number of Colonies: 1

Retention Index Average: 3

A small and water-poor world orbiting a dim star, Cassandra was all but overlooked as a location for a colony. However, after the invention of the Guilder wave communications system, SICON became far more interested in the planet, seeing it as an excellent location to establish a communications relay point to direct signals from SICON ships near the galactic fringe coreward.

The current governor of the Eta Cassiopei system is Anantha Ranjib, a veteran of the Mobile Infantry who is determined

to see Cassandra's reputation change for the better under his administration.

Cassandra

Role: Communications

Circumference: 19,060 miles

Population: 190,000

Orbital Path: Third

Rotational Period (days): 0.69

Orbital Period (days): 396

Primary Function: Communications, coreward relay point

Retention Index: 3

HISTORY

The history of Cassandra reads like an expanded version of Murphy's Law – anything that can go wrong, will. From the date of its founding in 2284, when the civilian contractors putting up the first buildings of the settlement used the wrong materials resulting in the collapse of the Federal Building two years later, to last May when the coreward relay antenna began inserting a computer virus into every transmission passing through it, the colony has been the site of one problem after another – some petty, some calamitous.

Some blame the unnamed astrogation officer at SICON who assigned the planet the name Cassandra for these problems, other blame pure chance. More than once, SICON has come very close to blaming the populace.

Within five years of its founding, there had been several major mishaps on Cassandra, beginning with the collapse of the Federal Building and the death of five Mobile Infantry troopers in a hydrogen explosion and culminating in a failed processor within the coreward relay array for the Guilder wave that began scrambling astronomical coordinates and sending SICON ships on missions to empty regions of space. This last was almost too much for SICON to bear and only the impassioned intervention of the governor at the time, Pavel Glavnovich, prevented SICON from declaring the civilian population of Cassandra as potentially subversive and sending in the Mobile Infantry to clear it.

Such situations have risen again and again throughout Cassandra's history. The planet is the site of the first civilian-owned relay array for a Guilder wave, the property of the Guilder Group, a corporation started by Hans Guilder's two daughters. In order to keep SICON at bay and prove the loyalty of the colony, Cassandra (and the Guilder Group in

particular) has had to barter away most of its profits just to keep from being labelled as a failed colony.

CULTURE

The people of Cassandra know better than anyone the problems that plague their colony and they know just how low they are in SICON's estimation. This has made them rather jumpy and nervous and eager to prove their loyalty to SICON and the Federation.

It has also made the civilian populace of Cassandra rather meek and subdued, without any spark of assurance and confidence. This in turn has resulted in some of the lowest Federal Service enlistment numbers of any Federation colony, which in turn makes SICON suspicious all over again in a vicious cycle.

LAWS AND GOVERNMENT

The laws of Cassandra are rigidly enforced by an extraordinarily large police force that engages in frequent random questionings of civilians and regular home inspections. This gives rise to a large number of citations for small infractions, keeping Cassandra's reported crime levels much higher than average for the size of its population.

ECONOMY

Having bartered away most of its income from the Guilder wave array that was the colony's whole reason for existing to begin with, the colonists have turned to other means of income they can scratch from the surface of their harsh planet. Farming, mining and quarrying are all viable industries here but the average civilian still lives below the level of the average Federation-subsidised civilian on Earth. Still, they do not complain.

POINTS OF INTEREST

Except for those with an interest in betting on when and how the next disaster will strike (which is not an unknown pastime), there are no points of interest to an outsider on Cassandra.

AHO ERIDANI SYSTEM

Distance from UCF Centre: 20.8 light years

Number of Colonies: 1

Retention Index Average: 4

As concerns about the loyalty of Cassandra kept arising, SICON became increasingly convinced the UCF needed another colony in the neighbourhood to keep a close eye on

Cassandra. Thus, multiple survey missions were dispatched to all nearby stars, following up on promising leads discovered during the initial stellar mapping of the region.

In the Aho Eridani system, SICON found what it was looking for – a planet that could support human life.

The newly discovered planet, named Rhohan for reasons history does not record, was still in the early stages of its development and had not yet produced any lifeform more highly evolved than protozoa. However, despite its young age (estimated at about two billion years) the planet had settled down enough from the chaos of its formation that it qualified as habitable – though barely. Brutally hot and humid in the summer months, stunningly cold in the winter and afflicted with some of the most violent and dangerous weather ever recorded on a habitable world, it was clear from the start that Rhohan would not be the next luxurious vacation destination in the Federation.

Of course the survey mission recorded other information as well. Its scans recorded a wealth of mineral resources on the planet, buried just below the surface and easily accessed. This additional information caused SICON to prioritise the colonisation of Rhohan and the first foundations of the colony were poured fewer than two years after the survey mission.

The current governor of the Aho Eridani system is Micah Travis, formerly a major in the Mobile Infantry and a director of mechanical research at the Morita Arms Company, Rhohan's biggest employer and exporter.

Rhohan

Role: Military contracting

Circumference: 24,600 miles

Population: 90,000

Orbital Path: First (only one planetary orbital ring in system)

Rotational Period (days): 1.36

Orbital Period (days): 382

Primary Function: Weapons manufacturing

Retention Index: 4

HISTORY

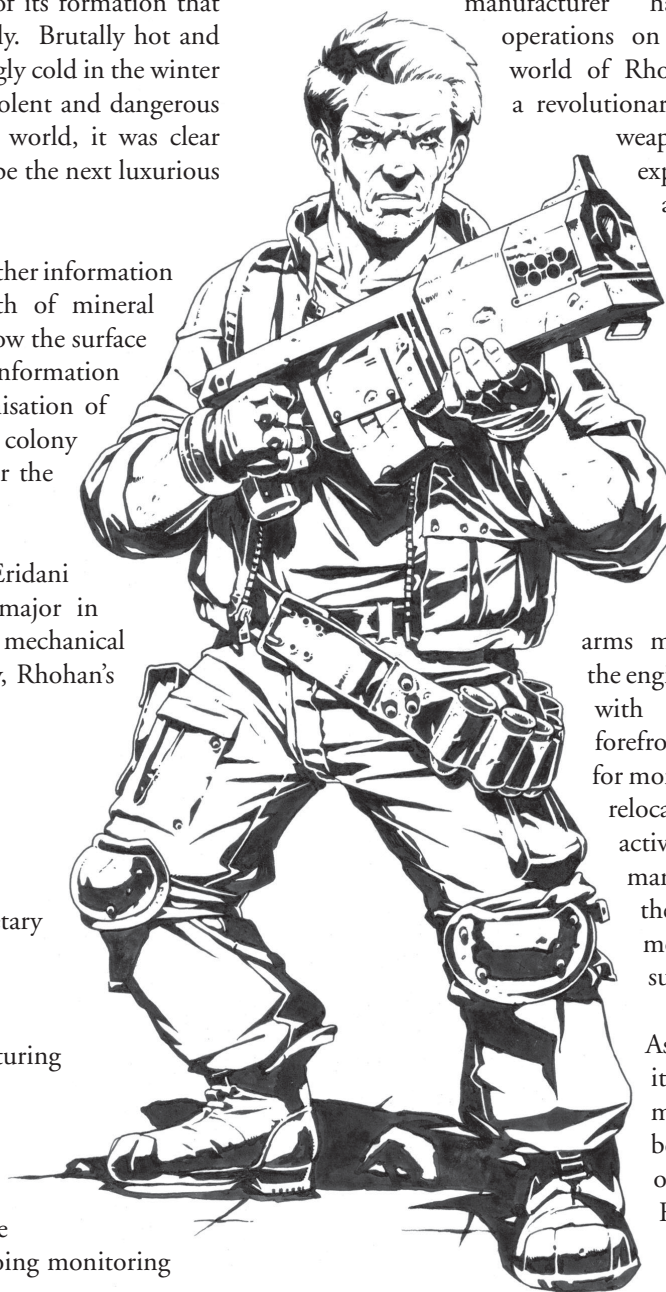
The colony on Rhohan began as an adjunct to a SICON military base on the planet, placed there as part of the ongoing monitoring

operations looking for signs of separatism or rebellion on Cassandra. However, as time passed, and Cassandra was eventually deemed loyal, SICON began to reconsider the wisdom of having a base on Rhohan. Considering there were no external threats in evidence, the base was eventually dismantled. The colony built to accompany it, however, remained.

The colonists of Rhohan were determined not to let the world they had just begun to build be so easily dismantled. Fortunately, the colony had more than SICON's military base to support it. A little-known citizen-owned arms manufacturer had just set up operations on the military-friendly world of Rhohan when it created a revolutionary new assault rifle, a weapon in which SICON expressed immediate and enthusiastic interest. That arms manufacturer was of course the Morita Arms Company, maker of most of the personal ballistic weapons in use today by Fleet and the Mobile Infantry.

Within a few years, arms manufacturing became the engine that drove Rhohan, with Morita ever at the forefront. The colonists, eager for more such corporations to relocate to the planet, began actively courting arms manufacturers throughout the Federation with moderate levels of success.

As more and more of its private sector arms manufacturing capacity became concentrated on Rhohan, the Federation began to grow concerned over the fate of the planet.



After all, a well-informed enemy would not need to be a gifted strategist to realise that taking out this single colony would have a devastating impact on SICON's ability to wage war. Three-way negotiations began between SICON, the governor of Aho Eridani system and the Citizens' Tribunal of New Austin, the capital of Rhohan. The New Austin delegation had the upper hand from the beginning, knowing full well that SICON had no intention of taking its military contracts away from the colony's weapons manufacturers – the product was simply too good for them to do so. In the end, the negotiations came to an unusual and wholly unexpected conclusion. In addition to increased SICON patrols throughout the region of space near Aho Eridani, SICON granted the civilian colonists of Rhohan the unprecedented right to bear arms, with the agreement such arms would only be used in defence of the colony.

CULTURE

The people of almost any colony in the Federation are individualistic and self-confident – such traits are extremely valuable to anyone seeking to make a new home on a distant planet. The people of Rhohan, however, embody those traits. They are self-reliant and proud and groups of colonists have even found ways to raise crops and livestock in the harsh conditions of the planet, simply so that they need not rely more than necessary on imports from the Federation's other colonies.

The right of civilians to bear arms on Rhohan is a source of tremendous pride to the colonists, who prize marksmanship (indeed, any martial ability) more highly than civilians elsewhere in the Federation. Shooting competitions are one of the more popular sports on the planet and the best civilian marksmen of Rhohan have embarrassed more than one cap trooper who challenged them.

There is practically no friction between the citizen and civilian populations of Rhohan. Many children of the colony grow up dreaming of enlisting Federal Service, where the cultural traits of Rhohan serve them quite well.

LAWS AND GOVERNMENT

The colony of Rhohan is, of course, ruled over indirectly by the governor for the Aho Eridani system. However, local rule consists of an elected tribunal of three Councilmen, chosen at large from the citizen populace of Rhohan.

Rhohan has very little crime, due in part to its alert police force and the alacrity and finality of its courts. Some argue that the heavily-armed population also serves to keep crime so low, while others argue that having streets filled with

OPEN FEDNET NEWS FEED...

Seth Bonham of New Austin is doing his part!

Young Seth Bonham, a student at Heinlein Elementary School in New Austin, is doing his part for the war against the bugs. Seth has organised a Sharpshooter Club at his school, offering his fellow students a chance to learn how to be a real marksman!

Beginning with a group of 11 young boys and girls, Seth's new club has grown to more than 60 members in just four weeks and other schools throughout New Austin are asking Seth's help in setting up Sharpshooter Clubs of their own. And he should know how, too. His father is Joshua Bonham, four-time sharpshooting champion of Rhohan colony.

By the time these kids join Federal Service and make it to Boot, they'll have a leg up on their fellow recruits. And that's just what they're aiming for.

Would you like to know more?

armed civilians is the very reason there is any crime at all. Both have valid points but so long as the crime rate stays low and there is no obvious problem with armed civilians, SICON has been content to observe the situation and not interfere.

Suspensions have been raised in the past that some of the civilians of Rhohan are brokering arms deals with separatists but, despite extensive Military Intelligence investigations each time such suspicions are raised, they have never been proven.

ECONOMY

The driving force of Rhohan's economy is the arms trade. Ultimately, weapons are about the only export the planet has to offer but considering the value of the merchandise, it is more than enough to keep the colony wealthy. It would be even wealthier, were it not for the fact that Rhohan has to import so many of its needs. Though the colonists have been ingenious in improvising for their various necessities, the planet is simply not capable of supporting the colony independent of any outside help.

POINTS OF INTEREST

Though the people of Rhohan consider their planet beautiful, most visitors fail to see the allure. The scorching summers, frigid winters and terrifying storms add up to create a climate most people of the Federation could not endure. However, there are some places of striking natural beauty on this world such as the Gulf Cliffs, a 500-foot basalt wall dropping from the Rhohan plains into the green-tinged ocean below.

Many visitors to Rhohan never leave the climate-controlled buildings of New Austin, as they are usually businessmen or representatives from SICON. Those who do get a chance to see the wilderlands of Rhohan are generally not there by choice – the Mobile Infantry likes to conduct survival training on Rhohan during the summer, when temperatures on the Brick Plains average 120 degrees, with 80 percent humidity. More than one trooper, labouring across the shimmering plains under the weight of a 60 pound pack, has dropped out of the Federal Service at the first opportunity.

THE TRIO [VENDIS, XI BOOTIS & LELANDE 25372]

Distance from UCF Centre: 22 light years

Number of Colonies: 3

Retention Index Average: 3

On the edge of Federation space, the Trio is the name commonly used for a group of three stars in remarkably close proximity to one another.

For years, groups of separatists and religious extremists had been establishing their own unofficial colonies out past the border of Federation space, close to what SICON had identified as Skinny space. Meanwhile, back on Earth a fringe religious group calling itself New Faith, which blended elements of Christianity, Judaism, Islam and Hinduism into a bewildering spiderweb of tenets, had begun making a nuisance of itself. While still loyal to the Federation, the UCF considered its membership disruptive. As the leaders of New Faith had begun to speak of finding a new home for themselves and their followers, the Federation offered them a deal. The Federation would give the people of New Faith full colonisation rights to the three habitable worlds in the Trio, in return for reduced prices on trade goods purchased by them and use of the planets as military staging areas if necessary. The deal was struck and New Faith had a new home.

The current governor of the Trio is James Pendleton, a man who served only one term with Fleet before going into politics. The colonists of the New Faith would prefer to have one of their own as governor but none of them have the required sovereign franchise as citizens.

Vendis [Venad 4], Xi Bootis [Boot Hill], Lelande [Caralon]

Role: Agricultural worlds

Circumference: Venad 4 (21,000 miles), Boot Hill (26,700 miles), Lelande (18,250 miles)

Population: 890,000 total (430,000, 300,000 and 160,000 respectively)

Orbital Path: Second, fourth and third

Rotational Period (days): Venad 4 (1.23), Boot Hill (1.69), Lelande (0.91)

Orbital Period (days): Venad 4 (397), Boot Hill (416), Lelande (308)

Primary Function: Agriculture

Retention Index: 3

HISTORY

Once the three colonies of the Trio were established, the Federation and SICON mostly stayed away. Fleet gave only passing protection to the colonies and there was little interaction with them except for cargo runs that swing past the planets every other month.

Once the people of New Faith had divided themselves up among the three worlds, they set to work with a purpose at making these planets their own. Even with little help from the Federation, they quickly tamed the alien landscapes, turning their worlds into booming agricultural centres almost overnight.

The situation seemed destined to remain exactly that way until the Skinnies began to raid the colonies of the Trio and SICON arrived in force to protect the colonies, even the unofficial colonies out beyond Federation space that had been hit hardest and most often by the Skinnies.

As a part of Operation; Clean Sweep, there has been a massive buildup of SICON forces in the Trio, ready to move against the Skinnies when the command comes. This is not very popular with the New Faith colonists but they remain loyal to the Federation and certainly prefer SICON to the Skinnies.

CULTURE

The colonists of the Trio are all followers of the New Faith, a religious belief which seems numbingly complex to outsiders. However, they are usually open and friendly toward any visitors to their colonies, so long as those visitors respect their religious beliefs and laws. Each of the colonies is organised into a number of collectives, each of which shares labour, rewards and possessions equally among its members.

LAWS AND GOVERNMENT

The three colonies of the Trio are governed jointly by a group of church elders. While this is not, strictly speaking, acceptable under Federation law as the elders are not citizens, the UCF has been willing to look the other way. There have been mumblings from the colonists about replacing Federation law with religious law but each time these mumblings become more than a soft murmur, the colonists are reminded that that would qualify as subversive behaviour and the matter is dropped.

Though they are friendly and open toward visitors, the New Faith colonists prohibit anyone not from SICON from venturing beyond the spaceport areas of their colonies.

ECONOMY

Despite the price breaks given to the Federation by the colonists, they seem to live quite well on the sales of their exports. All profits are administered by the church elders, who in turn make all necessary purchases for the colonies and hand out goods to the various collectives based on need.

POINTS OF INTEREST

There are no points of interest in the Trio colonies.

SHORERIDGE SYSTEM

Distance from UCF Centre: 22.3 light years

Number of Colonies: 1

Retention Index Average: 3

Slightly more than 50 years ago, a UCF scouting mission discovered the surprisingly Earth-like world orbiting Shoreridge. Initial surveys indicated the planet might be home to biological hazards but further testing revealed such evidence to be nothing but misreadings of equipment and minor sensor glitches. One thing that was not a mistake, however, were the initial readings of the vast mineral deposits to be found on the planet as well as the large tracts of arable land on its western continent, more than enough to sustain a large colony and still export food elsewhere in Federation

territory. SICON immediately began operations to prepare half a dozen sites on the planet for colonisation.

The current Governor of the Shoreridge system is Markus Brown, a recently retired Rear Admiral of the Fleet. Considered eccentric but loyal and adored by the men and women who served under him, he is one of the few natives of Shoreridge III to have ever enlisted in Federal Service.

Shoreridge III

Role: Farming and materials

Circumference: 27,060 miles

Population: 330,000

Orbital Path: Third

Rotational Period (days): 1.75

Orbital Period (days): 283

Primary Function: Agriculture, minerals, mining

Retention Index: 3

HISTORY

Shoreridge III has had an uneventful life. Founded in 2263, the colony has changed the planet far more than its people.

The highest concentrations of the planet's population are found in its five cities, formed around the core of the original colonies. Each of these cities still officially bears the rather unimaginative designation it was given at the time of the colony's founding (S.C. One, S.C. Two, S.C. Three and so on). Naturally, each of the cities has been given different names by the inhabitants of the planet but each of them is known by a different name by the people in the other five cities and still more names from the people living outside the cities, making the entire situation frightfully confusing to an outsider. Upon receiving his post as governor of Shoreridge system, Vice Admiral Markus Brown fielded a question from a savvy FedNet reporter about the different names for cities in this colony and whether he would be pushing for a standardisation of names there. Vice Admiral Brown answered her question by attempting to summarise the way the names work on Shoreridge, an answer so confusing the press conference ground itself to a halt.

While the cities are the most concentrated areas of population, the majority of the inhabitants are not urban dwellers. Rather, they are spread across the surface of the planet, mining the planet's mineral wealth and tending crops and herds the spread across millions of acres of the planet's surface.

Originally, there were six cities on Shoreridge III but an unexpected and exceptionally violent earthquake four decades ago all but destroyed one of them. More than 2,000 people died in the disaster and the city was never reoccupied afterward. Even after 40 years, the great quake is one of the most common topics of conversation on the planet.

Generally, life on Shoreridge III goes on uneventfully, so much so in fact that the rest of the population of the Federation tends to forget the colony even exists. That is exactly the way the colonists want it.

CULTURE

While not technophobic, the people of Shoreridge III resist change. They live a prosaic, bucolic life which they value greatly and do not wish to see altered. New technologies have to be used on their behalf, as generally speaking, the colonists will not embrace anything innovative or different.

Unlike the other great agricultural colony of the Federation, Iskander, the colony of Shoreridge III has never experienced any sort of strife among its people. This is likely due in part to the fact that there are only a handful of citizens on this colony; without living with the 'other half' there is little incentive for the kind of dissatisfaction that manifests itself on Iskander.

Just as very few citizens make their home on Shoreridge III, very few citizens come from Shoreridge III. Year after year, the colony has the lowest Federal Service recruitment numbers of any place in Federation space. In fact, it is common for years to go by without a single colonist choosing to enlist. Although enlistment in Federal Service is always voluntary and even discouraged in peacetime, the pitifully small number of recruits coming from Shoreridge has caused some concern in SICON, and Military Intelligence has kept a careful eye on the planet for some time. However, all indications are that while the colonists are loyal civilians of the Federation, they simply want to be left alone.

Even with the advent of war against the bugs, the Federal Service Information & Recruitment Centre in Shoreridge Colony 1 (similar centres were opened in the capital city of every stellar colony following the commencement of the war) stands empty except for its bored staff.

LAWS AND GOVERNMENT

Traditionally, law enforcement has been lax on Shoreridge III. This has stemmed not from one factor but from a confluence of several. Given the extremely low percentage of citizens on the planet, it has always been difficult to

FedNet Planetary Summary

DISEASES DATABASE: SHOREPOX

The people of Shoreridge III are plagued by occasional outbreaks of a disease unique to the planet, which is commonly known as Shorepox. It has never been diagnosed outside of this planet and seems to lose all its virulence if an infected person is removed from Shoreridge III, though this has no result on the health of the already infected individual.

Type: Contact

Incubation Period: 1d6 days

Initial Damage: 1 Str and 1 Dex

Secondary Damage: 1 Str and 1 Dex

Shorepox is characterised by a high fever, lethargy, aches and pains in the joints and a profusion of dark blue or purple splotches on the skin. It is highly contagious and there is no known vaccine.

Shorepox is rarely fatal; only the very young and very old have died from this disease. However, it is responsible for thousands of hours of lost productivity every year.

Please consult your local United Citizens' Federation Health Clinic for advice on treating Shorepox.

recruit police officers. Several governors in the past have made overtures to the Federation about allowing civilians to function as a police force, citing the fact that civilians on Rhohan are allowed to carry weapons as precedent but the answer to such overtures has always been a resounding 'no!' Combined with the cultural predilection of Shoreridge III toward avoiding any more interaction than necessary with the government, this has resulted in a much smaller police force for the planet than even its small population would warrant.

That same small population is another reason for the lassitude of law enforcement on Shoreridge III. Considering the vast area of land the planet holds, the majority of its surface is very sparsely populated. These wide, uninhabited spaces make crime very easy to carry out and the planet



has long been a particularly favourite rendezvous point for smugglers.

Lastly, the Shoreridge system has been the unfortunate recipient of a number of weak governors over the past three centuries, men and women who look good on paper but have found themselves overwhelmed by the job. In this vacuum of true authority, criminals have been able to thrive.

The new governor, Markus Brown, has made a pledge to change all that but as it has been fewer than six months since he took the post, it is impossible to tell yet whether he will succeed. His reputation, however, indicates he will. For the most part, the people of Shoreridge III do not care. So long as the crime does not affect them directly, they do not consider it to be any of their business.

ECONOMY

Most of the agricultural and mining areas of Shoreridge III are the property of civilian corporations, administered on the planet by local employees who report back to bosses on Earth who never have and likely never will set foot on this distant world. However, the vast majority of the colonists

are not employed by these corporations, with nearly 80% working their own farms or mines.

While those who are employed by an Earth corporation generally enjoy a slightly higher standard of living (or at least a more dependable income), they are looked on with pity and some amount of scorn by the remainder of the colonists who feel that labouring for a corporation owned by people who are not of Shoreridge III is a betrayal to the rest of the colonists. This attitude has prevented the corporations from gobbling up the remainder of the useful land on the planet, as all attempts to purchase it from the existing colonists are met with flat refusals. Three corporations have entreated the Federation to declare eminent domain and allow them to purchase the land that way but thus far such entreaties have been refused.

Aside from these two industries, very little happens on Shoreridge III. It has no tourism industry, no manufacturing concerns, no technological facilities. Farming and mining are its bread and butter. Fortunately, it does those two things very well.

There are rumours that have surfaced and died out again and again over the course of the colony's existence that many of the colonists supplement their income by aiding and abetting the smugglers who use this world. Each time these rumours arise, the Federation has thoroughly investigated, an act made more difficult by the closed-mouthed nature of the people of Shoreridge III. However, each investigation has failed to yield enough evidence to charge any colonists with this crime, let alone bring them to trial over it.

POINTS OF INTEREST

If there were to be a competition for the most boring planet in the Federation, Shoreridge III would likely win. Devoid even of interesting natural features, there is virtually nothing for a visitor to do on this planet. The five cities of Shoreridge III offer docking and cargo storage facilities, as well as some scanty accommodations, but little else.

CINCINNATI SYSTEM

Distance from UCF Centre: 22.5 light years

Number of Colonies: 1

Retention Index Average: 4

The Cincinnati system was originally scouted some 35 years ago by the SICON dreadnought *Vickers*. At the time, UCF scientists had no knowledge of any planetary systems around the star and merely hoped there was an orbiting body stable

and hospitable enough to support a planet. Instead, the crew of the *Vickers* discovered the most beautiful, pleasant world yet encountered in humanity's search through space, a world that could support human life with no environment modification whatsoever, a perfect place to locate a new colony. The *Vickers* returned to the Federation with news of their amazing find and the planet was named after Johann Zegama, the captain of the ship.

The current governor of the Cincinnati system is Amelia Rourke, who served one tour of duty with Fleet and has been active in politics since gaining her citizenship. Her husband, Michael Rourke, is a civilian who is related to the O'Shea family, owners of Emerald Isle Entertainment, a fact that has raised some eyebrows amongst the directors of other major entertainment companies located on the colony. Despite any of these concerns, Governor Amelia Rourke has presided flawlessly over the system for almost three years.

Zegama Beach

Role: Top tourism spot and entertainment capital of the United Citizens' Federation

Circumference: 22,060 miles

Population: 1,200,500

Orbital Path: Third

Rotational Period (days): 0.92

Orbital Period (days): 402

Primary Function: Military base, tourism, entertainment

Retention Index: 4

HISTORY

In almost all cases throughout its history, the UCF has had a difficult time convincing potential colonists to go join a newly established colony. Not so with Zegama Beach. From the moment the *Vickers* returned to Earth with a data core full of information about this beautiful world, hopeful citizens and civilians began to queue up for a chance to relocate there. Within a year of the world's discovery, the first structures of the new colony were erected.

SICON saw Zegama Beach as a perfect place for a new military base, a concentration of armed might at the edges of UCF influence. As colonists began to arrive, SICON cordoned off a chain of several large islands for its own use. Zegama Base has become

of the largest military bases for SICON, as well as the most-requested posting for anyone in Fleet or the Mobile Infantry.

Many in the Federation were concerned that Zegama Beach was somehow *too* good, that there was a danger of some kind lurking unseen on the planet. This fear was about the only thing that kept Zegama Beach from being flooded with new inhabitants immediately after its discovery. Just one or two years after the founding of the colony of Zegama Beach, years of complete peace in which the new colonists rejoiced in their luck at living on such a beautiful world, it had become clear there was no such hidden danger. Combined with the establishment of the fundamentals of an infrastructure on the world, this newfound reassurance spurred a second wave of migration to Zegama Beach.

Unlike the initial colonists, indeed, unlike most colonists throughout the UCF, this second wave was made up not of people looking for better chances or a fresh start but by the wealthy. Some of the richest citizens and civilians of the Federation came to Zegama Beach, bringing with them the monetary resources that changed the planet from a paradise into a luxurious paradise.



Zegama Beach truly came into its own almost immediately after the colony's founding, when Maxwell and Christina O'Shea, major stockholders of Emerald Isle Entertainment, selected Zegama Beach as the filming location for all the corporation's projects. It was a wise business decision and was quickly echoed by almost every other entertainment business in the UCF. With a few short years, Zegama Beach was the undisputed capital of entertainment in the United Citizens' Federation and it has remained so ever since.

CULTURE

The culture of Zegama Beach is epitomised by the search for fame and wealth, preferably concurrently but in that order if need be. The planet boasts the third-largest population of all the UCF colonies and undoubtedly represents the largest concentration of wealth in the entirety of humanity's holdings.

The culture and society of Zegama Beach have been described as 'shiny', 'shallow', 'plastic' and 'dreamlike.' Though the primary reason for the colony's founding 20 years ago was as a military strongpoint near the edges of the space claimed by the UCF, that reason has long since been eclipsed. Today, when people think of Zegama Beach, they think of the near-constant stream of entertainment programmes produced by the planet, the beautiful and wealthy people that populate it, the ubiquitous dream of stardom that suffuses the world and the most sought after vacation spot within the entirety of the Federation, though the cost of even spending a week on the planet is beyond the reach of many of the UCF's citizens and civilians.

As mentioned above, Zegama Beach is most well known for the entertainment it produces. The planet hosts the headquarters of practically every entertainment company worth mentioning, most particularly those that produce FedNet programmes and other visual entertainment. The FedNet programme *Zegama Nights*, the highest-rated programme of the last five years (and the highest-rated programme in FedNet history) is but one of the hundreds of shows produced on the planet.

Of course, there are other forms of entertainment besides FedNet programmes, and Zegama Beach produces those as well. Malcolm Hart, the author of the very popular children's book series 'Trooper Tom' lives and works on Zegama Beach, as does Ian Nicholas, the author of the 'Johnny Tanner' books, another popular children's series about a group of three young psychics on Earth, trying to overcome prejudice against psychics while helping police solve crimes and outwitting adult criminals.

FEDNET PREMIUM ENTERTAINMENT FEED

Next Week on Zegama Nights...

The action on the beach is even hotter than the sand and sun as our heroes continue their investigation into the mysterious disappearance of media mogul Carl Grayson's daughter Alicia, who has vanished without a trace from the set of her film debut on A Pilot and a Trooper. Meanwhile, Lance deals with the unexpected return of someone from his past while Drake and Shannon must learn to work together again after their sudden night of passion, especially as they remember the words of the mysterious stranger who hinted at the presence of an unseen force on Mirror Beach bringing out the basest instincts of the people there. As if our heroes didn't have enough to deal with, Josua Blankley returns as well, offering them evidence that the dust smuggling ring on Mirror Beach is actually headed by one of the island's most influential and wealthy civilians. Can they trust him this time, or is it another trick? Only time will tell...

Next week's guest stars are Ensign Heidi Walker, decorated for bravery after the action near Yuri 236 against the Arachnids and April Reber, singer of the smash hit single 'Stop Buggin' Us.'

Zegama Nights, every Sunday on FedNet.

Would you like to know more?

LAWS AND GOVERNMENT

There are no laws specific to Zegama Beach the average visiting citizen or civilian need be aware of. The planet certainly has its fair share of crime, an unavoidable byproduct of its role in the entertainment industry, and the law enforcement officials on the colony certainly do have their hands full. The most common white-collar crimes involve copyright laws, as one entertainment company may 'borrow' too liberally from the works of another. The most common blue-collar crimes involve the planet's drug trade in dust and other controlled substances, which is the root cause of most of the violent crime experienced on the planet.

However, while Zegama Beach has its share of crime, Governor Amelia Rourke and other civic leaders have

made it their business to remind the UCF's citizens and civilians that there is actually much less crime on the planet than someone gleaning all their information from various fictional FedNet programmes set on Zegama Beach might realise. Whether or not this is at all necessary is a matter of opinion, for even before Governor Rourke and others began this campaign, there was no lack of potential colonists and vacationers setting their sights on the crystal waters and endless beaches of Zegama Beach.

Despite the planet's crime, life does not emulate fiction, at least not among Zegama Beach's police force and other law enforcement officers who are often quoted as saying their lives are nothing like those of Detectives Lance Duke, Drake Tunsten and Shannon Dunbar, the three main characters of *Zegama Nights*. No doubt this news comes as a tremendous disappointment to the hundreds of millions of people who watch the programme religiously every week on FedNet.

ECONOMY

In terms of concrete value to the UCF, Zegama Beach produces next to nothing. It has no great shipbuilding facilities like those of Hesperus, no immense mining operations like those of Hod and Pollor, no worldwide agricultural works like Iskander. The great ocean that covers much of the planet's surface does yield tremendous amounts of fish for the companies with such interests but the entirety of the harvest is consumed on-planet, with virtually nothing exported to the Federation at large.

It has been said that hope and dreams drive the economy of Zegama Beach. Of course, that is rather poetic language but it is not without a kernel of truth. Like any other place in the UCF, money and the will of citizens and civilians drives the economy. On Zegama Beach, however, the sheer wealth of so many of the colonists has driven the economy through the roof. The planet is, without a doubt, the most expensive place in the entirety of the UCF to live.

The incredible expense of maintaining a lifestyle on Zegama Beach, even if only for a few weeks of holiday time for some visitors on vacation, combined with the colony's prodigious output of entertainment of every form, equates to a great deal of wealth flowing from the colony to Earth. This immense taxation base, along with the large military facility on the planet, is what helps keep Zegama Beach's Retention Index so very high.

Of course, not every person on Zegama Beach is a media mogul or a captain of industry. Just as the planet boasts a larger percentage of wealthy than any other place in the

UCF (a fact that certainly plays a role as well in the colony's Retention Index), it is also home to large population of poor. Ironically, many of these people would not be poor on any other world in the UCF, but as all governmental assistance is based on the scale of Earth's particular economy, they stand very much in the shadow of the terrifically wealthy citizens and civilians of Zegama Beach. What makes this dichotomy so striking to an outsider is the almost total absence of a middle class on the planet – people are at either one end or the other of the economic scale.

The planet also sees a tremendous number of Fleet and Mobile Infantry personnel coming and going and any ship's captain or company lieutenant who sets down on Zegama Beach knows he had better do all he can to arrange shore leave for his men and women, or his job will become much, much harder for the next month or two. The planet is visited at least once a week by Fleet ships, if only to transport a data core full of newly produced programming back to FedNet on Earth.

POINTS OF INTEREST

Zegama Beach has more points of interest than can be listed here. Practically every one of the hundreds of islands in its immense archipelago has some feature to recommend it. However, here is a list of the most popular spots for tourists:

⊕ **New California.** The capital city of Zegama Beach takes up about half of Ypres Island, and is only a short ride by boat or shuttle from Mirror Beach. New California has a population of nearly 100,000, with the highest concentration of millionaires and celebrities anywhere in the Federation. Every major entertainment corporation has its headquarters here and it is also home to Clemmerson University, one of the finest universities outside the Sol system, with tuition prices to match. Lastly, New California supports several fine museums dedicated to subjects like the history of the Federation, the history of Zegama Beach and of course the history of film.

⊕ **Mirror Beach.** The location for the *Zegama Nights* FedNet programme has always been a tremendous draw for the colony but since the programme began showing on FedNet five years ago, it has become the 'must-see' spot for anyone visiting the colony. The sand of the wide beach is mixed with billions upon billions of flecks of various reflective minerals, making it shine almost like a mirror. Perhaps the greatest draw, however, is exactly what it has always been – Mirror Beach is home year-round to thousands of young people wearing next to nothing, providing some of the most

stimulating people-watching anywhere in the UCF. Mirror Beach is immediately adjacent to Ciudad del Mar, one of the largest and most cosmopolitan cities on Zegama Beach, or anywhere in the Federation.

⊕ **Empty Gulf.** Despite its name, this gulf, sheltered between two chains of islands and Zegama Island itself (the largest land mass on the planet) is quite full of water. Its name comes rather from the clarity of the water. The gulf itself is very shallow, no more than 250 feet at the deepest points, but the water is so clear that someone leaning over the side of a boat can see straight down to the bottom. The gulf supports two immense reefs, home to thousands of exotic alien fish, none of which are dangerous to humans. Consequently, Empty Gulf is one of the most popular spots in the UCF for recreational divers.

⊕ **Turner's Beach.** Several islands on the western edge of the archipelago comprise, collectively, Turner's Beach. With nothing to the west of them but 5,000 miles of ocean, these islands regularly see surf that dwarfs that found on Hawaii and Australia on Earth. It is little surprise that these islands also host near-constant surfing competitions, drawing competitors and spectators from throughout the UCF. Prospective contestants are warned that, unlike the placid marine life of Empty Gulf, the waters off of Turner's Beach are home to a variety of very large and potentially very dangerous predators.

⊕ **Zegama Island.** This island is the largest single land mass on the entire planet, a roughly-circular miniature continent slightly more than 150 miles across that boasts nearly every climate to be found on Earth. It has two mountain ranges on it that march out of the sea, cross the island from north to south and descend into the sea again. The highest peak on the island, Hamana Massif, rises nearly 16,000 feet above sea level. The southern part of the island is home to a few patches of swampland, the remnants of a great swamp drained and cleared when the colony was established. The north of the island is mostly desert, while the middle is a green and pleasant grassland. This island was the initial site for the first colonists of Zegama Beach. However, within two years of the arrival of the first entertainment conglomerates, the entire island was purchased from the colonists and is now used as a single, enormous movie set.

⊕ **Camp Simon Redridge.** This is the large military base on Zegama Beach, occupying a series of islands in the southern hemisphere. Obviously, it is off-limits to tourists but this is the first place many visitors to Zegama

Beach ever see and is indeed the reason the colony was first founded. New recruits assigned to this camp for training are considered the luckiest men and women in Federal Service.

FOMALHAUT SYSTEM

Distance from UCF Centre: 25 light years

Number of Colonies: 1

Retention Index Average: 2

Much like Kodiak Station (see page 129), Fomalhaus is a military installation, not a true colony.

The Fomalhaut System is effectively worthless in all ways but one. It is the only magnitude one star in its arc of the galaxy visible from Earth or detectable by ship's instruments within ten light years of it. This makes Fomalhaut valuable as a navigation star. Before the halt of expansion due to discovery of the Arachnids, Fomalhaut was intended to be a jumping system for further exploration anti-spinward.

Fomalhaus has been in operation for fewer than ten years and has traditionally been one of the least-used SICON stations in existence. Once the Arachnids were discovered, even the meagre amount of traffic the station normally received effectively ground to a halt.

Fomalhaus (orbital platform)

Role: Refuel and repair station

Circumference: 22,000 miles

Population: 2,000

Orbital Path: Sixth (orbits Jokul, system's sixth planet)

Rotational Period (days): —

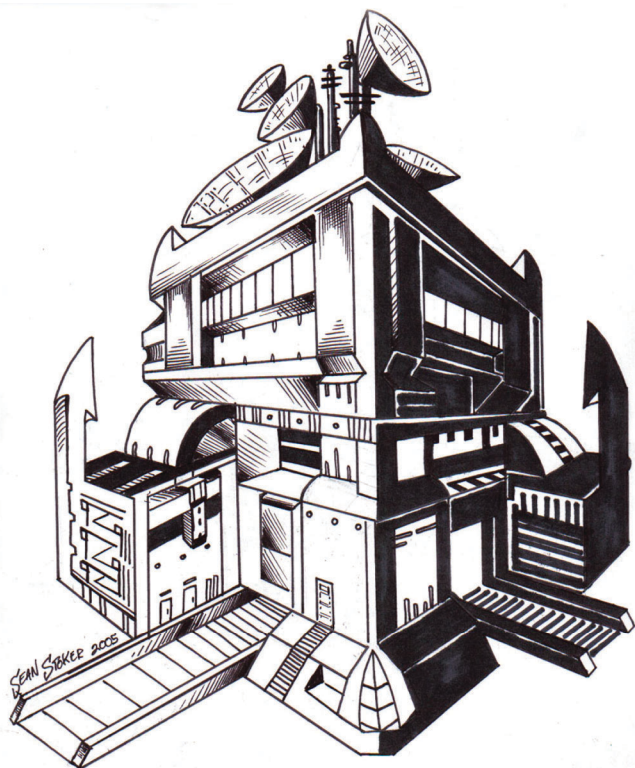
Orbital Period (days): 1,951

Primary Function: Launching station, ship maintenance, refuelling and repair

Retention Index: 2

HISTORY

Inaugurated with great fanfare seven years ago as the next step in human exploration and colonisation, the fortunes of Fomalhaus seemed to fade almost before the opening ceremony was finished. Unexpected delays and other needs kept the expected task forces of survey ships and warships from appearing at the station and, within in a few years, it had begun to look as if Fomalhaus would go the way of Kodiak Station.



CULTURE

Fomalhaus does not yet have the 'dead-end posting' reek about it that Kodiak Station did for so many years and it likely never will. Unless the Arachnid situation gets worse in the vicinity and does for Fomalhaus what the Skinny situation did for Kodiak Station, it will likely be dismantled and moved elsewhere. Despite the time and effort the 2,000 SICON personnel posted there have put into the station, they would much rather see the station dismantled than see it become necessary in the war with the Arachnids.

LAWS AND GOVERNMENT

Fomalhaus is a military installation and exists under military law.

ECONOMY

Except for money generated in the station's PX, Fomalhaus has no real economy. Currently, it is off-limits to civilian ships, which denies it even that method of income.

POINTS OF INTEREST

Fomalhaus has no points of interest.

UNKNOWN SYSTEM

Distance from UCF Centre: CLASSIFIED

Number of Colonies: 1

Retention Index Average: 5

SICON SECURITY RATING SEAL



Restricted Access

The following information is considered highly restricted content, requiring a SICON Security Rating of Alpha-5 or higher to read. Sharing this information with anyone outside of SICON, or with a lower Security Rating, is punishable as treason under paragraph 11.A of the Military Code of Justice.

Of course, the system that contains the world called Sanctuary is not really unknown. In fact, the planet Sanctuary is well-known throughout the Federation – it would be impossible to keep the existence of such a place secret for long, considering the number of colonists living there and the number of soldiers and sailors from the Mobile Infantry and Fleet that regularly stop by.

However well known the existence of this system and the world called Sanctuary might be, its actual location is one of SICON's most carefully-guarded secrets. It is known only to ship captains, piloting officers and others who must know in order to reach the system. It is common knowledge in both Fleet and the Mobile Infantry that each of these men and women is under orders (and has been hypnotically programmed) to kill themselves without hesitation in order

to avoid capture, a measure particularly necessary considering the tactics employed by the Skinnies.

The reason for this is fairly straightforward – Sanctuary must never be captured by an enemy.

Sanctuary

Role: Headquarters of SICON

Circumference: 24,807 miles

Population: 1, 250,000

Orbital Path: First (only planetary orbital ring in system)

Rotational Period (days): 1.05

Orbital Period (days): 304

Primary Function: Headquarters of SICON

Retention Index: 5

HISTORY

Sanctuary is on par with Earth as the most important planet in all the United Citizens' Federation. Its existence is well known, its location is hidden from all but a very few. Sanctuary is the headquarters of SICON.

Sanctuary exists for many purposes but its core purpose is its most important – if Earth should fall, this planet will become home to the government in exile. With its facilities on Sanctuary, SICON can continue to operate effectively, marshalling its ships and troops in preparation for an assault on the enemy holding Earth. To that end, SICON keeps a large number of ships and personnel on Sanctuary constantly, which ensures it will always have materiel available to prosecute a war but also ensures that the actual existence of Sanctuary is the worst-kept secret in the Federation. SICON still officially denies the existence of the planet and its resources there to the general public but has long since resigned itself to the fact that the best possible solution is to keep the location of the planet secret. Considering the number of stars and planets in the galaxy, this is a relatively simple endeavour.

Sanctuary itself is much like Earth, with one very notable exception. All but indistinguishable from humanity's home planet in age, weather, environment, resources and so forth, the flora and fauna native to Sanctuary is at an extremely rudimentary stage of development. The most complex form of animal life is a small insect that does not form hives or any other kind of society. The most advanced form of plant life is a large, very soft fern.

Scientists are divided on why this is the case. Some maintain that it stems from Sanctuary's sun, that the star does not

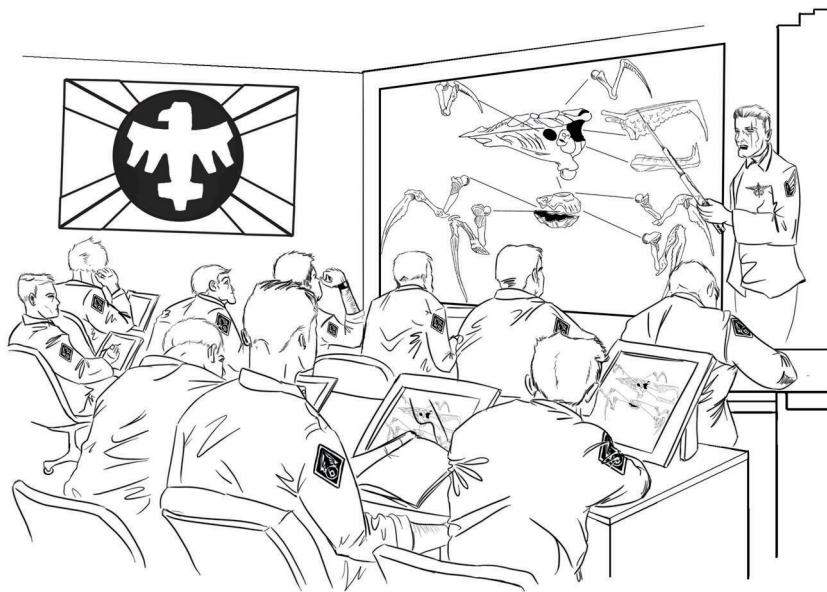
emit enough solar radiation to spur mutation among the plants and animals inhabiting the world. Others maintain the planet simply never gave rise to enough lifeforms to cause any manner of population pressure on those lifeforms that did arise and that, with no need to change in order to survive, the flora and fauna of Sanctuary simply stayed the same over the course of millions of years. Whichever is the truth, the end result is the same. Sanctuary, in the words of one trooper, is 'like Earth, but retarded. Literally retarded, like a kid who takes ten years to learn to wave bye-bye and never does manage to master patty-cake.'

The exact time and date when the planet known as Sanctuary was discovered is but one of the details of this world that remains a closely guarded SICON secret but the existence of the planet entered common knowledge a little more than 50 years ago, when the Federation Colonisation Commission began recruiting civilian colonists for a new colony in an undisclosed area of space.

The lack of any detail given to prospective colonists was unusual to say the least and it took almost a decade for the Federation Colonisation Commission to compile a list of acceptable candidates. Unlike most colonies, anyone applying for colonisation of this new planet was rigourously screened and, of the applicants, only a quarter were accepted. Absolute loyalty to the United Citizens' Federation was demanded of every would-be colonist, all of whom were subjected to psychological testing and even psychic probing. In a further departure from usual procedure, each of the colonists were told the move to this new colony would be a permanent one, that they would not be allowed to move back to Earth. This last point in particular ensured that only the most loyal of civilians applied.

Upon arrival at Sanctuary, the new colonists found that their worst fears, that they had signed on to spend the rest of their lives upon some hellish rock, crouching forever beneath the protective skin of an atmospheric and pressure dome, breathing recycled air and living on a constant diet of canned food, could not have been more wrong. Instead, they were greeted by the sight of a planet so much like Earth that some initially doubted they had even left their home world.

Of course, part of the reason the planet appeared so Earth-like was that SICON had been seeding it with plant and animal life from Earth for an undisclosed amount of time. No colonist was ever told how long but it was certainly long enough for young forests to spring up.



CULTURE

The colony on Sanctuary was created as SICON's headquarters and the colonists are there to serve SICON and the men and women in Federal Service. Obviously, the civilian population are not there as actual servants but rather to keep the colony operating efficiently, to own and run and staff the hundreds of businesses and distractions catering to a MI trooper on R&R leave or a research scientist permanently stationed on the planet.

The loyalty to the Federation that was so important in choosing the initial colonists for Sanctuary has remained an integral part of the culture of the planet. Almost everywhere else in the Federation, there is friction between citizens and civilians. Not so on Sanctuary. Even the scruffiest trooper fresh off the boat from a firefight in Bug Central can expect to be treated with politesse and deference wherever he goes on Sanctuary. Even in the planet's capital (and only) city, Spiritu Santo, the trooper can expect to be greeted with 'sir' and 'ma'am' from every civilian he or she encounters.

Like a planetary version of a military base, everything on Sanctuary revolves around SICON in some form or fashion. Perhaps one of the most famous roads (at least among the men and women of Federal Service) is Churchill Road, that leads from the base to Spiritu Santo.

LAWS AND GOVERNMENT

Sanctuary is the only Federation colony that does not have a governor. In fact, it has no representation on Earth whatsoever. It is ruled over by SICON and is governed by military law, which applies to both citizens and civilians.

ECONOMY

The economy of Sanctuary is robust. Between the constant flow of Fleet and troopers who come to the planet and

leave all their money behind and the variety of research facilities, shipyards, agricultural concerns and sundry other businesses that operate on the planet, Sanctuary sees a constant stream of income. Citizens and civilians alike live well on Sanctuary, far better than most civilians of Earth.

In part, this is due to the price controls SICON maintains on Sanctuary. In the absence of those, prices for some goods would skyrocket, while others would plummet. SICON prefers stability in its home base and has kept prices for every good available on the planet steady for the last 40 years.

POINTS OF INTEREST

Sanctuary, while a perfectly pleasant planet, has little in the way of natural wonders to admire. However, it has a great many man-made wonders. Federal Service personnel on leave here can find practically anything they desire, either on Churchill Road (for the more risqué and bawdy distractions) to the city of Spiritu Santo itself, which offers everything from fine restaurants to music halls to sports events.

CAMPAIGN OPTIONS

THIS CHAPTER, UNLIKE the rest of *Citizens' Federation*, is not written as though it were actually a book available to Player Characters in the *Starship Troopers* universe but is instead addressed to the Games Master running or intending to run a *Starship Troopers Roleplaying Game* campaign. It is designed to offer the Games Master some interesting and unique choices about how to run his campaign, what sort of setting to choose, even some options for running campaigns with entirely (or mostly) civilian Player Characters. Lastly, it explores the most difficult kind of *Starship Troopers* campaign for the Games Master to design and run – a campaign with a group of Player Characters split between citizens and civilians.

CITIZEN CAMPAIGNS

The campaign composed entirely of citizen Player Characters is certain to be the most common campaign in *Starship Troopers*. Most often, Player Characters will belong to Fleet or the Mobile Infantry and will be involved in scores of military missions throughout the galaxy, turning back Arachnid infestations, Skinny incursions and insurgency attempts by disaffected and disgruntled civilians. There is certainly nothing wrong with this – indeed, it is the primary thrust of the *Starship Troopers Roleplaying Game*.

However, there may come a time when players and Games Masters alike are interested in a different view of the rich universe of *Starship Troopers*, the kind of view that ace starship pilots and roughneck apes from the Mobile Infantry rarely get a chance to see. The following campaign options are offered as examples of unusual but still exciting means of running a *Starship Troopers Roleplaying Game* campaign.

Internal Affairs

Though no one at any level in the government of the Federation would admit it publicly and though it will never be mentioned on FedNet, there is corruption within the Federation. This is not to say the Federation is as corrupt as some of the governments that have preceded it, merely that

in any bureaucracy the size of the Federation, a mammoth government unprecedented in human history, there is certain to be corruption.

Whether or not this is admitted publicly, it is certainly not a secret within the government itself, nor to most of the citizens and civilians of the Federation. Some amount of corruption is to be expected, and sometimes minor infractions are even overlooked, but the government of the Citizens' Federation officially frowns upon it, and a significant percentage of Military Intelligence and the Special Services (the psychic branch of Military Intelligence) is devoted to rooting out and ending any such indiscretions on the part of men and women at any level of the government.

In this campaign option, the Player Characters will be members of Military Intelligence (perhaps even members of the Special Services, should the Games Master wish to embrace the challenge of running a game for a group composed of psychic Player Characters) tasked with tracking down and investigating any rumours of impropriety on the part of someone in the government, or possibly even a civilian corporation dealing with the government through contracts.

This campaign option provides an unusual roleplaying experience. The Player Characters are, obviously, in a dangerous line of work, as they may well find themselves investigating someone who thinks it would be easier to simply kill the agents looking into his finances and dealings than it would be to face trial for his actions. However, this kind of danger rarely if ever takes the form of a 'straight-up fight'; assassination, blackmail and other forms of coercion are far more prevalent. In addition, this campaign option calls for a great deal of footwork and investigation on the part of the Player Characters, hunting for evidence of corruption in the dark corners of the Citizens' Federation.

Internal Affairs can be an exciting, immersive roleplaying experience, but it is also definitely a different kind of

roleplaying than many players are used to and requires much more effort on the part of both the players and the Games Master to do it justice. If the Games Master is up to the challenge, and feels his players would welcome this kind of campaign, this option can make for a series of truly interesting adventures sure to be discussed for years to come.

Taming a New World

Since the early days of the Federation, when an exponential increase in population made expansion beyond Earth itself an imperative, the Citizens' Federation has been stretching its reach further and further into the galaxy. Aided by the awesome speed of the Cherenkov drive, colonists of the Citizens' Federation have planted their flags on dozens of worlds.

Most of these are 'official' colonies, though there have been a number of unofficial colonies as well. Groups of people hewing to ideals at odds with the Citizens' Federation (such as religious extremists) have sometimes found the resources to leave Earth behind and start a new life on a new, far-flung world. Most of these unofficial colonies soon come to a tragic end, a result of poor planning, scant resources or even alien aggression.

Before the Citizens' Federation establishes a colony, the world is extensively surveyed and explored to make sure it is a suitable site. This is an arduous, even dangerous process that falls under SICON's jurisdiction.

In this campaign option, the Player Characters will be actively involved in the survey, patrolling and preparation of the new colony world. Taming a New World gives the Games Master free rein to let his imagination run wild – the Player Characters can be beset by almost any obstacle he can dream up, from cataclysmic weather conditions to a hideously dangerous indigenous microbe to a previously unknown alien race inhabiting the world, perhaps deep underground or far beneath the waves, where they would elude detection by SICON's probes.

Games Masters who wish to take this campaign option one or more steps further can easily do so, by placing the Player Characters in charge of the initial construction and settlement of the new colony. Great care must be taken with this, however, as it is all too easy for

the Player Characters to become little more than bored administrators. While they may be making decisions with far reaching effects, this kind of campaign can come to resemble a computer strategy game more than a roleplaying game, which is rarely a good thing. Games Masters who wish to pursue this campaign option should make sure the Player Characters have plenty of opportunities for the kind of action that epitomises *Starship Troopers*; perhaps by putting down an insurrection by angry colonists when the food shipments are delayed or even by having one of the United Citizens' Federation's alien foes launch an incursion against the new colony, which just so happens to be located uncomfortably close to, or even within, space they consider their own.

Walking a Beat

Not all Federation citizens are career members of the military, piloting enormous starships across the galaxy or training constantly for a firefight of battle armoured frenzy with the Arachnids on some distant sphere. In fact, most citizens of the Federation have long since left the military, turning their attention to other, presumably less dangerous, pursuits. Walking a Beat is a campaign option that assumes the Player Characters have done just that.

As mentioned on page 28 and in the core rules book for the *Starship Troopers Roleplaying Game*, there are many jobs in the Federation that are open only to citizens. In Walking a Beat, the Player Characters will (predominantly) be citizens who have left the military and taken positions as police officers. This allows the Games Master to construct a campaign within the rich and wide universe of *Starship Troopers*, while still blending it with a rough and gritty look at the underside of the Federation.

Where the Player Characters are posted as police depends entirely upon what kind of campaign the Games Master wishes to run. Perhaps, in the vein of *Zegama Nights*, the Player Characters will be walking a beat on Zegama Beach, preventing minor crimes and running into the occasional weird and unexplainable event. Or perhaps they will be assigned to Cassandra, attempting to uncover evidence of suspected insurgent activities, or even working as security aboard the neglected Fomalhaus Station, wondering how long it will be before the Federation closes their outpost or if they will be unlucky enough to have their jobs



saved in the same manner the Skinny invasion saved Kodiak Station.

The generally law abiding nature of the Federation might seem to make Walking a Beat a difficult campaign option for the Games Master to employ – after all, if the Player Characters are hunting down serial killers and high level traitors every session, it will soon come to look as if the Federation has no real hold on its people or territory at all, a semblance that could not be further from the truth. However, if the Games Master and the players are comfortable with pacing and long-term planning, the Games Master can draw out major plots of the campaign (for example, identifying and raiding a cell of insurgents) over the course of a number of game sessions, interspersing this ongoing plot with small, one-shot adventures to keep the Player Characters active.

Walking a Beat gives the Games Master and the players a chance to run a campaign of citizens that revolves around something other than military service and further gives them both an opportunity to explore aspects of the Federation that a career military man or woman might never see.

CIVILIAN CAMPAIGNS

Starship Troopers is, at its core, a roleplaying game with a military flavour and most campaigns will reflect this. The most common Player Characters will be members of Fleet or the Mobile Infantry and most games will revolve around the destruction of a Arachnid invasion, beating back a bunch of Skinnies or even putting down an insurrection on one of the Federation's colony worlds.

However, most people in the Federation are not in Fleet, are not in the Mobile Infantry and are not even citizens. The vast bulk of the Federation is composed of civilians, people who, for many possible reasons, chose not to enlist in federal service. It might be easy to simply dismiss civilians as people leading dull and uninteresting lives, relegated to punching a time clock at a restaurant or shuffling papers back and forth across a desk in some soulless office but this is hardly the case. Though civilian Player Characters will hardly be flying through the skies of an alien world in powered battle armour and unleashing nuclear fire at a ravening horde of Arachnids (or if they do, it is certain to be a *very* interesting campaign story that brought them there), civilian Player Characters have an opportunity to explore the Federation in a way a citizen never can.

Listed below are a few possibilities for *Starship Troopers Roleplaying Game* campaigns based on groups of Player

Characters composed entirely (or mostly) of civilians. Even if the Games Master chooses not to use any of these for his campaign, they make an excellent resource from which to draw civilian Non-Player Characters for the Player Characters to interact with throughout the campaign.

Civilian Rights

This kind of campaign is difficult to run in *Starship Troopers* but certainly offers a unique look at the *Starship Troopers* universe and the Federation. In this campaign option, the Player Characters should all be civilians, possibly located on one of the Federation's more distant colonies.

Rather than taking on the roles of loyal civilians of the United Citizens' Federation, in this campaign option the Player Characters will be dissident civilians, pushing for anything from greater rights for civilians throughout the Federation to insurgents fighting for independence for their home colony.

In this campaign option, which flips the normal *Starship Troopers* campaign on its head, the Federation is the enemy. Though the Io incident (see page 20 and the *Starship Troopers Roleplaying Game* core rulebook) was centuries ago, the memory of it is still fresh to the Federation government and any kind of insurgency on the part of civilians is dealt with swiftly and effectively by a government that has no qualms about using lethal force to maintain its domination.

The exact aims of the Player Characters can be almost anything the players and Games Masters dream up, from the aforementioned goal of independence for their colony to equal treatment for civilian-owned businesses, such as the loader driver insurrection on Iskander 20 years ago.

In this campaign option, combat should be kept to a minimum. Though the Player Characters may have superior knowledge local terrain and resources, and may be able to hide amongst the general populace with ease, there is no question that they cannot stand and fight against the SICON elements sent to put them down. Ideally, the Player Characters will go about their business carefully and quietly enough to avoid SICON's notice, though that is almost certain to be a temporary situation.

Unlike the other two civilian campaign options, Civilian Rights is often best used as a something for the roleplaying campaign to segue into. Perhaps after serving alongside citizens in one of the mixed campaign options (see below), the civilian Player Characters find themselves disaffected with their lot upon returning to civilian life. After all,

have they not already served the Federation as well as a citizen? Why should they then have to go through Federal Service? Using this campaign option as something for the campaign to segue into also allows the Games Master to use this as more of a mixed campaign, possibly with one or two disaffected citizens providing their former civilian colleagues with advice and assistance.

Defending the Home Front

Despite the vast number of ships available to the Federation and despite the speed of the Cherenkov drive, Fleet and the Mobile Infantry cannot be everywhere at once and the enemies of the Federation have a nasty habit of attacking wherever Fleet and Mobile Infantry are *not*. Most often, this results in the quick and easy capture or slaughter of any humans caught in the path of the enemy – but not always.

Humans are amazingly resourceful and inventive creatures and there are a number of tales, highly publicised on FedNet, of civilians or unarmed citizens fighting back against an invasion by enemies of the Federation. With weapons no more advanced than flamethrowers jury-rigged from a canister of flammable gas or a bomb constructed of fertiliser, these brave humans have managed to blunt or even turn the tide of an alien encroachment into Federation space.

There are limitations on a Defending the Home Front campaign in *Starship Troopers*. For one, the Player Characters must be far from Earth, on one of the distant colony worlds of the Federation. For another, it cannot go on forever. No matter how distant the world, the forces of SICON will eventually arrive to deal with the problem professionally. This does not necessarily mean the end of the campaign, only that its focus will shift. The Player Characters who managed to survive against such overwhelming odds will certainly have their 15 minutes of fame and will likely be lauded as heroes, even granted full citizenship in recognition of their bravery against the inhuman foe. Afterward, the campaign may end with the Player Characters returning to their peaceful lives, or it may continue. Perhaps the Player Characters will be given additional responsibilities as part of their newfound citizenship, tasked with helping organise and restore their recently invaded home world. Perhaps they will find the bucolic life they were so accustomed to before the invasion began oddly dissatisfying now and

will seek out new opportunities for adventure. Or, if the Player Characters were imminently successful in dispatching the invaders, perhaps they will even have the opportunity to join the Mobile Infantry, forming their own guerilla squad and assigned to other parts of Federation space to carry on the same sort of combat (though now with much better weapons) against other invaders.

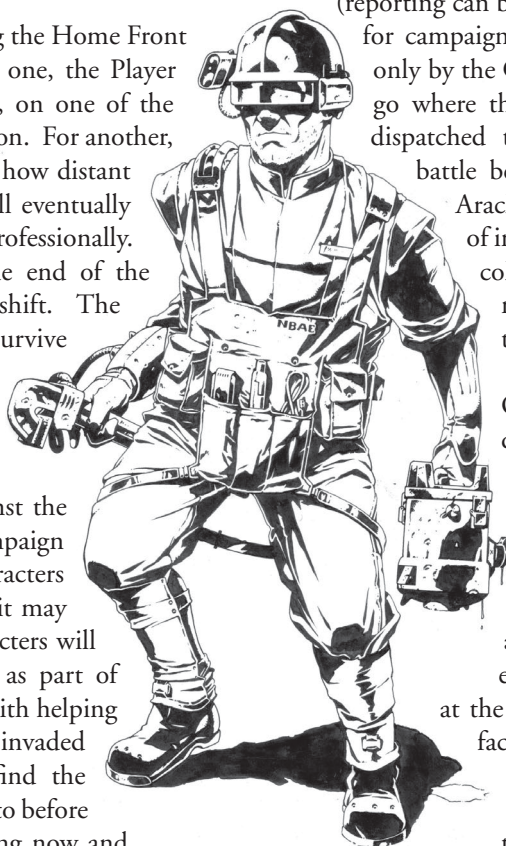
Games Masters interested in running this campaign option should bear in mind that the Player Characters will be at a tremendous disadvantage when compared to their alien adversaries, and the campaign is likely to have a high rate of attrition among Player Characters.

Nose for News

A Games Master who wishes to run a campaign of civilian Player Characters, yet still allow the players to experience the rich universe of *Starship Troopers*, may wish to adopt this campaign option. Almost all reporters in the Federation are civilians, whether they are employees of FedNet or one of the not-quite-legal-but-still-overlooked news outlets to be found on various colony worlds (see page 31).

In this campaign, the Player Characters take on the roles of reporters, photographers, researchers and bodyguards (reporting can be a dangerous profession). The options for campaign stories in Nose for News are limited only by the Games Master's imagination. Reporters go where the news takes them, whether they are dispatched to cover the frontlines of a climatic battle between the Mobile Infantry and their Arachnid foes, poking their nose into a cell of insurrectionists on one of the Federation's colony worlds or even covering the mysterious murder that took place on the set of *Zegama Nights*.

Of course, reporters in the Federation do not enjoy the same privileges as reporters in many countries of the 21st Century. FedNet is an organ of the Federation and does not broadcast information that might reflect poorly on the Federation itself. A reporter attempting to file such a story could expect termination (of employment) at the very least and might well find himself facing criminal charges. The independent news outlets of colony worlds are not part of the Federation, of course, but they understand that the only reason



the Federation allows their existence is that they also do not report anything that could be construed as critical of the Federation.

For Games Masters interested in showing the seamy underside of the Federation, in allowing the Player Characters to see what is going on beneath the glossy veneer, there are few better options than Nose for News.

MIXED CAMPAIGNS

Mixing citizen and civilian Player Characters in the same campaign offers a tough but interesting and potentially rewarding challenge to the Games Master and players alike. In the universe of *Starship Troopers*, civilians are, quite simply, at a significant social disadvantage.

Citizens have responsibilities, true, but they also have rights forever unreachable to those who have elected not to enter Federal Service – they can vote, they can hold public office, they get preferential treatment from the government should they enter the business world. Civilians, while they are not expected to live up to the responsibilities of a citizen (for example, they will never be called on to fight, except perhaps in the hour of the Federation's last need), also have none of the rights accorded to citizens. In theory, the system works beautifully and symmetrically. In practice, things are not so smooth. Citizens tend to look down at civilians, particularly those who express dissatisfaction with their station in life – after all, if they want the rights of a citizen, all they must do is enlist in Federal Service and prove that they deserve those rights. Civilians, on the other hand, may feel that they are deserving of the rights granted to a citizen, or may feel they are disenfranchised by their government – which, of course, they are.

In the context of a group of Player Characters, people who are, it is assumed, frequently in contact with one another, this social gap can quickly come into sharp focus. The citizen Player Characters may be accorded extra courtesy from Non-Player Characters, they may be invited to go where the civilian Player Characters cannot, they may find doors opening for them only to slam in the faces of their civilian compatriots.

Even more than the societal disparity between citizens and civilians, however, is the gulf between the worlds in which the two groups move. This is particularly true for citizens who are currently engaged in Federal Service. Citizens and civilians rarely live in the same world. Obviously, this does not mean they rarely live on the same planet, simply that the paths of a citizen and a civilian are unlikely to cross in

everyday life, without some manner of outside influence bringing them together. For the Games Master who wishes to run a *Starship Troopers* campaign with a mixed group of citizen and civilian Player Characters, providing that outside influence is the first step.

Benefits of Mixed Campaigns

Though the setup for the campaign may be difficult for the Games Master, who must find a way to bring together a group of citizens and civilians and give them a reason to stay together, the results can be very rewarding.

HOW THE OTHER HALF LIVES

A mixed *Starship Troopers* campaign allows the Games Master to show both sides how the 'other half' lives. Of course, the population of the Federation is not evenly split between citizens and civilians (civilians far outnumber citizens) but the term is still appropriate. The lives of citizens and the lives of civilians are very different in a thousand tiny ways and a mixed campaign allows the Games Master to explore both, to literally allow the Player Characters to see 'both' Federations. Obviously, this benefit works best in a campaign with players who enjoy roleplaying – if the campaign centres on hunting and killing colonies of Arachnids, the subtle differences between life as a citizen and life as a civilian are likely to become obscured in the clouds of dust rising from the battlefield. Of course, such a campaign has little place in it for civilians anyway.

THERE IS STRENGTH IN NUMBERS

Just as there are many doors in the Federation that are, officially or unofficially, closed to civilians, there are many doors in the world at large that may be closed to citizens. None of these are official doors of course but rather are based upon peoples' preconceptions and prejudices regarding citizens. For example, in one campaign scenario the Player Characters are investigating a suspected weapons smuggler who is thought to have been procuring and providing military grade weaponry to group of dissidents, or even an unofficial colony of religious extremists. As part of their investigation, they need to find a way to infiltrate (if only for a few hours) the suspected weapons smuggler's base of operations. If they lack the skills and equipment to handle this covertly, they will have to find a way to be accepted into the base. Given that the weapons smuggler, like all criminals in the Federation smart enough to have eluded capture after the commission of his crime, will certainly take a good long look at anyone expressing an interest in his operations, he is very likely to find out if anyone expressing such an interest is a citizen.

There are a number of preconceptions people in the Federation have about citizens but being willing to engage in acts of treason is not one of them. A citizen Player Character attempting to gain access to the smuggler's base of operations who is identified as a citizen is very likely to be killed outright. On the other hand, a civilian stands a much better chance of somehow gaining admittance.

Stated in more general terms, citizens and civilians have different strengths they can bring to the table in a campaign that mixes the two. The citizen's benefits are more readily apparent, certainly but a clever player with a civilian Player Character can find dozens of opportunities for his Player Character to shine.

Drawbacks of Mixed Campaigns

As stated above, a mixed campaign in *Starship Troopers* can be a challenging and rewarding exercise. However, the Games Master must take special care in running such a campaign to keep the potential problems engendered by mixing the two types of Player Characters to a minimum.

IT'S THEIR WORLD; WE JUST LIVE IN IT

One problem with mixed campaigns in *Starship Troopers* is the disparity of abilities between the two kinds of characters. This is particularly obvious when it comes to combat, which is an integral part of almost any roleplaying game. It is almost a certainty that citizen Player Characters will have experience in Federal Service, having gone through boot and then a stint in either Fleet or the Mobile Infantry. This has made combat second nature to them – they have skills and abilities to use when the fighting starts that the civilian Player Characters cannot dream of having. If the campaign focuses mostly on combat, the citizen Player Characters have what it takes to meet the challenge head on. The civilian Player Characters, on the other hand, will spend most of their time on the sidelines watching, or even bleeding and unconscious on the ground from having tried one more time to participate in the gaming session's events.

Though combat is the most obvious example of this drawback, it is not the only one. If combat is the exception in the campaign instead of the rule but the Player Characters still spend most of their time dealing with the government of the Federation at one level or another, the citizen Player Characters will still enjoy a tremendous advantage over their civilian counterparts, simply because of the elevated social position they enjoy. Conversely, if the action in the campaign is grim and gritty, with session after session taking place in the seedy underbelly of the Federation's criminal element (the kind of adventures mentioned above under *There is Strength in Numbers*), requiring the civilian Player Characters of the group to make all the contacts and work all the deals, there will be little place for the citizen Player Characters. True, the citizen Player Characters will still have a role to play when the inescapable fighting begins, but if they have nothing to do for the rest of the game session but look forward to that inescapable fight, the players will begin to feel their citizen Player Characters are not people so much as they are a weapon the civilian Player Characters pull from the holster and use when there is no other choice.

In all these examples, one set of Player Characters or the other will feel all but useless for much of the game. If the situation continues unresolved, it can lead to Player Characters feeling resentment towards their fellows, player apathy or even cause players to quit the campaign.



Games Masters who wish to run a memorable and successful *Starship Troopers Roleplaying Game* campaign mixing citizen and civilian Player Characters will need to

remember to keep everything in the campaign in balance – making sure not to lean too heavily in one direction or another and finding a way for citizen and civilian Player Characters alike to enjoy roughly equal time in the spotlight. This is actually a much simpler task than it may seem and Games Masters will quickly find the right way to balance their campaigns to ensure a fun and satisfying time for players of both kinds of Player Characters – and after all, the enjoyment of the players and the Games Master is the most important facet of any roleplaying game.

WORLDS APART

This drawback to running a mixed campaign in *Starship Troopers* is one that can raise its head again and again if the Games Master does not construct his campaign in such a way as to keep it down. As mentioned earlier, citizens and civilians in the United Citizens' Federation move in very different worlds and rarely cross paths with one another. How, then, can the Games Master keep a group of citizen and civilian Player Characters working together in a group for weeks, months or even years without straining credulity on the part of the players and himself? Other than simply ignoring the issue, of course.

Fortunately, the Games Master has many tools in his toolbox to deal with this but he should give the issue some careful consideration before the campaign begins. Most of these tools involve roleplaying and simple background work. Perhaps the Player Characters have all known one another for years, since before those that would become citizens enlisted in Federal Service and now spend their time together out of friendship as much as anything else (though attrition in the ranks of Player Characters can make this difficult to justify when new Player Characters start appearing). Perhaps a shared traumatic experience (such as all the Player Characters having weathered an Arachnid invasion of a failed Federation colony together) keeps them in touch. Or perhaps the unusual nature of their work (whatever that might be) keeps the Player Characters together.

The best way to get around this particular problem in a mixed *Starship Troopers* campaign is to simply make sure the Player Characters always do have a reason to be together. The campaign options listed below give the Games Master a few good jumping off points for structuring a successful *Starship Troopers* campaign incorporating both citizen and civilian Player Characters.

Last Stand

In this campaign option, the citizen and civilian Player Characters are thrown together by chance, not by choice.

It takes place on some distant world, an outpost colony of the Federation that has come under assault by the Arachnids, the Skinnies or some other alien menace of the Games Master's devising (perhaps the mysterious alien race that assaulted Hesperus and destroyed the *Reynolds* so many years ago has returned). The initial assault was catastrophic, leaving the vast majority of the planet's human population dead or captured. The civilian Player Characters are surviving colonists, the citizen Player Characters are the

paltry remains of the SICON forces attached to the colony to provide what little security was thought necessary for this presumed peaceful sphere. The civilian and citizen Player Characters must join forces to attempt to hold on and survive until help arrives.

This campaign option throws into sharp relief the difference between the speed of the Cherenkov drive and the speed of radio waves. Light years away from the nearest Federation settlement or colony, the Player Characters have no way of signaling for help. Assistance from SICON could arrive in a matter of days, carried by the colossal speed of the Cherenkov drive, but SICON has no way of knowing what has happened on this planet, leaving the Player Characters to wonder how long it will be before the next Federation patrol or cargo shipment discovers their situation – and hoping the unsuspecting ship is not destroyed by the aliens before it can flee to bring help. It could be weeks or even months, depending upon how long the Games Master wishes this stage of the campaign to last.

Last Stand provides the Games Master and Player Characters with a number of opportunities. While the citizen Player Characters will certainly enjoy an advantage in fighting, the civilian Player Characters should have an advantage in local knowledge – they know where fresh water can be found, where cave complexes lead to, hidden stashes of food and supplies and sundry other bits of information that will prove invaluable if the Player Characters are to survive until help arrives. Potential adventures can range from small skirmishing actions against the alien invaders to trying to locate and join forces with other survivors to trying to gather as much information as possible on the enemy for when SICON does arrive in force to deal harshly with this new threat.

Once SICON does arrive, the Games Master must decide whether to end the campaign or allow it to continue, much as with Defending the Home Front.

Merchant Marines

In this campaign option, the Player Characters have a chance to see the galaxy as few others can. They take on the role of crew of a corporate-owned ship, playing the spaceways throughout Federation space and even beyond.

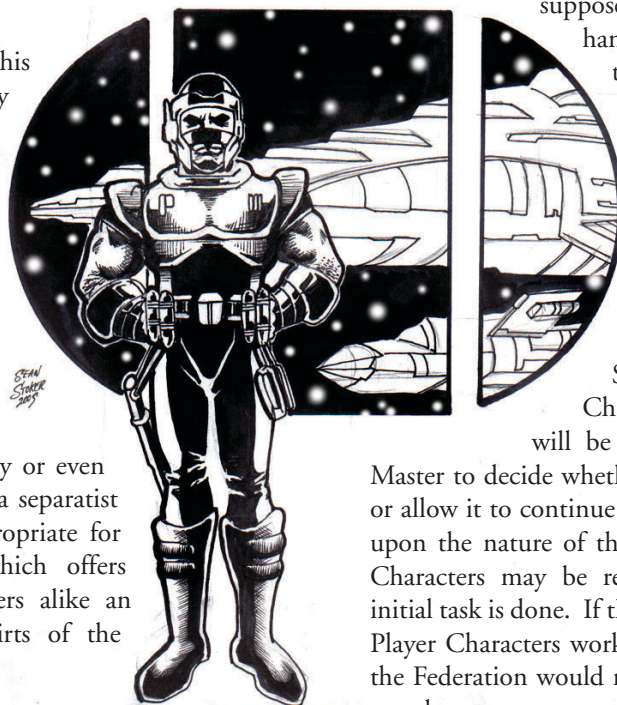
The exact nature of the campaign depends upon what the Games Master wishes the corporation's area of interest to be. For example, the ship could be a survey and cataloguing vessel, assigned to scour the outermost reaches of Federation space in search of planets, moons and asteroids with

rich mineral or gas deposits. It could be a research ship, chartered by the Federation to seek out new worlds ripe for colonisation. It could be a simple cargo vessel, traveling from colony to colony, trading goods back and forth in the void at the limits of the Federation's reach.

Of course, the players should be aware of the nature of the campaign before character creation and should be able to work out amongst themselves which Player Character will take on which role on the ship. Also, knowing the nature of the campaign in advance will allow them to construct Player Characters with the kind of skills they will need to perform their jobs on the ship (the engineer should certainly have some ranks in the Repair and Technical (mechanical) skills). The most important decision for the Games Master to make in this process is whether or not to allow one of the Player Characters to be captain of the vessel, or whether to give that job to a Non-Player Character. In almost all circumstances, it is better to allow one of the Player Characters to take on that role, assuming the players themselves do not mind one of their number being 'in charge.' In any case, it is certainly better to keep ownership of the ship itself out of the hands of the Player Characters – hence their employment by the corporation back on Earth.

This campaign option allows plenty of room for both citizen and civilian Player Characters, with the civilians making up the bulk of the crew and the citizens as armed guards or, if the Games Master prefers, as soldiers detached to the ship by SICON.

The potential adventures of this campaign option are truly limited only by the Games Master's imagination. Becoming embroiled in local politics while at a colony, discovering an alien scouting force making an incursion into Federation space, surveying a potential world for colonisation, getting into a raging space battle with an alien adversary or even ferrying supplies illegally to a separatist colony are all perfectly appropriate for this style of campaign, which offers players and Player Characters alike an unusual look at the outskirts of the United Citizens' Federation.



Special Operations

Officially, civilians are barred from a number of positions within the society of the United Citizens' Federation. However, SICON and the Federation are willing to make exceptions in some cases – and are certainly not willing to let such a rule get in the way of getting the job done. If they require a civilian to do what needs to be done, they will get a civilian.

From time to time, civilians are recruited to assist with a job otherwise reserved for citizens. Most often, the job in question involves police work, usually for a specific case. A good example of such a situation would be the investigation of the suspected weapons smuggler mentioned above under There is Strength in Numbers.

In order to run a campaign using this option, the Games Master must first determine why SICON or the Federation government would require the help of a civilian. The example of police work is the easiest explanation, but is certainly not the only one.

The Special Operations campaign option provides the Games Master and the players with a wealth of opportunities for interesting adventures and quality roleplaying. The citizen and civilian Player Characters will have to overcome their own differences to work together effectively in this situation, as the citizens may feel slighted that their superiors have brought in civilians to do the job they, as citizens, are supposed to do. The civilians, on the other hand, may enjoy the opportunity to feel they have something to offer that the citizens do not.

Much like with Last Stand, a campaign with the Special Operations option comes with an expiration date – that is, eventually, whatever it is that caused the UCF government or SICON to bring the different Player Characters together in the first place will be taken care of, leaving the Games Master to decide whether to bring the campaign to a close or allow it to continue under a different guise. Depending upon the nature of their contribution, the civilian Player Characters may be rewarded with citizenship once the initial task is done. If the Games Master allows this, and the Player Characters worked well together, there is no reason the Federation would not allow them to continue working together, now as a group of full-fledged citizens.

THE ARACHNID EMPIRE

A massive, dense army of Arachnid Empire soldiers fills the landscape. The soldiers are depicted with large, metallic, segmented armor in shades of purple, gold, and brown. They have multiple eyes and sharp, pointed appendages. The scene is set in a desert environment with a hazy, orange-tinted sky and distant, rocky hills. The overall atmosphere is one of overwhelming military power and impending conflict.

KNOW YOUR FOE

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STARSHIP TROOPERS™

THE ROLEPLAYING GAME

THE UNITED CITIZENS' FEDERATION

WELCOME, CITIZENS.

YOU HAVE PROVEN YOURSELVES TO BE OUTSTANDING MEMBERS OF THE FEDERATION, MEN AND WOMEN WITH THE COURAGE AND CAPACITY TO RISE ABOVE THE RANKS OF THE MASSES AND EMBRACE THE RESPONSIBILITIES AND PRIVILEGES THAT COME WITH CITIZENSHIP.

YOU KNOW THAT BEING A CITIZEN IN THE UNITED CITIZENS' FEDERATION REQUIRES SOMETHING MANY HUMAN BEINGS ARE NOT CAPABLE OF—IT REQUIRES A WILLINGNESS TO PUT THE SAFETY AND SECURITY OF THE HUMAN RACE AHEAD OF YOUR OWN, TO LAY DOWN YOUR LIFE IF NECESSARY THAT THE RACE ITSELF MIGHT SURVIVE. IT IS THE ULTIMATE PRICE FOR THE ULTIMATE REWARD. YOU KNOW THIS BUT DO YOU UNDERSTAND WHY IT IS NECESSARY?

THE CITIZENS' FEDERATION WILL SHOW YOU WHY. KNOWING WHAT THE FEDERATION IS, UNDERSTANDING THE IMPORTANCE AND CLARITY OF OUR SYSTEM, AS WELL AS THE TROUBLES AND TRIALS WE HAVE ENDURED TO REACH WHERE WE ARE TODAY, IS AN INTEGRAL PART OF TRULY UNDERSTANDING WHAT CITIZENSHIP MEANS, OF HOLDING TO THAT GREAT COMMITMENT EACH OF YOU HAS MADE TO ATTAIN WHAT YOU HAVE ACHIEVED.

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