
STARSHIP TROOPERS™
THE ROLEPLAYING GAME





JOIN

FEDERAL SERVICE



THE

FIGHT!

RECRUIT INFORMATION BROCHURE

SERVING THE FEDERATION

The United Citizens' Federation (UCF), a perfect model of an ordered society, is under attack. Bugs, the soldiers of a aggressive alien race known as the Arachnids, have re-emerged with a devastating strike on the sovereign territory of Pluto. The death toll was high, but we have the tools and the talent to take this war into their caves and burrows and make them pay. With the greatest weapons and armour mankind has ever made, we will prevail. We will not leave one bug alive; we can kill them all. We must kill them all.

How Can I Help?

You have already taken the first step towards citizenship. By joining the Strategically Integrated Coalition of Nations (SICON) and signing up for military service, you have already sent a message to our enemies. We are all ready to do our part. You have just agreed to become part of the greatest fighting force the universe has ever seen. Each one of you is a hero. Each one of you carries the fate of the United Citizens' Federation on your shoulders. Your choice to stand up and stand proud is a clear signal to all that you are the best and the brightest that our race has to offer and that with your help, Earth cannot fail!

You have a long and glorious career ahead of you in SICON, recruit! You will have the opportunity to work with some of the most advanced technologies ever produced and wield the most powerful weapons in the universe. You will be able to march into battle protected by the best armour in existence, safe from harm while you lay the enemies of the Federation low. You will have the finest vehicles at your command, from combat suits to star-spanning spaceships with more firepower than a battalion of troopers. You can take command of your own squad once you prove yourself, leading the war effort and writing your name in the pages of history!

SERVICE GUARANTEES CITIZENSHIP!

Mobile Infantry Trooper

As a trooper with SICON, your choices are limitless. We will assess your skills, your talents and your potential to find your perfect fit within the military. You may not even know all your aptitudes, but together we will uncover and enhance those skills you excel at and turn you into a paragon of mankind. You will learn how to fight, how to lead and how to defend humanity among the stars. When you have finished your training, you will have an advantage greater than any soldier in Earth's history; you will be the finest trooper mankind has ever seen.

In addition to the best basic training regime that has ever existed, you may qualify for a specialisation in the military. This focused training allows you to fulfil a technical role with SICON that will set you apart from your fellow troopers. Your mind and body will be taxed to their limits, but you will emerge from these specialist fields more capable than ever before. There is no glory without effort, trooper. No reward without risk!

Communications

An army cannot fight without communications; without constant contact there can only be endless anarchy. Without the ability to co-ordinate his troops, an officer cannot hope to function on the battlefield of today. That is where you will come in. Trained to handle modern communications gear in combat and report on events as they occur, you are the eyes, ears and voice of your unit. You are the vital link between troopers, officers and orbital support. If you are up to the challenge, you can be the most important trooper in your squad.

Demolitions

The bugs dig in wherever they go, coming out of holes to attack on all flanks. They can come at you in waves, endless tides of mindless death. If the Mobile Infantry had to fight them all on bug terms, it would be a waste of ammunition and resources. There is a better way – you as a demolitions expert. With powerful explosives and the precision equipment needed to maximise their effects, you can kill more with one bomb than you could with a thousand bullets. Armed with tactical scale missiles, soft and hard explosives,

and trained in exactly when and where to use them, you can be the most important member of your squad.

Engineering

War is a complicated business and only the brightest troopers can hope to excel as a battlefield engineer with the Mobile Infantry. Your task will be to build bunkers, weapon emplacements and fortifications to stem the tide of alien assaults. You will also be responsible for keeping equipment in working order no matter what the conditions of battle might be – from the Morita TW-203-a assault rifle to the M-3a tactical helmet. Technical skills are as important to any war effort as tactical excellence; with both, we can never fail to keep Earth safe. If you have the courage to build our perfect future, you can be the most important member of your squad.

Field Medic

Even with the best weapons and armour in the galaxy, bugs can get lucky and troopers can get hurt. When our troopers are not at their best, we give them the best of care and that means you. As a medic with the Mobile Infantry, you have the skills and support to save lives every day. In any war, medics are the key to victory. Your training will keep our fighting forces fit and ready, able to do battle with the enemies of humanity. If you are smart enough and strong enough to become a combat medic, you can be the most important member of your squad.

Marauder Driver

There are suits and then there are *suits*. The M-8 and M-9 assault suits are the finest suits of combat armour that exist, with more lethal power than a squad of troopers, thicker armour than a battle tank, and mobility that outstrips most fighter craft. With you at the controls of a Marauder suit, you will be able to lead charges into the heart of enemy territory and lay waste to anything foolish enough not to flee in terror. You are the most heavily armoured trooper SICON has ever fielded and with the specialist skills you can learn as an elite trooper, you cannot fail. Clad in a Marauder suit, you can be the most important member of your squad.

Neodog Handler

We have the finest weapons available and any one of us is a match for anything the bugs can throw at us, but we do not have to enter battle alone. We have neodogs, genetically and mechanically engineered fighting machines with the strength of a lion and the resilience of an armoured carrier. Equipped with specialised systems and weapons, neodogs require special handling to use effectively on the battlefield. No matter how capable a neodog is, it needs a human intelligence to guide it – your intelligence. With a neodog under your symbiotic command, you can be the most important member of your squad.

EVERYONE FIGHTS! NOBODY QUITS!

Sniper

Fighting a war involves all kinds of troopers, from those who stand the line and battle bugs in open fields to those that nuke the insects in their homes. When a tactical target presents itself, the first specialist SICON Command turns to is a sniper. If you can remove a plasma bug at a thousand yards with a single bullet, why waste men and munitions fighting a ground battle to reach it? Not every fight can be avoided through the use of your special skills, but some can and that makes you invaluable. When you can taget the nerve stem of a warrior bug from a mile away, you can be the most important member of your squad.

Taking Command

No matter how you choose to serve, if you have the mind and merit to rise in rank, you will be selected for Officer Candidacy School. As an officer cadet, you will be taught how to keep your squad together, make the most out of their combined firepower, and bring them back alive. Their safety is your chief responsibility, as is seeing that each mission you are trusted with is carried out successfully.

Officers reap the benefits of command, including better quarters, better benefits and of course better pay. In return, you make a promise to SICON and the Federation that you will take care of the troopers and resources placed in your custody. Troopers, weapons and supplies cost money; you are ultimately the one held accountable for this investment in your abilities. Succeed in the field and this trust will grow. The only limitation to advancement is you. How high can you rise? Sergeant? Captain? Sky Marshal?

What am I Fighting For?

With every passing day, the war effort grows. Mankind has stretched out throughout the solar systems and is constantly casting its eye towards the stars, but at every step threats to our way of life appear. You are fighting to preserve humanity in a hostile galaxy, but your reward is not just survival; it is the continuance of our species.

We have colonies and military bases from Luna to Shoreridge III. Wherever we travel, we have left our mark and now we must defend it. We have to keep our colonies safe. We have to ensure our bases are secure against attack. We may be called upon at any time to battle back the advances of the mindless bug hordes and keep them from overrunning our civilisations. Wherever citizens make their homes, the Mobile Infantry will be there to protect their way of life. It is our duty as sons and daughters of the Federation. It is our honour.

The Status of the Federation

We have mastered Earth and spread across every continent from Eurasia to Antarctica. We have created paradises from war zones and restored order since the fires of the last war left our homeworld in ruins. The planet of our birth is more peaceful now than at any other time in its history. While we have extended our reach into the heavens, we have never forgotten the green and fertile shores of Earth.

Mars

The pinnacle of near-Earth colonies, Mars is a shining example of mankind's ability to conquer nature and make a place for itself wherever it goes. Sixteen domes of transparent steel and environment generators churning away under solar power makes the red sands of Mars habitable for nearly two and a half million colonists and troopers. In addition to its recreational and vacation facilities (which are second only to Zegama Beach), Mars provides valuable minerals and resources for SICON and citizen-owned industries, making it a shining red jewel in the crown of the United Citizens' Federation.

In orbit above Mars, Crimson Base One serves as both SICON defence platform and shipyard. Many of the finest weapons, armour and vehicles produced for the Mobile Infantry come from Crimson Base One. Four of the last five Sky Marshals-in-Chief once served as officers on Crimson Base One, so service here is not without its rewards. Know it well, defend it with your life.

A CAREER WITH THE MOBILE INFANTRY; IT WILL CHANGE YOUR LIFE!

Zegama Beach

What can be said about Zegama Beach that has not been seen on a hundred sky boards and FedNet commercials? It is a veritable citizen's dream of luxury given form – an Eden in our galaxy with sand, sun and surf as far as the eye can see. Even from orbit, the light clouds of Zegama do nothing to spoil the skies of this dream world. Without inclement weather to spoil a vacation and with an ecosystem that fosters mineral springs, safe ocean waters and tanning beneath the mildest star in space, everything about Zegama Beach says leisure. It says pleasure. It says paradise.

The only thing that could spoil this treasure of the natural world would be a bug invasion and the Mobile Infantry is there to ensure this never occurs. Sky Marshal Diennes rates the chances of an offensive on Zegama to be less than one percent and whatever is good for him should be good for the rest of us. What is even better for the Mobile Infantry is that out presence as a protection force for the planet gives us Rest and Relaxation rights there when on leave. If that alone is not a reason to sign up today, you have obviously never seen an episode of *Zegama Nights*©™.

Sanctuary

Our strongest base, our safest base. Sanctuary is the heart of SICON. Not only is Sanctuary armed with the finest in defence satellites and battleships, it is also equipped with the finest theatres, restaurants and shopping facilities from all over the Federation. Troopers in the Mobile Infantry are automatically eligible for station time on Sanctuary when they are in its system, allowing them to rest and relax in the comfort of a military base stocked with every amenity imaginable. Laundry services, gourmet mess and laser tattooing are only part of the luxuries offered by Sanctuary, and only members of SICON can enjoy them.

Where is the War?

The war is right here and right now. The Sky Marshal-in-Chief has a plan, but it cannot work without you. We can strike at the bugs and erase them from the galaxy. We can make the universe safer for ourselves and our children, but the Mobile Infantry cannot do it alone. We need brave men and women to take responsibility and step up into military service. Are you ready to become a citizen? Are you ready to take charge of your future?

I AM DOING MY PART; ARE YOU?

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MOBILE INFANTRY



MAKE A DIFFERENCE

CREDITS

Squad Leader
Capt Hahn, August MI28-49

Auxiliary Support
Cpl Phillips, Wilson MI87-12

Strategic Support
Sgt. Maj. Neale, Richard MI20-27

External Propagandist
Sgt. Dutrait, Vincent MI42-23

Internal Propagandists
Pvt. Anevern, Kythera MI81-24, Pvt. Clark, Scott MI40-63, Pvt. Dilly, Anthea MI68-91, Sgt Dutrait, Vincent MI42-23, Pvt. Hanford, Martin MI57-18, Pvt. Hart, Sam MI91-33, Pvt. Esbri Molinas, David MI48-20, Pvt. Libby, Rhonda MI44-43, Pvt. Moretti, Danillo MI54-06, Pvt. Netherland, Jon MI77-84, Pvt. Nunley, Randy MI78-73, Pvt. Parker, Tony MI88-47, Pvt. Sergesketter, Chad MI37-39, Pvt. Shepherd, Stephen MI55-25, Pvt. Stoker, Sean MI83-14 & Pvt. Sztaba, Mack MI73-52

Tactical Support
Sgt. Maj. Neale, Richard MI20-27

Additional Tactical Support
Sgt. Maj. Belcher, Ian MI40-81

Military Intelligence Liason
3rd Lt. Barstow, Ian MI06-88

Military Intelligence Officer
Lt. Col. Fennell, Alexander [Designation Classified]

Data Analyst
Sgt. Bedison, Ron MI77-02

Forward Reconnaissance
Cpl Vail, Sam MI91-09, Pvt. Chabot, Andre MI89-04, Pvt. Hall, Robert MI15-08, Pvt. Kerslake, Trevor MI88-17, Pvt. Marson, Alan MI20-06, Cpl Barker, Harvey MI68-39, Pvt. Fitzmaurice, Tim MI45-42, Cpl Gedak, Mark MI20-26, Pvt. Kossmann MI27-26, Pvt. Little, Kent MI52-87, Pvt. Perry, Murray MI60-16, Cpl Howe, Mark MI68-94, Pvt. Sizer, Mark MI69-25, Pvt. Scothorne, Daniel MI59-15, Pvt. Billaine, Mark MI60-09, Pvt Young, Michael J. MI76-15, Pvt. Moore, Alan MI97-40 & Pvt. Haslam, Daniel MI60-90

Priority Signals
Special thanks to the citizens and UCF agents of Sony Pictures Consumer Products. Special thanks are also extended to Citizens Nathan Bishop, Lee Stringer & John McGinley

Character Sheet
Cpl Vail, Sam MI91-09

Continuing Support
Continuing support and information for *Starship Troopers: The Roleplaying Game* can be found at www.mongoosepublishing.com and in the pages of *Signs & Portents* magazine

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RETINAL SCAN: COMPL
IDENTIFICATION: CONFIRM
PERMISSION TO PROCEED:
GRANTED

THE ROLEPLAYING GAME

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INTRODUCTION

Welcome to *Starship Troopers: The Roleplaying Game*, featuring the Mobile Infantry, Arachnids and the struggle of Mankind for supremacy of the galaxy. Based on a number of sources including books, two movies and TV shows, this is a game of high-octane excitement, danger and glory on the battlefields of far-off star systems.

By playing *Starship Troopers*, you can create a character that lives both in the far future as well as in your own imagination and that of your friends. One player will take on the role of Games Master, controlling the people and aliens who dwell in the galaxy, while the other players will play through a series of epic scenarios and adventures that may start events that shake the entire galaxy. The Games Master sets the scene for his players, whether they are on a ship of the Fleet or just landing with the rest of the Mobile Infantry on a hostile alien world.

The basic game will give players the chance to join the Mobile Infantry and serve the Earth. More advanced players might like to try their hand as Fleet officers or even ordinary civilians, exploring the politics of the United Citizens' Federation. In short, there is a whole galaxy to explore!

WHAT YOU NEED TO PLAY

To begin playing *Starship Troopers*, all you need is the following.

- One or more friends.
- A character sheet photocopied from pg. 286 or downloaded free of charge from the Mongoose Publishing web site.
- A pencil, eraser and spare paper.
- A full set of dice, including four-sided dice (d4), six-sided dice (d6), eight-sided dice (d8), ten-sided dice (d10), twelve-sided dice (d12) and twenty-sided dice (d20).

NEW TO ROLEPLAYING GAMES?

Then welcome to the shortest explanation of roleplaying ever written. One participant – the 'Games Master' – describes the scene, and the other participants, the 'players', decide how their characters will react.

'You round the corner of the abandoned research station only to be confronted by a sealed blast door and a mysterious banging which emanates from beyond;' says the Games Master, *'what do you do?'* Run? Hide? Call for assistance? Override the lock?

The Games Master, using the rules as a guideline, decides what results your actions have. Repeat all that over the course of a few hours, mixing in terrible Arachnids and dangerous missions, intrigues and conspiracies, heroism and madness, death and pain, and you have a session of *Starship Troopers: The Roleplaying Game*.

NEW TO STARSHIP TROOPERS?

There are three routes into *Starship Troopers* – the original novel, the two films or the Roughnecks Chronicles animated TV series. It is very likely that, as a roleplayer, you will be familiar with at least one of these. If you have managed to so far miss all three introductions to *Starship Troopers*, you are in for a real treat, a roller coaster ride of intense battles, political manoeuvring and the knowledge that you are personally responsible for the defence of the human race.

You will take on the role of one of the Mobile Infantry, humanity's premier armed force. Travelling throughout the galaxy, you will be sent to many strange and alien worlds in a desperate effort to stem the tide of mankind's enemies and ensure the peace and security of the Federation and her colony worlds. Humans are locked in a war against alien races, each of which is struggling for dominance of the galaxy – this is a fight for the survival of the species.

Humanity's main enemy are the Arachnids (called bugs by the Mobile Infantry), an insect-like alien race comprising many different species, all engineered to perform one specific task in the service of their empire. An Arachnid has no pity, no remorse and no expectations of its own life – it is utterly subservient to its leaders. As a trooper in the Mobile Infantry, you will quickly come to both fear and respect the Arachnids. When fighting them on some distant world, you will see that they are almost without number and major battles will see thousands of them streaming out of bug holes. By hurling their spore into space, they are able to colonise far flung worlds and they have also learnt how to shift the orbits of asteroids and are more than capable of directing them into collision with Earth. Spreading like a virus throughout the galaxy, the Arachnids are the greatest threat Mankind has ever faced.

This is the nature of the enemy you face. The Arachnids are not the only enemy you will encounter, for there are many alien races spread throughout the galaxy and many of them look on jealously at the relative strengths of both Arachnid and human. Most of your battles will be against the bugs,

but now and again you may find yourself fighting other aliens who may have completely unknown capabilities.

The odds are not all stacked against you, however. True, you may only be 'Infantry', but you are the most well-trained and well-equipped infantryman in the history of mankind; you belong to the most organised army that has ever existed. Your standard-issue Morita rifle can scythe through warrior bugs when used en masse and its underslung grenade launcher can finish one off if you are ever caught alone. Your power suit is completely sealed and will protect you against all kinds of hostile atmospheres and environments. Its armoured plates may give way to the direct thrust of a warrior bug's claw, but you will quickly find that they resist almost everything else. Its integrated scanners give you an unparalleled field of perception, while jump jets and lizard lines put the 'mobile' into Mobile Infantry. While wearing these powered suits, you will find that you are stronger, tougher and more heavily equipped to survive on the battlefields of the far future than any soldier in human history.

The Mobile Infantry does not make stupid troopers, however, and you will rarely go into battle unsupported. As well as your squad mates, you will likely have huge Marauder power suits, air strikes, artillery, Military Intelligence support and a host of other auxiliary elements, all designed to ensure that you can complete your mission and return home safely.

Welcome to the Mobile Infantry, trooper!

PLAYING STARSHIP TROOPERS

The most important thing to remember as a Mobile Infantry trooper is that you are vulnerable, especially if you are alone. You start the game with some impressive equipment and superior armour but that will not protect you if you continue to take bigger and bigger risks. You will not be able to face a single warrior bug alone until you have reached a much higher level – you have been warned . . .

Learn the capabilities of your equipment thoroughly as it will have the potential to save your life over and over again. Also make sure you know what each skill and feat that you select for your character does. You will be enjoying a life of constant danger as you perform classified missions or engage in open battle. There is nothing worse than losing a character only to realise ten minutes later a piece of equipment, skill or feat he possessed that would have saved him.

To be a successful Mobile Infantry trooper, you have to operate with your squad mates as a cohesive team. Never leave another trooper behind, no matter what his condition – next time, it may be you in dire straits. If you have air support, artillery or other auxiliary assets on standby during your mission, do not forget to use them. They may well be necessary for the completion of the mission.

Respect your superior officers. There is no easy route to command in the Mobile Infantry and every officer was once a private, just like you. They gained their rank through heroics and putting the good of the Federation before their own personal safety. Regard them as examples to learn from, as they are all heroes in their own way.

Above all, remember that you are fighting for the very survival of the human race. Show aliens no mercy for you can expect none in return. Shoot straight and shoot often. There is no place in heaven for a trooper that dies with rounds in his weapon!

Canon vs. RPG

While the whole of this rulebook is presented as a factual text describing the ways and means of the Mobile Infantry and the world of *Starship Troopers*, we will be the first to admit it has its inconsistencies. We must note, however, in our defence that there is literally nothing we can do about them for the sake of offering you a complete, flexible and dynamic roleplaying game. These sources of information, or 'canon' if you will, for *Starship Troopers* are often at odds and occasionally confrontational.

Thus, we have had to make some hard decisions about certain things in our quest to give you the best roleplaying game we could create. Wherever possible, the novel itself was our 'bible' for what is and what is not *Starship Troopers*. Unfortunately, just sticking to that would have made for an exciting but ultimately repetitive game. By adding in the more visually interesting and wider ranged experiences of other sources, we have been able to give you far more material to work with.

This improvement to the already rich and diverse world, however, came at a cost. When you merge multiple visions of any subject matter you are bound to create inconsistencies. That was the case with this game; it was simply unavoidable. We have done our best to blend our sources as best we can but there may be a few places where you can still see the seams.

That is where you as players and Games Masters can do what we as publishers of a single game addressed to thousands of customers cannot; if you do not like a point of contention, change it to fit your own vision. Essentially, *Starship Troopers* is your game. Play it any way you wish.

BASIC TRAINING

This chapter contains all the basic rules needed to play *Starship Troopers*. Use it as a reference for the other chapters which will refer back here as they go on to explain special rules for specific portions of the game. For example, the Skills chapter will show you how skills work in this game and what they actually do but you can refer back here to see how the basic task resolution system is used when various modifiers and multipliers are used.

DICE & STARSHIP TROOPERS

Before we move to the basic resolution system, you should become familiar with the concept of dice in a roleplaying game. Dice are actually very simple in *Starship Troopers*, though if you are not used to the terminology for dice rolls they can get a bit confusing. The shorthand form of a die roll is 'x d y', possibly with a number after a + or – sign to indicate a modifier. The x is the number of dice to roll, while y stands for the number of sides the die has. If only one die needs to be rolled, x will be 1 or simply left out altogether and assumed to be one.

Example: A Morita TW-203-a rifle does 2d8 damage. In the hands of Private (Pvt.) Paul 'Dusty' Dustin, a well-trained Mobile Infantry sniper, it does 2d8+3 because of his high Dexterity score. When he hits in combat with a shot from his rifle, he rolls two eight-sided dice, adds the results together and then adds three. If he rolls a 4 and a 7, his shot deals 14 points of damage in total.

BASIC TASK RESOLUTION SYSTEM

Whenever you attempt to perform any action in *Starship Troopers* that involves some risk of failure, you will always use the same basic dice mechanic, whether you are trying to break into a protected computer system or fire your rifle at a warrior bug. The specifics of this will be covered in the appropriate chapters later on but is illustrated briefly below.

d20 + modifiers vs. Difficulty Class

The modifiers and Difficulty Class, or DC as it is commonly known, are determined by the type of task.

If the result of the d20 roll plus the modifiers equals or exceeds the target number, the test is successful. Any other result is a failure. A 'natural 20' on the die roll is not an automatic success. A 'natural 1' on the die roll is not an automatic failure, unless otherwise stated.

Modifying Numbers

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger. However, certain rolls, such as damage and hit points, have a minimum result of 1.

Sometimes a special rule will make you multiply a number or die roll. So long as you are applying a single multiplier, multiply the number normally. When two or more multipliers apply, however, combine them into a single multiple, with each extra multiple adding one less than its value to the first multiple. Thus, a double (x2) and a double (x2) applied to the same number results in a triple (x3).

MOVEMENT

In *Starship Troopers*, every vehicle, creature and mobile machine has a movement score. This movement is assumed to be ground movement unless noted otherwise. Ground movement for a human being is 30 feet (six squares) per round. This is a human's base movement, but faster move speeds are possible. Creatures with a movement score can jog (2x base move, or 60 feet (12 squares) for a human), run (3x base move, or 90 feet (18 squares) for a human), or sprint (4x base move, or 120 feet (24 squares) for a human). The drawback to sprinting is that a creature moving at four times its base movement loses its base Dexterity bonus to its Defence Value.



Sgt. Kyle Raynes in the field

DEFENCE VALUE

All creatures and vehicles in *Starship Troopers* have a Defence Value, a score that determines how difficult they are to hit in combat. This statistic, also called DV for short, begins with a base value of 10 and is modified by a number of factors. The most common modifiers are size (though this does not affect a human's DV as Medium-sized creatures have no size modifier), Dexterity ability score modifier and class bonus to Defence.

Example: Pvt. Matthew 'Silverback' Soren is a 1st level trooper with a Dexterity of 14. His Defence Value is 13 (base of 10 + 2 for Dexterity of 14 + 1 for his class' Defence bonus). When he dons his power armour, this increases by +9 to become 22, a very respectable value that greatly reduces his chance of buying the farm in battle. If these modifiers do not mean anything to you yet, do not worry. Just read on and all will be explained.

ABILITY SCORES

Every character and creature in *Starship Troopers* has six basic ability scores.

Strength [Str]

Strength is the statistic that determines how much muscle power you possess. Not every trooper with a high Strength looks the part. There are as many incredibly strong individuals with remarkable tendons and ligament resilience as there are bulky, muscle-bound troopers with necks as thick as some men's waists. In general, however, Strength contributes greatly to the size and shape of a character.

In *Starship Troopers*, Strength is mainly used to determine a trooper's attack and damage bonus in close combat and his ability to carry standard equipment. Strength is often modified greatly by whichever version of power suit a trooper is authorised and trained to wear, but this is not always the case. Donning a power suit is not always an option, so troopers are advised to ensure that their physical strength is up to minimum standards.

Dexterity [Dex]

Dexterity covers physical agility and co-ordination. When a trooper tackles an obstacle course or difficult terrain on an alien world, Dexterity is what allows him to navigate narrow ledges, avoid pitfalls and guide his powered armour through challenges that would wither and fade a lesser trooper. Most troopers with a high Dexterity tend to be thin and wiry in build, but this is not an absolute. Dense muscle mass is often a detriment to agility, but this is not always the case.

In *Starship Troopers*, Dexterity is a very important statistic because it governs ranged combat the same way Strength covers melee fighting. In addition, it represents how nimble a trooper is, both in and out of his armoured suit. The Dexterity bonus is added to a trooper's Reflex saving throw, modifies a trooper's Initiative checks and affects his Defence Value score (which determines whether a target is struck successfully in combat). With many threats in the galaxy capable of killing with a single blow, there is a lot to be said for being fast enough to dodge. Perhaps more than any other statistic, Dexterity determines who, at the end of a long day hunting bugs, makes it home in one piece.

Constitution [Con]

Constitution is general health, resistance to injury and resilience against disease and toxins. It is an indicator of how much physical punishment someone can take in combat before they succumb to their injuries. As such, troopers spend a great deal of time training to raise their endurance. They improve their bodies through rigorous exercises and engagements in life or death combat. Those that survive get tougher; those that die open up a spot in their unit for someone else.

In *Starship Troopers*, Constitution directly determines a trooper's starting hit points. It also adds its modifier to Fortitude saves, a saving throw category used to combat exhaustion, remain conscious and endure poisons, diseases and other threats to life and limb. Constitution is a key statistic for surviving catastrophic damage such as losing a limb, making it very important for the continued survival of a trooper both during battle and from one campaign to the next.

Intelligence [Int]

Intelligence is a measure of memory, learning speed and the ability to process information and come to a quick and educated decision. It is a vital part of mental acumen, determining whether a character can remember important details and work through mathematical or scientific problems in a timely manner. Anyone can use a databox or calculator, but someone with a high Intelligence can supplant the need for these tools and do complex equations in the field. In a life or death situation where every second is precious, intellect becomes more valuable than strength or arms and armour.

In *Starship Troopers*, Intelligence serves one primary purpose; it governs the number of skill points a character gains during the course of their careers. This allows smarter troopers to become versed in many aspects of tactical combat and relevant skills while those without such gifts are limited

solely to a few fields of study. For any trooper interested in becoming an officer, Intelligence is indispensable because of the number of skills that must be mastered before and during Officer Candidacy School.

Wisdom (Wis)

Wisdom is the sum total of a person's experience in life and their ability to put it to good use in whatever field they choose to pursue. It is also a measure of willpower, something every trooper needs when facing down a horde of bugs or trying to shrug off the effects of a Skinny's neural beamer. When Wisdom counts, it counts for a great deal; wise troopers know when to move and when to freeze because past experience has taught them the difference.

In *Starship Troopers*, Wisdom modifies Will saving throws. This is very important on the battlefield and when trying to endure the many trials and tribulations of life in mankind's most violent time. Because Will saving throws occur often during game play, having a high Wisdom will help a trooper come back from each mission with both body *and* mind intact.

Charisma (Cha)

Charisma is the ability to lead men and influence people. The former aspect of the statistic makes it invaluable in the world of *Starship Troopers*, as each squad of Mobile Infantry is dependent on the leadership of their commanders to get them through a campaign and back home again. Charisma is vital during any ground drop, but it is just as useful between missions when a trooper decides to go for officer training or simply get along in the complicated social structure of SICON and the Terran Federation.

In *Starship Troopers*, Charisma is used as a measure of force of personality and used as a modifier against certain mental effects as well as the single most important statistic for officers of any rank in the Mobile Infantry. It is not useless for troopers below command rank, however, as it also plays a role in determining whether a character can return from the brink of death and carry on after being horribly wounded in combat.

Ability Range

The score of these abilities ranges from 0 to infinity – there is no maximum upper limit to these scores. The normal human range is 3 to 18. It is possible for a creature to have a score of 'none'. A score of 'none' is not the same as a score of 0. It means that the creature does not possess the ability at all. The modifier for a score of 'none' is +0.

A character with a Constitution of 0 is dead. A 0 in any other score means the character is *helpless* and cannot move, regardless of which ability is involved. Keeping track of negative ability score points is never necessary. A character's ability score cannot drop below 0. Any character with an ability score which drops to 3 or less is *stunned* for the round in which the loss occurs. If Constitution drops below 3, a character is considered *fatigued* until the ability improves to 4 or more.

Ability Modifiers Table

Score	Modifier	Score	Modifier
1	–5	16–17	+3
2–3	–4	18–19	+4
4–5	–3	20–21	+5
6–7	–2	22–23	+6
8–9	–1	24–25	+7
10–11	+0	26–27	+8
12–13	+1	28–29	+9
14–15	+2	30–31	+10

Ability Modifiers

Each ability will have a modifier. This is the number you add to or subtract from the die roll when your character tries to do something related to that ability. A positive modifier is called a bonus, a negative modifier is called a penalty.

Generating Ability Scores

All players in *Starship Troopers* generate their ability scores by rolling 2d6+6 and adding the numbers together. This will give a number in a range from 8 to 18. This process is repeated five more times and the numbers placed in whichever ability score the player desires. This is colloquially called 'rolling a character' because dice determine how strong, quick and intelligent a character is.

This process is not used by a Games Master when making a civilian character. In the same way, players can dispense with rolling a character's ability scores and simply use the following spread of numbers: 9, 11, 12, 14, 15 and 16. These provide a good starting point though the Games Master may wish to determine what would fit better with the game environment.

Changing Ability Scores

Ability scores can increase with no limit. Poisons, diseases and other effects can cause temporary ability damage and ability points lost to damage return naturally, typically at a rate of one point per day for each affected ability. Medical attention can improve this rate, as can complete bed rest, while poor conditions can negate ability recovery altogether. When an ability score changes, the modifier associated with that score also changes, affecting any skills and saves or the like derived from the affected ability.

ACTION POINTS

Action Points provide characters with the means to affect game play in significant ways. You always have a limited amount of Action Points, and while you replenish this supply every time your character gains a new level, you must use them wisely because other opportunities to regain them are few and far between. You can spend one Action Point to do one of the following:

- Alter a single d20 roll used to make an attack, a skill check, an ability check, a level check or a saving throw.
- Use a class feature or feat during your turn for which the expenditure of one Action Point is required.
- Force a successful check when trying to stabilise after being reduced to negative hit points. This act may result in the expenditure of more than one Action Point.

When you spend one Action Point to improve a d20 roll, add 1d6 to the d20 roll to help meet or exceed the Difficulty Class of the check. You can declare the use of one Action Point to alter a d20 roll after the roll is made – but only before the Games Master reveals the result of that roll (whether the attack or check or saving throw succeeded or failed). You cannot use an Action Point on a skill check or ability check when you are taking 10 or taking 20 (see the Skills chapter for further details).

When you spend one Action Point to use a class feature or feat, you gain the benefit of the feature but do not roll a d6. In this case, the Action Point is not a bonus to a d20 roll. There is one exception to this rule – the Supreme Effort feat and the veteran class feature. The Action Point spent to activate this feat (or class feature) allows the d6 roll, which is then added to a set bonus value to determine the total modifier granted.

You can only spend one Action Point in a round. If you spend a point to use a class feature, you cannot spend another one in the same round to improve a die roll, and vice versa. Depending on your character's level (see the table below), you may be able to roll more than one d6 when spending one Action Point. If you do so, apply the highest result and disregard the other rolls.

Action Point Table

Character Level	Action Point Dice Rolled
1st–6th	1d6
7th–14th	2d6
15th–20th	3d6

Regaining Action Points

In *Starship Troopers*, Action Points represent the 'edge' a trooper has over others due to experience, hunches and good old-fashioned luck. While they can be vital in saving lives and succeeding in a mission, they do not replenish easily and a trooper can find himself stranded in the middle of bug country without an Action Point to fall back on. Getting Action Points back is not easy and it is not quick, but it can be done.

The first method of replenishing Action Points is automatic; they return fully at every new character level earned up to their (potentially) new maximum. This happens instantly and, if the Games Master is permitting level advancement during missions, can allow a trooper to go from zero Action Points to a full pool simply by achieving a goal that puts his experience points past the threshold of his next experience level. This may be an excellent way of providing major inter-campaign rewards for accomplishing certain strategic objectives.

Characters can also regain Action Points for taking certain actions in game. The following is a basic list of tasks that can return an Action Point during play, but no character can regain more than two points per day and only one point can be gained from the same action each day, a trooper cannot attend religious services twice in one day and get an Action Point back each time.

- An officer can give a rousing speech before a battle engagement. This gives one Action Point back to each trooper under his command up to his Charisma score.
- Troopers can attend religious services performed by a company chaplain. The priest must be part of the troopr's unit. After a one minute blessing and up to four minutes more of religious doctrine (i.e. 'praying with the padre'), the trooper regains a single Action Point.
- If a trooper gets a 'letter from home', it can affect his Action Points. The letter must come through the company's mail system and can be from any family member or loved one. If the letter is positive, it replenishes one Action Point. If it is negative, it actually expends an Action Point as if spent during play. The Games Master can overrule this, allowing negative letters to inspire rather than depress, but this is entirely a matter of Games Master discretion.
- Troopers receiving a temporary field promotion regain a spent Action Point immediately. This can only occur once a month and only happens if the promotion is a genuine rank increase earned during battle as a result of a 'sudden vacancy' or other battle happenstance.

SKILLS & FEATS

Characters accomplish tasks by using skills and feats during play. Skills include every ability that a trooper can be trained to do, from leaping over dangerous chasms to calculating ballistic arcs using advanced mathematics. Every trooper has access to a remarkable array of skills, with each speciality further enhancing the training courses he can attend. While combat is by its nature the main focus of any *Starship Troopers* game, skill use is integral to every situation, from bug hunting to bucking for officer chevrons.

Feats are less about training and more about personal knacks and abilities. These traits are accumulated over character levels and define the ways in which each trooper 'breaks the rules', so to speak. While characters can get along perfectly well without feats, none would wish to try. These define abstract skills such as proficiency with firearms or the ability to keep fighting long after others would have bought the farm.

In *Starship Troopers*, all characters speak Standard English plus one additional language of their choice per point of their Intelligence bonus, if it is positive. Languages of the Federation are listed in the Feats chapter.

CHARACTER CREATION

There is only one character class to start out with in *Starship Troopers* – the Mobile Infantry trooper (trooper for short). Every starting character begins play as a trooper at 1st level. Having a single level in a character class elevates Player Characters above the throng of civilians that make up the Federation and places them in the unique position of being the paragons of humanity; they are the few that willingly place themselves in harm's way to save the many. It is a hard task but somebody has to do it. Congratulations – welcome to the war.

Just remember that as a trooper, you are not invulnerable. True, you are a hardened warrior with the most powerful weapons ever produced, but bugs do not need character levels to rip you out of your powered armour and turn your body into food for their larvae. Civilians have levels too, and while they are not likely to have a chance going toe to toe with you in combat they still comprise 99% of the Federation. A man does not have to vote to make it hard for you to buy a house and raise your family.

Making a Character — Step by Step

Use this section as a guide to making characters in *Starship Troopers*. This list does not have to be followed as rote; a player might well decide to generate statistics first to get an idea of what type of trooper he wants to make or base the entire character around a particular combination of feats. The order is not important; the real goal is to have a living, breathing trooper ready to leap into the fray on the other end.

Step One – Concept

Briefly decide what kind of character you wish to play. Do you want a rifle-blazing combat machine with every skill and talent aimed at making him as deadly as possible with a Morita? Do you want to explore the idea of scouting with a neodog and being the first one to explore enemy territory? Will you want to eventually go officer? Making these decisions now will guide you through the rest of the character creation process.

Step Two – Statistics

The standard method of generating the six basic statistics for a Starship Trooper is 2d6+6, rolled six times. This gives six numbers, each in a range of 8 to18. You may place these six values in any statistic you desire, but each one can only be used once and all six must be assigned. This process gives shape to a character, showing where his strengths and weaknesses are. Every check in *Starship Troopers* is based initially on the modifier from an attribute score – choose wisely.

For a challenge, consider assigning numbers rolled in the following order rather than choosing: Strength, then Dexterity, Constitution, Intelligence, Wisdom and finally Charisma. This is referred to as organic character creation as you do not determine which number goes with a given statistic but are instead left to the luck of the dice. This may not give you an optimal character for your original concept, but organic character creation can sometimes take your ideas in a new direction or suggest a character type when you did not have one to begin with.

Step Three – Apply Class

All characters begin play as Mobile Infantry troopers unless the Games Master determines otherwise. Each character class lists a number of options you must determine at this step in creation. You have to choose two feats to begin with from the Feats chapter. Record these in the feats section of the character sheet given at the back of this book. You will also have saving throw bonuses, a base hit point value and a base attack bonus to record. All of these and more are listed in the following chapter and described in detail below.

Civilians

Many people who live in the United Citizens' Federation are 1st level civilian characters, though many will advance past that level in their lifetimes. Civilian characters are not recommended for players to use in game, as their life expectancy is even shorter than someone with a character class in the Mobile Infantry and a Morita rifle. Civilians are a Games Master tool for the most part, a way for normal people to be generated quickly and easily without giving them so much detail that they overshadow the real point of a *Starship Troopers* game – the players.

Civilian characters have standard statistics of one 14, one 12, three 10s, and an 8, placed wherever their role in society dictates would be logical. They have five hit points (or half their Constitution score, whichever value is higher) and no saving throw bonuses beyond what their statistics and civilian character class levels beyond 1st might provide. Civilians are assigned an archetype at 1st level and receive certain bonuses from it. Civilians get eight skill points, modified by their Intelligence, and can only spend these in skills they receive from their archetype. Civilians get one feat, not two as is standard for other 1st level characters.

These rules do not apply to players if they are allowed to take levels in the civilian character class. They begin with two feats, generate ability scores normally and gain skill points in the standard manner as listed for the class archetype chosen. Games Masters may wish to run chronicles for civilians as part of a campaign or pick up with Mobile Infantry troopers after their retirement and reintegration into the Federation as citizens, at which point they can only advance by taking civilian class levels unless they get reactivated during wartime.

Step Four – Spend Skill Points

In many ways, this is the heart of your character. You have a set value of skill points to spend and a list of class skills to spend them on. Buying skills is detailed later, but in brief you can spend one point for a single rank in a class skill or two points for one rank in a skill not in your class' skill list. A half rank adds nothing to a skill check but allows you to make checks if it is listed as Trained Only. At 1st level, you may only buy class skills to a maximum of four ranks; skills not on your class' list can only be bought up to two ranks.

Step Five – Assign Equipment

In *Starship Troopers*, the equipment step is generally very easy. The Equipment chapter lists standard equipment for a trooper; you begin play with that gear. All equipment, however, is given into your custody during play by the Games Master before a mission and returned to the company armoury afterwards. You also begin play with a tool kit or equivalent item for any skill you possess three or more ranks in at the beginning of the game.

Step Six – Name & Background

The most important aspect to any *Starship Troopers* character, from a roleplaying point of view, is the part that has nothing to do with rules or numbers. Who a character is and what he has done before joining the Mobile Infantry is what makes the game vibrant and alive. Otherwise, every trooper is just a nameless mass of skills and weapons. Determine who the person is under all his powered armour. One trooper might have been an education-system reject from St. Petersburg that joined up as his only chance at a better life. Another might be a track and field champion athlete with a desire to make her hometown of Des Moines, Iowa proud.

Of utmost importance is the name. A name gives a character an identity and makes an immediate connection with other players and the Games Master. For inspiration, there are a nigh-infinite number of sources in real life, from the authors of books on your shelves to telephone book pages and baby name guides. Character names and backgrounds are really the only unlimited choices you have as a player; make the most of them.

Characters in Detail

Every class uses certain similar terminology, troopers to civilians alike. When reading about the capabilities of each class, keep the following terms in mind.

Hit Points

The value used by characters of the class to determine the number of hit points gained per level.

A player adds the listed bonus each time his character gains a new level. The character's Constitution modifier is not applied to this value. Add this value to the character's current hit point total each time the character increases in level. A Player Character always gains at least one hit point, even if advancing in a class that does not normally provide a bonus hit point (such as civilians with the professional archetype). A 1st level character gets his Constitution score as his starting hit points as a Mobile Infantry trooper. Civilians only gain half this value or five, whichever is higher.

Class Skills

This section of a class description provides a list of class skills and also gives the number of skill points the character starts with at 1st level and the number of skill points gained each level thereafter. A character's Intelligence modifier is applied to determine the total skill points gained each level. They will always gain at least one point per level, even if the character has an Intelligence penalty.

A 1st level character starts with four times the number of skill points he receives upon attaining each level beyond 1st. The maximum ranks a character can have in a class skill is the character's level +3. Civilians gain a flat eight skill points at 1st level as noted above unless it is a Player Character, in which case he advances normally (four times the skill points noted in the civilian archetype chosen at 1st level, and that value plus Intelligence bonus each level thereafter).

A character can also buy skills from other classes' skill lists. Each skill point buys a half rank in these cross-class skills, and a character can only buy up to half the maximum ranks of a class skill.

Starting Feats

These are feats gained at 1st level in the class. In *Starship Troopers*, these are feats in addition to the two bonus feats gained at character creation and the bonus feat, if any, provided by a character's chosen class or archetype. If a feat chosen at this time has a prerequisite, it must be met by the statistics, other feats, talents and/or skills available to the character at 1st level. For instance, if a player is building a Mobile Infantry trooper and wishes to choose Rapid Shot, he may only do so if he also takes Point Black Shot as his other 1st level feat.

Class Table

This table details how a character improves as he attains higher levels in the class. It includes the following information:

Level: The character's level in the class.
Base Attack Bonus: The character's base attack bonus and number of attacks they may perform in a single round.
Fort Save: The base save bonus for Fortitude saving throws. The character's Constitution modifier also applies.
Ref Save: The base save bonus for Reflex saving throws. The character's Dexterity modifier also applies.
Will Save: The base save bonus for Will saving throws. The character's Wisdom modifier also applies.
Class Features: Level-dependent class features, each explained in the section that follows.
Defence Bonus: The character's bonus to their Defence Value. The character's Dexterity modifier and equipment bonus may also apply.
Prestige Bonus: The character's base Reputation bonus.

Class & Level Bonuses

An attack roll or a saving throw is a combination of three numbers, each representing a different factor: a random element (the number you roll on the d20), a number representing the character's innate abilities (the ability modifier) and a bonus representing the character's experience and training. This third factor depends on the character's class and level. Each class table summarises the figures for this third factor.

Base Attack Bonus

Check the table for your character's class. On an attack roll, apply the number from the base attack bonus column to the d20 die roll. Use the bonus that corresponds to the character's level. Numbers after a slash indicate additional attacks at reduced bonuses: '+12/+7/+2' means that a character of this level makes three attacks per round, with a base attack bonus of +12 for the first attack, +7 for the second, and +2 for the third. Ability modifiers apply to all attacks.

When a character's base attack bonus reaches +6, he is entitled to make an extra attack at a +1 base attack bonus. However, if the character's attack bonus reaches +6 or higher because of modifiers, the character does not get this extra attack. If a character has more than one class (such as at 11th level when a trooper gains a speciality), add the base attack bonuses for each class together to determine the character's base attack bonus. See the Multiclass Characters section later in this chapter for an example.



Sgt. Kyle Raynes in dress uniform

Example: Pvt. Dieter Klein, a 5th level trooper, has a base attack bonus of +5. When using a pistol or other ranged weapon, he adds his Dexterity modifier. Even if this increases his attack bonus to +6 or higher, he does not gain an additional attack. For these purposes, only the base attack bonus counts.

Base Save Bonuses

Check the table for your character's class. It lists the base saving throw bonuses for the three types of saves: Fortitude, Reflex and Will. Use the bonuses that correspond to the character's level. If a character has more than one class, add the base save bonuses for each class to determine the character's base save bonuses. See the Multiclass Characters section later in this chapter for an example.

Class Features

This entry details special characteristics of the class, including bonus feats and unique talents that are gained as a character attains higher levels in the class.

Bonus Feats

Every basic class offers a selection of bonus feats to choose from. A character gains a bonus feat upon attaining each third level (3rd, 6th, 9th, 12th, 15th and 18th level). These bonus feats are not dependent on which class the character has progressed in; they are given whenever the character's total level reaches the specified value. Some feats have prerequisites that must be met before a character can select them. Bonus feats given from character classes and the two chosen at 1st level count towards these prerequisites normally.

Special Features

Every basic class offers a selection of features, gained in a certain order as one advances in level. A character typically gains a feature upon attaining each odd-numbered level in a class, including 1st level. Features are considered to be extraordinary abilities and function without expenditure of Action Points unless noted otherwise. Some features have prerequisites that must be met before a character can select them.

Unique Abilities

Each character class gets a unique ability that only comes from taking the 1st character level in that class. Characters who multiclass into a second class do not receive its unique ability, as it is typically the result of months or years of training and experience. The Mobile Infantry trooper's On the Bounce feature is an example of a unique ability. There is no way to purchase unique abilities after 1st level; each character only gets the unique ability of his first character class and can never gain another.

The only exceptions to this are the Command unique ability and that of the first speciality class a trooper takes. Any character, regardless of how many other character classes he may have accumulated, gains the Command unique ability when he receives the 1st level in the officer class. Command is further differentiated from other unique abilities in that it can be permanently lost during play (see the officer class for more information). As for speciality classes, the first class taken grants its unique ability; further speciality classes do not. There is only so much a single trooper can learn, after all.

LEVEL-DEPENDENT BENEFITS

In addition to attack bonuses and saving throw bonuses, all characters gain other benefits from advancing in level. The following summarises these additional benefits.

XP: This column shows the experience point total needed to achieve a given character level.

Class Skill Max Ranks: The maximum number of ranks a character can have in a class skill is equal to his character level +3. A class skill is a skill associated with a particular class. Class skills are listed in each class description in this chapter.

Cross-Class Skill Max Ranks: For cross-class skills (skills not associated with a character's class), the maximum number of ranks is one-half the maximum for a class skill. Maxing out a cross-class skill costs the same amount of points as buying the maximum rank in a class skill. For example, at 1st level, a character can pay four points for four ranks in a class skill, or spend the same four points for two ranks in a cross-class skill. The half ranks (.5) indicated on the table do not improve skill checks; they simply represent partial purchase of the next skill rank and indicate that the character is training to improve that skill.

Feats: This column indicates the levels at which a character gains feats (two at 1st level, one more at 3rd level, and one more at every 3rd level thereafter). See the Feats chapter for feat descriptions.

Ability Increases: This column indicates the levels at which a character gains ability score increases. Upon attaining 4th, 8th, 12th, 16th and 20th level, a character increases one of his ability scores by one point. The player chooses which ability score to improve. The ability improvement is permanent. For multiclass characters, feats and ability score increases are gained according to character level, not class level. Thus, a 3rd level trooper/1st level comms technician is a 4th level character and eligible for his first ability score boost.

Experience & Level-Dependent Benefits

Character Level	XP	Class Skill Max Ranks	Cross-Class Skill Max Ranks	Feats	Ability Increases	Action Points
1st	0	4	2	1st, 2nd	—	Replenish
2nd	1,000	5	2.5	—	—	Replenish, Bonus
3rd	3,000	6	3	3rd	—	Replenish
4th	6,000	7	3.5	—	1st	Replenish, Bonus[1]
5th	10,000	8	4	—	—	Replenish
6th	15,000	9	4.5	4th	—	Replenish, Bonus
7th	21,000	10	5	—	—	Replenish, 2d6
8th	28,000	11	5.5	—	2nd	Replenish, Bonus[1]
9th	36,000	12	6	5th	—	Replenish
10th	45,000	13	6.5	—	—	Replenish, Bonus
11th	55,000	14	7	—	—	Replenish
12th	66,000	15	7.5	6th	3rd	Replenish, Bonus[1]
13th	78,000	16	8	—	—	Replenish
14th	91,000	17	8.5	—	—	Replenish, Bonus
15th	105,000	18	9	7th	—	Replenish, 3d6
16th	120,000	19	9.5	—	4th	Replenish, Bonus[1]
17th	136,000	20	10	—	—	Replenish
18th	153,000	21	10.5	8th	—	Replenish, Bonus
19th	171,000	22	11	—	—	Replenish
20th	190,000	23	11.5	—	5th	Replenish, Bonus[1]

Example: Pvt. John Miller has a starting Charisma of 16 and is intending to move up the promotion ladder to officer. Pvt. Miller might therefore increase his Charisma score to 17 at 4th level. At 8th level, Miller might improve his Charisma score again, from 17 to 18, as this would increase his ability modifier for Charisma to +4. This will occur even if Miller has been cross training as a sniper between 4th and 8th level and is a 6th level trooper/2nd level sniper with dreams of still becoming an officer someday.

Action Points: This column summarises when Action Points increase, when they replenish and when they improve in dice value (7th and 15th level respectively to 2d6 and 3d6). All Starship Trooper characters begin with half their Charisma score, rounded down, in Action Points. Each level that a character gains where the chart indicates 'Bonus', his Action Point maximum increases by one. Bonus indicated with a [1] shows when civilian characters gain additional Action Points.

GAINING NEW LEVELS

During play, a character accumulates experience by meeting challenges, surviving combat missions and accomplishing other goals set forth by the Games Master. As these points build up, they determine when a character rises in level. When a character's experience points equal or exceed the value of the next level beyond his current one, he immediately advances to that new level and gains all of the benefits thereof.

A character may, at certain points in his career, add new classes as he progresses in levels, thereby becoming a multiclass character. The class abilities from all of a character's classes combine to determine a multiclass character's overall abilities; nothing is ever lost in such a divergence unless specifically noted in the class description itself.

Adding a New Level

You have earned enough experience to advance a level in *Starship Troopers*; congratulations! If this is your first advancement, you have progressed to 2nd level as a trooper and may reap the rewards of your trials by combat against the alien swarms threatening the Federation. This guide will take you through advancing your character to 2nd level and continuing play.

Step One – Choose Next Class Level

This step is already decided for you if you are a Mobile Infantry trooper advancing to second level. A little more freedom comes at higher levels when you can choose other paths and careers (see Multiclassing for more information). If the Games Master allows you to do so, you may be able to 'wash out' of the armed forces and take a level as a civilian.

The First Level

The first level of any *Starship Troopers* character is the most important one you will ever take. It determines your initial skills, your allotment of beginning hit points, and provides the feats and features that will form the basis of your character. Most characters will be easy to choose the first level for; any front line soldier is Mobile Infantry and anything else (aside from Fleet personnel and Special Services) is a civilian. How then can one character really differentiate from another if all class choices are essentially made for him?

That is where background stories come in. Before you create a character, take a minute to consider who he is and why he does what he does. If a trooper is a university wash-out and has joined the Mobile Infantry as his last chance for a career later in life, he will likely have a few low-level Knowledge or Technical skills to reflect his 'wasted' years in college. If he actually finished college and entered the work force in some way (and your Games Master is allowing for an advanced campaign where characters begin at higher then 1st level), he may actually have his first level or two in a civilian archetype rather than starting off as a trooper. The choice is yours, but keep in mind that your characters will be directly affected by the decisions you make at 1st level.

Under normal circumstances, however, you will advance to the 2nd level of Mobile Infantry trooper and move on to the next step.

Step Two – Adjust Statistics

You will receive two additional hit points for advancing as a Mobile Infantry trooper, an increase of one point to base attack bonus, Fortitude save bonus, Reflex save bonus and Defence bonus. If you are advancing in a different class or at a different level, these changes may vary. In all cases except hit points, these bonuses supersede themselves; an increase to +2 Defence means that a trooper's base Defence score improves by two points. The bonus in question does not add to its previous value of +1 for a total of +3. This holds true for base attack, saving throw bonuses, Defence and Prestige.

Step Three – Add Class Feature(s)

When characters advance in level, they often get new features. In the case of a 2nd level trooper, you gain a bonus feat and the Fearless and Hard-Hitting features. This can be selected from any feat listed under the Bonus Feat entry for the Mobile Infantry trooper character class. As with all feat selections, you must meet any prerequisites listed for the chosen feat after applying all the changes for the new level gained. If the new feat were being gained at a level that also grants a feat (such as a 6th level trooper), each feat can count as a prerequisite to the other feat if need be as they are both being gained at the same time.

Step Four – Spend Additional Skill Points

You gain skill points at each level; these must all be spent before continuing play. Like feats, skill points cannot be saved for later use. As a 2nd level trooper, you gain 5 + Intelligence modifier (to a minimum of one point) skill points. Just as with 1st level, these buy skills at a rate of one rank for a class skill or half a rank for a skill not on that class' skill list. At 2nd level, your skills have a maximum rank limit of five for class skills and two and a half for other skills. This increases at a rate of one and a half each level.

Step Five – Change Listed Level

This may seem redundant or unnecessary, but it is very easy to lose track of what level a character is or whether feats and skill points gained have been spent. It is a good idea, therefore, to simply increase the listed level of a character at the very end of the level increase process. Also, try to advance a character all at once rather than dividing the effort into two or more sessions. This just reduces the possibility of confusion or mistakes when making all the needed changes to your character.

STARSHIP TROOPERS & MULTICLASSING

In the world of the Federation, there are so many options for advancement and achievement is only limited by an individual's desire and ability. One character could easily take two or even three specialities and master them all before finishing up his career as a fully advanced officer if he wishes and meets the criteria for doing so. Therefore, multiclassing in *Starship Troopers* is not only acceptable, it is often the mark of good, ambitious roleplaying and fits completely within the genre.

Adding a Second Class

When a character with one class gains a level, he may choose to increase the level of his current class or pick up a new class at 1st level as either a civilian (assuming he began as a Mobile Infantry trooper) or a speciality class that he already qualifies to enter. The character gains the 1st level base attack bonus, base save bonuses, class skills, other class features of the new class, hit points of the appropriate bonus listed and the new class's number of skill points gained at each additional level

(not that number times four, as is the case for a 1st level character).

Picking up a new class is not exactly the same as starting a character in that class. Some of the benefits for a 1st level trooper represent the advantage of training while the character was young and fresh, with lots of time to practise. When picking up a new class, a character does not receive his Constitution score in hit points and cannot gain the class' unique ability. This only applies to the civilian class coming over to Mobile Infantry, vice versa or any speciality class after a given character's first.

Class & Level Features

As a general rule, the abilities of a multiclass character are the sum of the abilities provided by each of the character's classes. There are no special advantages to be gained simply by multiclassing; it is merely a way of showing cross training into other areas of expertise.

Level

'Character level' is a character's total number of levels. It is used to determine when feats and ability score increases are gained, as per the previous table, Experience and Level-Dependent Benefits, 'Class level' is the character's level in a particular class. For a character whose levels are all in the same class, character level and class level are the same.

Hit Points

A character gains hit points from each class as his level increases, adding the new hit points to the previous total.

Example: Pvt. Paul 'Dusty' Dustin began play as a Mobile Infantry trooper and attained 6th level, then added one level of the sniper speciality at his next level advancement. As a 6th level trooper/1st level sniper, his hit point total is 22 (11 (Constitution at 1st level) + 2 + 2 + 2 + 2 +2 (for five additional trooper levels) + 1 (one level of the sniper class)).

Base Attack Bonus

Add the base attack bonuses for each class to determine the character's base attack bonus. A resulting value of +6 or higher provides them with multiple attacks.

Example: Corporal (Cpl.) Vivica 'Viper' Mardeux, with her five levels of trooper and one level of civilian (if she musters out of the Mobile Infantry for instance) has a base attack bonus of +5 (+5 for the trooper levels and +0 for the civilian level). A base attack bonus of +5 does not allow a second attack, even though she is a 6th level character and if she had remained as an Mobile Infantry trooper she would have a +6 to base attack and receive a second attack accordingly.

Additional Attacks Table

Base Attack Bonus	Additional Attacks at
+6	+1
+7	+2
+8	+3
+9	+4
+10	+5
+11	+6/+1
+12	+7/+2
+13	+8/+3
+14	+9/+4
+15	+10/+5
+16	+11/+6/+1
+17	+12/+7/+2
+18	+13/+8/+3
+19	+14/+9/+4
+20	+15/+10/+5

To use multiple attacks in the same round, you must use a full attack, which is a full-round action. These are explained fully in the Combat chapter.

Saving Throws

Add the base save bonuses for each class together.

Example: Pvt. Wolfgang 'Wolf' Thorson, a 5th level trooper/3rd level neodog handler, gets +7 on Fortitude saving throws (+4 for the trooper levels, and +3 for the neodog handler levels), +6 on Reflex saving throws (+3 and +3), and +2 on Will saving throws (+1 and +1).

Defence Bonus

Add the Defence bonuses for each class together.

Example: Pvt. Matthew 'Silverback' Soren, a 5th level trooper/2nd level Marauder driver has a Defence bonus of +3 plus +2, for a total of +5. If Pvt. Soren later picked up a level of engineer, he would add +1 to increase his Defence bonus to +6.

Prestige Bonus

Add Prestige bonuses together, subtracting one for every 1st level in a new class after the second one.

Example: Pvt. Kiara 'Raven' Raven-Soaring, a 4th level trooper/2nd level field medic has a +3 Prestige bonus (+2 for the trooper levels and +1 for the field medic levels). If she then takes a level of engineer, she actually loses a point of Prestige because the class offers no Prestige bonus at first level and she suffers a –1 penalty to her Prestige for having a third class. If she later takes a fourth class for some reason, this penalty would increase to –2 and so on.

Skill Ranks & Skill Points

A multiclass character uses his character level to determine the maximum ranks he can have in a skill. If a skill is a class skill for any of a multiclass character's classes, then use character level to determine a skill's maximum rank. The maximum rank of a class skill is 3 + character level. As noted in the Skills chapter, cross-class skills have a maximum rank of half the character's total level +3.

Skill points are spent according to the class that the multiclass character just advanced in (see the individual class descriptions for skill points per level). Skills purchased are purchased at the cost appropriate for the class level that gives them to the character, even if the character already has the skill as a 'class skill' from one or more previous character classes.

Example: An engineer does not get Acrobatics as a class skill even though troopers do. If Pvt. Jonathan 'Paley' Hambley, a 4th level trooper/1st level engineer wants to buy a full rank in Acrobatics with the skill points he just gained from a level of the engineer class, he has to pay two points for it instead of one as a trooper would.

Class Features

The character gets all class features (bonus feats or other special abilities) of all classes for the levels he possesses. If a feature is an exception to this rule, it will note as such in its description.

Feats

A multiclass character receives a new feat every three character levels, regardless of individual class level (see the Experience and Level-Dependent Benefits table). Taking one level in a new class does not entitle a character to receive the bonus second feat that a beginning 1st level character gets. For example, a 4th level character who gains 4,000 XP and then takes one level of a speciality or the civilian class becomes a 5th level character. At that level he does not get a new feat, as he is 5th level and his next feat does not come until 6th level is attained. When he gains his next new level and increases his character level to 6th, he receives a new feat regardless of any other features he might obtain.

Ability Increases

A multiclass character increases one ability score by +1 every four character levels, regardless of individual class level (see the Experience and Level-Dependent Benefits table) or specific class choices. These points represent continued training, fields of individual study or inherent abilities coming to the fore through experience.

Action Points

Action Points only change as a result of overall character level and are not related to the individual classes that make up that level. Thus, from an Action Point perspective, it is no more advantageous to choose one career and stick with it rather than mix and match classes for different abilities.

How Multiclassing Works

Sergeant (Sgt.) Kyle 'White Knight' Raynes, a 7th level trooper, decides he wants to attend Officer Candidacy School and become the officer in charge of his unit. When Raynes accumulates 7,000 more experience points, he becomes an 8th level character. Instead of becoming an 8th level trooper, he chooses to become a 7th level trooper/1st level officer. Of course, there is a great deal of roleplaying and time lost from the campaign as a consequence of this choice, but that falls into the realm of control of the Games Master and does not directly affect Raynes' statistics.

Now, instead of gaining the benefits of a new level of trooper, he gains the benefits of becoming a 1st level officer. He gains hit points from a 1st level officer's hit point bonus (+1), a 1st level officer's +1 base attack bonus, a 1st level officer's +2 Will save bonus, and the 1st level officer's skill points (7 + his Intelligence modifier). When purchasing skills for this new level, Raynes uses the officer's class skill list to determine whether a skill point buys one rank or half a rank. If he wants to add ranks to one of the trooper's class skills that the officer does not share, that skill is considered cross-class for him to purchase at this level.

The benefits described above are added to the scores Raynes already had as a trooper. His Defence does not change and his Prestige score gains a +2 bonus (+1 if this is his third class or more). His Fortitude save bonus and Reflex save bonus do not increase because these bonuses are +0 for a 1st level officer. He does not gain any of the benefits an 8th level trooper would receive. At this point, Raynes is a 8th level multiclassed character – a 7th level trooper/1nd level officer.

Upon accumulating 8,000 additional experience points, Raynes becomes a 9th level character. He decides he would like to continue along the officer path, so he increases his officer level once more instead of increasing his trooper level or picking up a level in a third class. Again he gains the officer's benefits for attaining a new level rather than the trooper's. At this point, Raynes is a 9th level multiclassed character – a 7th level trooper/2nd level officer.

At each new level he attains, Raynes must decide whether to increase his trooper level or his officer level. Of course, if he wants to have even more diverse abilities, he could acquire an additional class but this might simply reduce his overall effectiveness and such a choice should be considered very carefully. In theory, a character can have levels in as many different classes as there are classes to take.

Multiclassing with the civilian class or as a member of the Fleet works differently. Special Services characters are also quite different for multiclassing purposes, though details on how to multiclass these characters is given in their respective chapters.

THE SICON MILITARY SERVICE OATH

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 enrol in the Federal Service of the United Citizens' Federation for a term of not less than two years and as much longer as may be required by the needs of the Federation.

I swear to uphold and defend the Constitution of the Federation against all its enemies, be they foreign or domestic, to protect and defend the Constitutional liberties and privileges of all citizens and lawful residents of the Federation, its associate states and territories, to perform such duties of any lawful nature as may be assigned to me by lawful direct or delegated authority.

I swear to obey all lawful orders of the Sky Marshal-in-Chief and of all officers or delegated persons placed over me.

I swear to require such obedience from all members of the Service or other persons or non-human beings lawfully placed under my orders by the authority of my commanding officers as defined by the regulations of the Strategically Integrated Coalition of Nations.

I, on being honourably discharged at the completion of my full term of active service or upon being placed on inactive retired status after having completed such full term, promise to carry out all duties and obligations and to enjoy all privileges of Federation citizenship including but not limited to the duty, obligation and privilege of exercising sovereign franchise for the rest of my natural life unless stripped of honour by verdict, finally sustained, by a court of my sovereign peers.

DEFENDERS OF THE FEDERATION

The Mobile Infantry has a very basic philosophy when it comes to the recruitment and education of its troopers – make life as tough as possible during training and make it incredibly easy to quit. This ensures that all those unable or unwilling to give their all to the Federation are weeded out very early and only the toughest and, more importantly, the most dedicated will earn the privilege of citizenship. Even past training, it is relatively easy for a trooper to leave the service and return home as a civilian. As a result, the Mobile Infantry is composed of highly motivated individuals, willing to put the good of the Federation before their own personal safety.

The greatest and most highly developed fighting force in human history, the Mobile Infantry is tasked with the defence of mankind in a galaxy where many species battle for dominance. The greatest of these are the Arachnids and it is in fighting these rapacious aliens that most of a trooper's training is based. Each trooper is trained to accomplish almost any battlefield objective and is equipped to the highest degree possible. The famed power suit makes a trooper a virtual god on the battlefield while the versatile Morita rifle is capable of engaging almost any target. A multitude of other military systems and support from other units make even a single squad of Mobile Infantry a force to be reckoned with on any world. Still the casualty rates of troopers continue to rise as the true scale of the Arachnid threat becomes obvious.

Unlike other armies of past history, everyone fights in a Mobile Infantry regiment. This includes the officers, cooks, tailors and surgeons – all will fight alongside the common trooper. This unique structure allows the Mobile Infantry to place its full weight upon the enemy during a drop. Transported across the galaxy by the mighty Fleet and supported by Military Intelligence, the Mobile Infantry has the tools, the skills and the manpower to defend humanity against the worst of alien races in the struggle for dominance of the galaxy.

One should always keep in mind the motivating factor behind the Mobile Infantry that makes it superior and different from any other fighting service in history – it is entirely comprised of volunteers. There are no conscripts. There are no drafts. There is not one trooper that, even before a drop begins, cannot quit immediately, be paid his accumulate wages and mustering out benefits and be sent home as a civilian on the next available transport.

In the Mobile Infantry, everybody works and everybody fights. The pay is menial, the hours are never-ending and a career military man can look forward to only a swift death on the field or retirement and a citizen-only job back in the Federation. For a trooper, nothing else is needed. To live, to fight and to defend one's home; the Mobile Infantry *is* the Army. It has a long and glorious heritage.

On the bounce, trooper! There are bugs to kill!

THE MOBILE INFANTRY TROOPER

Obtaining citizenship is not easy, and joining the Mobile Infantry has to be the hardest path to gaining a franchise. However, any Mobile Infantry trooper worth his Morita assault rifle will also say it is the most rewarding thing they have ever done in their lives. Troopers in the Mobile Infantry have undergone intense psychological examination, physical training that would drive most people to their breaking point and still had time to learn skills they never knew existed.

All of this preparation and experience forges a Mobile Infantry trooper into humanity's perfect soldier. When a trooper is armed with the latest weapons and superior protection in the form of his powered suit or the Marauder tactical armour, he becomes a fighting man beyond compare. Specialised training may make them more capable in certain disciplines but at the heart of every Mobile Infantry trooper lies the core disciplines of basic training. No matter how diversified a trooper becomes, he always falls back on that training that makes him what he is – a true killing machine.

In the intergalactic war against the Arachnid race, the Mobile Infantry trooper is the Federation's first and last line of defence.

Game Rule Information

Mobile Infantry troopers have the following game statistics.

Abilities

A good trooper must be at the peak of physical fitness, so good Strength, Dexterity and Constitution scores are important. Even though the power armour of the Mobile Infantry can cover a lot of deficiencies in weaker individuals, total reliance can never be placed in technology. A trooper looking for a career in the Mobile Infantry is 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

Mobile Infantry troopers start the game with a number of hit points equal to their Constitution score. They gain two hit points per level thereafter.

Action Points

Mobile Infantry troopers gain a number of Action Points equal to one-half their Charisma score, rounded down, at 1st level. A new point is gained at every even numbered character level.

Class Skills

The Mobile Infantry trooper'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 (tactics) (Int), Perception (Wis), Repair (Int), Stealth (Dex), Survival (Wis) and Technical (any one).

Skill Points at 1st Level: (5 + Intelligence modifier) x 4
Skill Points at Each Additional Level: 5 + Intelligence modifier

Class Features

The following are class features of the Mobile Infantry trooper.

On The Bounce (Unique): Mobile Infantry is trained to be wherever they are needed whenever they are needed and lateness is never excused. Everywhere they go, they go as fast as they can. This is part training and indoctrination, part subconscious realisation that they do not likely have long in this life and walking wastes precious seconds that could be spent doing something that matters.

Mobile Infantry troopers gain a five feet (one square) bonus to their base movement rate, usually increasing this to 35 feet (seven squares) per round and a permanent +1 bonus to their Initiative. When using any form of movement enhancement such as jump packs, Marauder suits or even light ground vehicles (including skimmers but not including fliers, which are aircraft), this improvement increases to ten feet (two squares) and a +2 to Initiative to simulate their focused training with such equipment.

Basic Training: In addition to the two feats all characters receive at 1st level, a Mobile Infantry trooper begins play with the Advanced Firearms Proficiency, Power Suit Proficiency and Simple Firearms Proficiency feats.

Bonus Feats: At 1st, 2nd and every other level thereafter, the Mobile Infantry trooper gains a bonus feat. This feat must be selected from the following list, and the Mobile Infantry trooper must meet any prerequisites.

Advanced Two-Weapon Fighting, Alertness, Atmospheric Vehicle Operation, Block, Brawl, Burst Fire, Dodge, Exotic Firearms Proficiency, Heroic Surge, Improved Brawl, Improved Initiative, Improved Two-Weapon Fighting, Knockout Punch, Marauder Mastery, Mounted Weapons Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Strafe, 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 2nd level and every other level thereafter (4th, 6th, 8th and 10th) a Mobile Infantry trooper can choose one source of Fear that he has experienced



Pvt. James 'Mule' Richards

The Mobile Infantry Trooper

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1st	+1	+2	+1	+0	Basic Training, Bonus Feat, On The Bounce	+1	+1
2nd	+2	+3	+2	+0	Bonus Feat, Fearless, Hard-Hitting	+2	+1
3rd	+3	+3	+2	+1	Battle Hardened	+2	+2
4th	+4	+4	+2	+1	Bonus Feat, Fearless	+3	+2
5th	+5	+4	+3	+1	Advanced Training	+3	+3
6th	+6/+1	+5	+3	+2	Bonus Feat, Fearless	+3	+3
7th	+7/+2	+5	+4	+2	Weapon of Choice	+4	+4
8th	+8/+3	+6	+4	+2	Bonus Feat, Fearless	+4	+4
9th	+9/+4	+6	+4	+3	Sustained Fire	+5	+5
10th	+10/+5	+7	+5	+3	Bonus Feat, Fearless	+5	+5

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.

Hard-Hitting: Troopers of 2nd level or higher always have the option of dealing half damage on an unarmed strike but making it lethal damage instead. If a character is entitled to better damage in unarmed combat than that which is listed in the Base Unarmed Damage table on pg. 120, he may always opt for the higher value.

Battle Hardened: A battle hardened Mobile Infantry trooper has seen real combat and come away from the experience changed. They have seen friends die and taken lives, two things no one walks away from unscarred. A Mobile Infantry 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.

Advanced Training: It is a misconception that Mobile Infantry troopers are ignorant soldiers; many of them are well educated and all are expected to continue that education for as long as they are within the military. With Advanced Training, a trooper can pick any two skills not on his class skill list and treat them as such from 5th level on. The primary use for this feature is to qualify for a speciality class, but any skills are acceptable as SICON makes the finest courses and learning methods available to its troopers.

Weapon of Choice: Mobile Infantry troopers are expected to be experts in every form of weapon known to SICON, but there are limits to how familiar a trooper can get with any given piece of tactical equipment. At 7th level, a trooper is expected to choose a Mobile Infantry weapon and break that barrier in terms of skills and lethal expertise. The trooper may choose between any of the following: any variant of the Morita rifle, the 'Peacemaker' pistol, the 'Triple GL', the 'shock stick', the 'Tinderbox' flamer, hand-to-hand combat or the combat knife. If the trooper already has the Weapon Focus feat with this Weapon of Choice or gains it later, when making attack and damage rolls with this weapon the trooper gains a +1 bonus to both that stacks. Otherwise the +1 bonus from Weapon of Choice merely applies to attack rolls. This bonus occurs even if the weapon is being used in an unorthodox way (such as clubbing with a rifle butt).

Sustained Fire: Most troopers have moved on to specialities by 9th level, but those that stick with the standard training of the Mobile Infantry this long learn how to maximise firepower when shooting in tandem with other squad mates – a trick that can quickly scythe through even the thickest enemy line. For every 9th level or higher Mobile Infantry trooper shooting at the same target as the trooper with this feature within 30 feet (six squares in all directions), the trooper gets a +1 bonus to his damage with each attack that round (to a maximum of +10). Every 9th level or higher trooper in the group receives this bonus, but lower-level troopers do not.

CROSS TRAINING

As highly developed as the average Mobile Infantry trooper is, he will have countless opportunities throughout his career to learn further skills that will prove important on the battlefield, and even be put forward for Officer Candidacy School in the hopes of climbing the ranks and maybe becoming a future Sky Marshal.

At any time after a mission, a trooper can request cross training in one of the areas detailed below, so long as he meets the requirements. Each is a short advanced class that will grant the trooper new skills and ensure he has sufficient training to meet any threat. The Games Master, playing the role of the trooper's superior officer, has the final say as to whether he will be allowed to start the requested cross training – it should be noted that insubordinate troopers tend to have a very rough time qualifying for cross training.

Once begun, a cross trained speciality class must be completed to reach its full benefit. If another speciality is started or if the character returns to take another level in Mobile Infantry trooper, the cross trained speciality class can never be resumed. In SICON, troopers get one chance to prove themself!

COMMS TECHNICIAN

When a unit is cut off behind the bug's line of approach and its commanding officer has bought his farm. If the leaderless squad cannot find out what to do in the next five seconds, the whole team will be making real estate deals right next to the dead officer. The job of a comms technician is 99% talking, 1% screaming, but when that one percent rolls around they had better be prepared to shout their heads off.

Comms technician are trained on the finest communications and sensors equipment in the Federation and given a supreme measure of trust in being issued such equipment in the field. As much as a comms technician is intended to bring the word of his superiors to a squad, he is also expected to bring his rig back in one piece for use the next time out. While he is no engineer, a comms technician can usually field strip a squawk box, replace its parts and have it back together in the dead of night using only his sense of smell.

Game Rule Information

Mobile Infantry comms technicians have the following game statistics.

Requirements

To qualify to become a Mobile Infantry comms technician, a character must fulfil the following criteria.

Skills: Technical (electrical) 6 or more ranks, Code-Breaking 6 or more ranks, Computer Use 5 or more ranks, Perception 5 or more ranks
Feats: Skill Focus (Code-Breaking), Language (SICON)

Hit Points

Mobile Infantry comms technicians gain one hit point per level, adding this to their total gained from previous class levels.

Class Skills

The Mobile Infantry comms technician's class skills, and the key ability for each skill, are as follows: Athletics (Str), Code-Breaking (Int), Computer Use (Int), Drive (Dex), Knowledge (any, each chosen separately) (Int), Perception (Wis), Persuasion (Cha), Research (Int), Ride (Dex) and Technical (electrical) (Int).

Skill Points at Each Additional Level: 5 + Int modifier

Class Features

The following are class features of the Mobile Infantry comms technician.

Come in, Central! (Unique): The comms technician is trained to get a message through no matter how many channels they have to try or whatever tricks they have to perform. The way they make a transmission reach its destination is almost magic, but on the battlefield any such ability is prized for the lifesaver it can be. When using the Computer Use skill to establish, continue or jam battlefield communications, a comms technician with this feature can reroll one failed check each round.

Break Interference: A comms technician can be quite masterful at slicing through interference of any sort with his gear. When making Code-Breaking and Computer Use checks to decrypt transmissions or overcome interference, a comms technician gains a +2 bonus to the check and has a 25% chance of retaining any Action Point spent to improve his roll. If this chance succeeds, the point is kept as if it was never spent but the comms technician still benefits from it as if it was.

Comms Technician

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1st	+1	+1	+1	+0	Come in, Central!, Break Interference	+1	+0
2nd	+2	+2	+2	+0	Bonus Feat	+2	+0
3rd	+3	+2	+2	+1	Speak with Authority	+2	+1

Bonus Feats: At 2nd level, the Mobile Infantry comms technician gains a bonus feat. This feat must be selected from the following list, and the comms technician must meet any prerequisites.

Alertness, Alien Technology Proficiency, Atmospheric Vehicle Operation, Block, Brawl, Burst Fire, Dodge, Heroic Surge, Improved Initiative, Knockout Punch, Language, Marauder Mastery, Natural Mathematician, Point Blank Shot, Precise Shot, Quick Reload, Skill Focus (any Int- or Wis-based skill), Studious, Strafe, Surface Vehicle Operation, Technical Expert, Two-Weapon Fighting, Vehicle Expert, Weapon Focus.

Speak with Authority: There is a certain amount of command training that comes with being a squad's comms technician. While they carry no official title, comms technicians are taught how to relay orders from distant commanders with authority and conviction. At 3rd level, a comms technician gains the Command unique feature of a 1st level officer cadet but can only use it to convey orders from actual officers or when all other commanding officers are dead or incommunicado. In a pinch, Mobile Infantry troopers will accept the command of a comms technician, but only when things are *really* desperate.



Cpl. Trenton 'Trenchy' Peters

Engineering & Demolitions

Any idiot can use a bomb; all that takes is a finger to flip a switch and a throwing arm to get the blasted thing away from them before it explodes. It takes real finesse to use a bomb effectively, as 90% of any explosive is wasted if it is not set properly and in just the right place. With skill, timing and the right equipment, a surprising amount of damage can be caused by a surprisingly small amount of explosive material.

That is where a Mobile Infantry engineer comes in. Trained in the twin arts of planting explosives and removing them when they are planted by others, an engineer may not have need of his special skills very often but when they are needed no one else will suffice for the task. While the field of demolitions is only a peripheral study for engineers, its relevance to battlefield situations warrants special mention and abilities not found in the repertoire of any other class.

It is a wise squad leader that knows when to call on his engineering expert for a little demolitions work rather than waste lives fighting a battle one bomb could end.

ENGINEER

On the battlefield, an engineer is every trooper's best friend. He is the trooper with the training to keep gear in good repair, fix broken power suits and recharge energy cells to get Marauders off the 'disabled' list and back into action. He can set up fortifications to keep bugs out and operate weapon emplacements to blast them all straight to Hell. In an ever more complicated universe, engineers are the troopers best suited to deal with whatever an enemy can throw at the Mobile Infantry.

Engineers are given some of the most detailed training of any Mobile Infantry trooper, allowing them to tackle the complex fields of battlefield electronics, repairs of a highly technical nature while under heavy fire and perform minor miracles with little more than spit and a piece of bent wire. While engineers may not be the most hardened and dangerous troopers in the Mobile Infantry, they pull their weight and no trooper with any sense resents having one assigned to his unit. When he is not fighting, after all, he is honing their equipment to razor-sharp perfection.

Game Rule Information

Mobile Infantry engineers have the following game statistics.

Requirements

To qualify to become a Mobile Infantry engineer, a character must fulfil the following criteria.

Skills: Technical (electrical) 5 or more ranks, Technical (mechanical) 5 or more ranks, Repair 5 or more ranks

Feats: Technical Expert (any), Gearhead

Hit Points

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

Class Skills

The Mobile Infantry engineer's class skills, and the key ability for each skill, are as follows: Athletics (Str), Computer Use (Int), Demolitions (Int), Drive (Dex), Knowledge (any, each chosen separately) (Int), Perception (Wis), Pilot (Dex), Repair (Int), Research (Int), Ride (Dex), Sabotage (Int), Survival (Wis) and Technical (any, each chosen separately) (Int).

Skill Points at Each Additional Level: 7 + Int modifier

Class Features

The following are class features of the Mobile Infantry engineer.

Mechanical Magic (Unique): Nothing is broken for good unless an engineer says it is. With their advanced training and personal knack for machines of all kinds, an engineer can often get a device functioning again after anyone else would have junked it. When using the Repair skill to repair a broken or damaged device, an engineer with this feature can reroll one failed check per item. If he makes this check the first time and does not have to reroll it with this feature, he can cut its final repair time in half after all other modifiers are taken into account.

In the hands of a gifted engineer with extensive training in demolitions, *anything* can be made into an explosive. As long as an engineer is not in a true void, he can always find simple compounds to combine into some form of explosive mixture. This requires a Technical (chemical) skill check with a DC determined by the Games Master, from DC 10 for a well-stocked area with lots of materials to DC 35 for a barren wasteland planet with very few volatile substances of any kind. This skill check always takes 30 minutes and the entire time is wasted if it fails.

A successful check yields a simple explosive with a blast radius of 20 feet, 4d6 of explosive damage and a weight of one pound. This explosive cannot be improved with any of an engineer's class features or refined in any way; it is a wonder the compound will explode at all given the often base substances it is made from.

Enhance Explosive: This is the heart of an engineer's demolition abilities – enhancing the effectiveness of explosive devices. He can take one minute to make a Technical (chemical) skill check with a DC equal to the maximum damage a given device can deal (or DC 35, whichever is higher). Success maximises the explosive, dealing its full damage to all targets in the blast area without a damage roll of any kind. Reflex saving throws to reduce damage from an enhanced explosive suffer a penalty equal to the engineer's Wisdom modifier (if positive).

Enhanced explosives must be placed personally by an engineer to gain these bonuses and he cannot receive aid

Pvt. Johnathan 'Paley' Hambley



Engineer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1st	+1	+1	+1	+0	Mechanical Magic, Enhance Explosive, Restore and Repair	+1	+0
2nd	+2	+2	+2	+0	Bonus Feat	+1	+0
3rd	+3	+2	+2	+1	Improve Performance, True Demolitions	+2	+1

on his skill checks or in placing the device unless the help comes from a fellow engineer.

Restore and Repair: By spending one uninterrupted minute (ten rounds) with a piece of broken equipment, vehicle or power suit, an engineer can make a Repair skill check and restore its functions using a jury-rigged repair that will not last long (one round per point of the skill check). He also has a 25% chance of retaining any Action Point spent to improve his roll on this skill check. If this chance succeeds, the point is kept as if it was never spent but the engineer still benefits from it as if it was.

With vehicles and power suits, this check also restores a number of hit points to the item equal to the skill check rolled, allowing even 'destroyed' machines to re-enter combat for a short time. At the end of the allotted period as noted above, the machine becomes inactive again but any remaining hit points are kept as these represent actual repairs completed by the Mobile Infantry engineer when he restored the device to functionality.

Bonus Feats: At 2nd level, the Mobile Infantry engineer gains a bonus feat. This feat must be selected from the following list, and the Mobile Infantry engineer must meet any prerequisites.

Alertness, Alien Technology Proficiency, Atmospheric Vehicle Operation, Block, Brawl, Burst Fire, Cautious, Dodge, Improved Initiative, Knockout Punch, Marauder Mastery, Mounted Weapon Proficiency, Natural Mathematician, Point Blank Shot, Precise Shot, Quick Reload, Salvage, Skill Focus, Strafe, Surface Vehicle Operation, Technical Expert, Two-Weapon Fighting, Vehicle Expert, Vehicle Dodge, Vehicle Proficiency.

Improve Performance: Engineers are taught hundreds of tricks for getting every last ounce of power and performance out of their squad's equipment. By taking one hour per item, an engineer can grant it a +1 bonus to all attack rolls and Drive, Pilot or Ride checks if appropriate. This bonus requires an hour every week per item to sustain, can be applied to anything from personal equipment to flyers, and stacks with any other kind of bonus. An engineer can maintain a number of items at one time equal to his Wisdom score.

True Demolitions: Mobile Infantry engineers can deal with explosives in ways that other experts are at a loss to explain. They seem to have an affinity for things that blow up – one that allows them to disarm them, improve them or get them to act in ways no simple chemical reaction should be able to perform. They gain the ability to spend an Action Point to add to the damage of any explosive they personally place, reduce the damage of any explosion they are personally in or increase or decrease the blast radius of an explosive he has modified with his Enhance Explosive feature.

If he plants an explosive device with the ability to bypass a vehicle's damage reduction and deal more than ten points of damage directly to its hit points (this includes power suits of any kind), the item must make an immediate Fortitude save (DC 20) using half its damage reduction as a bonus. Failure causes the vehicle to cease functioning immediately, effectively destroyed even if it still possesses hit points. This damage can be repaired, but it is considered a complex repair task for purposes of using the Repair skill.

FIELD MEDIC

In the wars of the Federation, death can take many forms. It can be the razor-sharp mandible of a warrior bug slicing through armour plate or being captured by Skinnies and dragged off to an unknown demise in the heart of one of their alien cities. No matter what its form, once a trooper has bought his farm there is no coming back. Before they close on that purchase, however, they can count on a medic to try and spoil the deal and keep them fighting another day.

Field medics with the Mobile Infantry have an unenviable job; they are the professionals trained in the medical arts that have to try and patch troopers up from the ills of an uncaring and hostile universe. From radiation burns to impalements, any injury must be treated quickly to prevent infection and



Pvt. Kiara 'Raven' Raven-Soaring

get troopers up and on their feet as quickly as possible. In the Mobile Infantry, everyone fights including field medics, but every member of a squad trusts that their lives are in the capable hands of their squad's 'doc'. If anyone can pull them through, it is him.

Game Rule Information

Mobile Infantry field medics have the following game statistics.

Requirements

To qualify to become a Mobile Infantry field medic, a character must fulfil the following criteria.

Skills: Persuasion 4 or more ranks, Treat Injury 6 or more ranks

Feats: Surgery

Hit Points

Mobile Infantry field medics gain one hit point per level, adding this to their total gained from previous class levels.

Class Skills

The Mobile Infantry field medic's class skills, and the key ability for each skill, are as follows: Athletics (Str), Computer Use (Int), Drive (Dex), Knowledge (alien species) (Int), Knowledge (behavioural sciences) (Int), Knowledge (earth & life sciences) (Int), Knowledge (physical sciences) (Int), Knowledge (tactics) (Int), Knowledge (technology) (Int), Perception (Wis), Persuasion (Cha), Research (Int), Ride (Dex), Survival (Wis), Technical (chemical) (Int) and Treat Injury (Wis).

Skill Points at Each Additional Level: 5 + Int modifier

Class Features

The following are class features of the Mobile Infantry field medic.

Hang On! (Unique): A Mobile Infantry field medic can save someone reduced to –10 hit points or lower through the use of advanced medical equipment and sheer stubborn refusal to let a patient expire. If the field medic is able to administer aid within three rounds of the character's death, he can make a Treat Injury check (DC 30), the field medic cannot take 10 or take 20 while making this check. If the check succeeds, the dead character can make a Fortitude save (DC 25) to stabilise and be restored to one hit point. If the field medic fails the skill check or the patient fails the save, the dead character cannot be saved.

This feature cannot be used on the same character more than once a day. There is only so much punishment the human body can take before it finally gives up and buys the farm. Also, each time this ability is used, it costs the field medic one Action Point as it is a terrible strain on both his nerves and his abilities as a doctor.

Back On Your Feet!: Field medics are trained to work very quickly on the battlefield, bringing wounded or dying patients around with stimulants and wound closing chemicals long enough to get them to somewhere they can be treated properly and safely. As a full-round action a field medic can force any *unconscious, stable* or *dying* creature he is in physical contact with to make a Fortitude Saving throw (DC 15 + 1 for every hit point under zero it is currently at). Failure costs an immediate hit point, but success temporarily returns them to one hit point and full mobility (though the effects of missing limbs still apply).

This state of temporary healing lasts one minute for every rank of Treat Injury the field medic possesses and if first aid or long term care has not begun by the end of this time, the patient loses a hit point and lapses into an *unconscious* state or begins *dying* again. Back On Your Feet! costs an Action Point to use, as triage is one of the most draining experiences a medic can go through.

Bonus Feats: At 2nd level, the Mobile Infantry field medic gains a bonus feat. This feat must be selected from the following list, and the Mobile Infantry medic must meet any prerequisites.

Field Medic

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1st	+1	+1	+1	+1	Hang On!, Back On Your Feet!	+1	+0
2nd	+2	+2	+2	+2	Bonus Feat	+2	+1
3rd	+3	+2	+2	+2	Full Recovery	+2	+1

Alertness, Alien Technology Proficiency, Atmospheric Vehicle Operation, Block, Brawl, Burst Fire, Dodge, Educated, Improved Initiative, Knockout Punch, Medical Expert, Marauder Mastery, Natural Mathematician, Point Blank Shot, Precise Shot, Quick Reload, Skill Focus, Strafe, Surface Vehicle Operation, Technical Expert, Two-Weapon Fighting, Vehicle Expert, Xenomedic.

Full Recovery: A fully trained field medic is an invaluable asset to any squad because his skills can keep them all in fighting condition even when they have suffered terrible injuries in battle. Medics with the Full Recovery feature add their Wisdom modifier (minimum of one if this is not a positive value) to the weekly rate of hit point and ability score recovery for any patients under his care. He can also bring any character back to full hit points and ability score values in two weeks regardless of the extent of their injuries, even if he has to fit them with cybernetic replacements. These surgeries are performed successfully as an automatic part of this class feature.

MARAUDER DRIVER

Marauders reside in the curious grey area between vehicle and powered suits, nevertheless they are the last thing many enemies of the Federation ever see in battle. With the ability to carry firepower ranging from pintle-mounted machine guns to tactical nuclear missiles, Marauders can easily take on platoons of tanks and win without suffering anything more than superficial damage. In a universe at war, the Marauder suit is a vital weapon and a valued ally.

Marauder drivers are experts at using their weapons, sensors and communications equipment to its fullest in battle. Any member of the Mobile Infantry can use a Marauder suit, but Marauder drivers can forge a special bond with their equipment and really get the maximum performance these hulking collections of steel and firepower are capable of granting. In a Marauder suit, there is very little in the galaxy a trained specialist cannot take on. The Fleet can glass a planet from orbit, but only Marauders can accomplish a planet-side mission requiring something less than total destruction.

Game Rule Information

Mobile Infantry Marauder drivers have the following game statistics.

Requirements

To qualify to become a Mobile Infantry Marauder driver, a character must fulfil the following criteria.

Skills: Athletics 5 or more ranks, Acrobatics 5 or more ranks, Drive 8 or more ranks, Technical (electrical) 6 or more ranks

Feats: Surface Vehicle Operation and either Great Fortitude or Endurance

Hit Points

Mobile Infantry Marauder drivers gain two hit points per level, adding this to their total gained from previous class levels.

Class Skills

The Mobile Infantry Marauder driver'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 (tactics) (Int), Perception (Wis), Pilot (Dex), Research (Int), Survival (Wis) , Technical (electrical) (Int) and Technical (mechanical) (Int).

Skill Points at Each Additional Level: 5 + Int modifier

Class Features

The following are class features of the Mobile Infantry Marauder driver.

Lock and Load (Unique): Marauder drivers are trained in one thing above all others, preparation for combat and implementation of a battle plan once they drop into hostile territory. While the act of battle may be freeform, every moment leading up to it is an act of rote memorisation and planning for a Mobile Infantry trooper. A skilled Marauder driver knows every weapon and sensor system inside and out on his suit.

This gives him a 25% chance of retaining an Action Point whenever he uses one to affect an attack roll or skill check

Marauder Driver

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1st	+1	+2	+1	+0	Lock and Load, Focused Fire	+1	+0
2nd	+2	+3	+2	+0	Bonus Feat	+2	+1
3rd	+3	+3	+2	+1	Salvo Mastery	+3	+1

when using his suit's systems in battle. If this chance succeeds, the point is kept as if it was never spent but the Marauder driver still benefits from it as if it was. Lock and Load can only be used if the Marauder driver has two or more Action Points to begin with; once he is down to his last reserves of experience, nothing can prevent him having to expend them.

Pvt. Matthew 'Silverback' Soren



Focused Fire: Marauder drivers are taught to never split their attention, as most of their foes will require a round of solid firepower from every weapon system their suits possess. As such, they fight best when they can bring everything they have to bear on one target. For every attack they can take in a given round that they aim at the same target, they gain a +1 bonus to attack and damage rolls on each one. This bonus applies to each damage roll and cannot be used if the Marauder driver takes an attack on a secondary target during that round. Because of the way this feature works, it forces a Marauder driver to declare his shots at the beginning of a combat round; normally a trooper can take his attacks one at a time and change targets freely between them.

Example: Pvt. 'Silverback' Soren has advanced a long way as a Marauder driver and gets three attacks a round. His M-8 Marauder suit has several weapons he can use against a warrior bug charging towards him. He uses Focused Fire and takes all three attacks at the warrior bug. This gives him a +3 to each attack and adds three points to the damage rolls of each attack that hits.

Bonus Feats: At 2nd level, the Mobile Infantry Marauder driver gains a bonus feat. This feat must be selected from the following list, and the Marauder driver must meet any prerequisites.

Advanced Two-Weapon Fighting, Alertness, Atmospheric Vehicle Operation, Block, Brawl, Burst Fire, Dodge, Drive-By Attack, Endurance, Far Shot, Great Fortitude, Heroic Surge, Improved Brawl, Improved Initiative, Improved Two-Weapon Fighting, Knockout Punch, Marauder Mastery, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Strafe, Two-Weapon Fighting, Vehicle Dodge, Vehicle Expert, Weapon Focus.

Salvo Mastery: The focused fire a Marauder driver is trained to deliver becomes even more impressive when he finally masters the combat potential of his suit. So long as every attack he can make in a given round when he takes the full attack action is against the same target, any critical threats he rolls in combat automatically confirm. He has become so adept at putting rounds where they hurt the most that any opening becomes a lethal breach in an enemy's defences.

NEODOG HANDLER

There are times, even for the technological might of the Federation, when the finest machine is no match for the abilities found in nature. Even with snoopers and auto-ears, a Mobile Infantry trooper cannot sense his surroundings as well as a common dog. This principle has been adopted into SICON with the commission and deployment of neodogs, but these creatures are not common dogs by any definition of the term.

Neodogs are genetically engineered, cybernetically enhanced canine breeds with sharper hearing, smell, eyesight and special awareness than any dog, wolf or human could every hope to possess. These artificially mutated symbiotes also possess the ability to talk and though they cannot pronounce b,m,p or v sounds, a well-trained handler can understand them perfectly. Neodogs and their handlers are used as forward scouts, mobile sensory operatives and early warning systems when no other instrument could possibly detect enemy activity in time to do anything about it. Trackers without equals, neodogs are brought into the Mobile Infantry by specially trained handlers bonded for life to their very special animal friend through a symbiotic link that connects their minds and bodies in a way that defies description.

Game Rule Information

Mobile Infantry neodog handlers have the following game statistics.

Requirements

To qualify to become a Mobile Infantry neodog handler, a character must fulfil the following criteria.

Skills: Handle Animal 5 or more ranks, Persuasion 6 or more ranks, Survival 8 or more ranks

Feats: Track

Special: May not have levels in any other speciality class before beginning advancement in this class.

Hit Points

Mobile Infantry neodog handlers gain two hit points per level, adding this to their total gained from previous class levels.

Class Skills

The Mobile Infantry neodog handler's class skills, and the key ability for each skill, are as follows: Acrobatics (Dex), Athletics (Str), Computer Use (Int), Drive (Dex), Handle Animal (Cha), Knowledge (alien species) (Int), Knowledge (tactics) (Int), Perception (Wis), Persuasion (Cha), Ride (Dex), Sabotage (Int), Stealth (Dex), Survival (Wis) and Treat Injury (Wis).

Skill Points at Each Additional Level: 5 + Int modifier

Class Features

The following are class features of the Mobile Infantry neodog handler.

True Bond (Unique): A neodog handler is intimately involved in the raising and training of his companion and is bonded to it for life. Those that come to this discipline with an open mind and sympathetic heart can truly become one with their neodog; this provides some remarkable benefits but also runs the risk of permanent brain damage if the dog is ever slain. So long as the neodog is alive, both it and the handler with this feature gain a permanent +1 bonus to all saving throws and the benefits of the Alertness feat, both provided by their bond.

If the neodog is slain, this feature makes the mental reverberation of that death much worse. The handler immediately suffers ability score damage and is reduced to Intelligence and Wisdom 6. He cannot take 10 on skills regardless of circumstances, and must make a Will saving throw (DC 10 + 5 per level of this speciality class for a minimum of 15 and a maximum of 25). Failure forces the handler into a coma for 1d4 months with a 10% cumulative chance of dying at the end of each month. If he does not receive medical care during this time, death is certain at the end of the first week.

Neodog Companion: The chief benefit and blessing of this speciality, the handler receives a neodog to care for and maintain. He forms an immediate bond with the animal through a symbiotic implant both he and the neodog share that links their cerebellums telepathically. The neodog and the handler can use each other's senses and communicate silently with each other flawlessly as long as they remain within 250 feet of each other, as such both handler and neodog companion gain a +2 bonus to all perception checks. Obstructions of any kind have no effect on this link, though telepathic specials can block it through mind jamming.

Fight as One: Though neodogs equipped with ranged weapons are only speculation, all have the capacity to fight with cybernetically enhanced teeth and jaws. They are most effective when fighting the same target as their handlers as they are trained from birth to flank and take advantage of openings that their handlers provide during combat.

As long as a neodog is fighting the same opponent as its handler, both receive a +1 bonus to attack rolls in addition to any bonus they might get from flanking. If they are flanking the same opponent, they may both add 1d6 bonus damage when they hit successfully in melee combat. This damage only applies to melee damage and can be nonlethal if the

Mark I Neodog (a.k.a. Caleb)

Medium Augmented Animal
Hit Points: 15 plus 2 points per speciality level of its handler
Initiative: +4 plus any bonus its handler possesses
Speed: 50 ft. (10 squares)
Defence Value: 20, flat-footed 12, plus half its handler's total Defence bonus
Base Attack/Grapple: +4/+4
Attack: Bite +7 melee (1d6+4)
Full Attack: Bite +7 melee (1d6+4)
Space/Reach: 5 ft. (1)/5 ft. (1)
Special Attacks: Core Bomb (5d6, 20 ft.)
Special Qualities: Damage Reduction 2/–, Darkvision 60 ft., Intuition, Low-Light Vision, Scent 120 ft.
Saves: Fort +6, Ref +8, Will +5
Abilities: Str 17, Dex 18, Con 15, Int 8, Wis 14, Cha 10
Skills: Perception +6, Stealth +6, Survival +5
Feats: Iron Will, Track
Organisation: Solitary (bonded to a single handler)
Advancement: As above; statistics change as handler increases in levels

Lean and powerfully built, neodogs are descended from Alsatian/wolf hybrids generically purified and enhanced in a Federation lab and created for the primary purpose of acting as trackers and sensory outposts more mobile than any electronic equipment could ever be. Neodogs require a handler to remain focused and functional; they are not mentally stable otherwise and must be put down if they reach three years of age without one or survive his death somehow.

These highly trained neodogs, or calebs, are equipped with a small explosive device (blast radius 20 feet, 5d6 damage and automatically kills the dog) that it will use to prevent capture or in the event of its master's demise. These dogs also have sensory enhancements that provide a +4 bonus to Survival checks made to track and a +30 foot bonus to its darkvision and scent qualities. Mark I calebs are equipped with personal radar that works with their natural gifts to provide flawless tracking of any motion within 120 feet of them regardless of obstructions or interference. Within 60 feet, a calebs can identify the source of any motion if it has ever encountered such a source before.

Rumours of the development of more advanced versions of the neodog continually rear their heads but none of these have been confirmed by FedNet or through any of the typical channels of information available to the Mobile Infantry. What changes these creatures may undergo beyond the Mark I breed are strictly hypothetical, but rumours suggest they include a memory or intelligence upgrade and integrated weapons systems.

Core Bomb: This is less a special feature than a control device to ensure calebs never fall into enemy hands. They also take care of any problems that might occur if a neodog's conditioning breaks and it becomes a threat to others. Core bombs can be activated either by the caleb itself in case of capture or the handler if there is no other recourse. Core bombs are explosive weapons and should be treated as such. If detonated, it instantly kills the creature carrying it.

Damage Reduction: A neodog ignores two points of damage from all physical, natural and melee weapon attacks. Wounds either heal immediately or the attack bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy and psychic attacks.

Darkvision: A neodog can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight and the creature can function just fine with no light at all.

Intuition: Calebs have the ability to simply 'feel' their surroundings and get a sense of danger – it can use to its handler's benefit as well as its own through the bond they share. Whenever a neodog, or its handler is about to be attacked by surprise or subjected to a dangerous situation, the Games Master rolls a hidden psychic action check (DC 20). If the check succeeds, the neodog and its handler can act normally during the surprise round (if any) and receive a +1 to their Defence Value and the next saving throw they have to make. This ability does not function if the neodog or its handler are not attacked from surprise or are aware of the danger. As long as a caleb is conscious, it automatically uses this ability constantly and can pass this power to its handler as long as its bonded master is within ten feet at the time of danger. There is no hit point cost for this power; it is a natural part of the neodog's psyche.

Low-Light Vision: A neodog can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of shadowy illumination. It retains the ability to distinguish colour and detail under these conditions.

Scent: This special quality allows the neodog to detect approaching enemies, sniff out hidden foes and track by sense of smell. The neodog can identify familiar odours just as humans do familiar sights.

The neodog can detect opponents within 120 feet by sense of smell. If the opponent is upwind, the range increases to 240 feet; if downwind, it drops to 60 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at triple normal range.

When a neodog detects a scent, the exact location of the source is not revealed – only its presence somewhere within range. The neodog can take a move action to note the direction of the scent. Whenever the neodog comes within ten feet of the source, it instantly pinpoints the source's location.

Neodog Handler

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1st	+1	+2	+2	+0	Fight as One, Neodog Companion, True Bond	+1	+0
2nd	+2	+3	+3	+0	Bonus Feat	+2	+0
3rd	+3	+3	+3	+1	Mind, Body and Soul	+3	+1

handler wishes it to be and is equipped appropriately. The neodog will always be able injure an opponent nonlethally if its handler requests it to do so.

Neodogs always enjoy its handler's base saving throw bonuses, Initiative bonuses derived from feats and class features, base attack bonus and bonus hit points gained from this speciality class and half his total defence bonus even if its handler is not conscious or not within its 250 foot command range. Neodogs become frightened if this occurs, however, and cannot often make use of these bonuses effectively without its bonded handler nearby to keep it under control.

Bonus Feats: At 2nd level, the Mobile Infantry neodog handler gains a bonus feat. This feat must be selected from the following list, and the neodog handler must meet any prerequisites.

Alertness, Atmospheric Vehicle Operation, Beat Feet, Block, Brawl, Burst Fire, Dodge, Improved Initiative, Improved Two-Weapon Fighting, Jack-of-all-Trades, Knockout Punch, Language, Marauder Mastery, Natural Mathematician, Point Blank Shot, Precise Shot, Quick Reload, Shoot on the Run, Skill Focus, Strafe, Surface Vehicle Operation, Two-Weapon Fighting, Vehicle Dodge, Vehicle Expert.

Pvt. Wolfgang 'Wolf' Thorson



Mind, Body and Soul: Neodog handlers and their animals develop so closely together over time that after mastering the basic commands and operations in tandem combat, they act the same, talk the same and tend to focus on exactly the same tasks in exactly the same way. While many in the Mobile Infantry find this disconcerting, there is no denying the benefits such a deep fusion between man and animal can provide.

In a neodog/handler team where the handler possesses this feature, the neodog can always assist him with the aid another action even if it does not possess any ranks in the skill in question or could not attempt a check because the skill is Trained Only. Furthermore, when one is assisting the other, the bonus for a successful skill check to aid another is +3 instead of +2 and can be gained even if one of the two is only advising from within the bond's 250 foot radius and not actually involved in the task.

OFFICER CADET

It is one thing to want to be an officer in the Mobile Infantry; it is quite another to survive the training, shake down missions and review panels set up to ensure that only the absolute best and brightest of SICON ever wear the insignia of command. Officers are a rare and special breed in the Mobile Infantry and getting into the lowest of their ranks is an uphill struggle in which few ever successfully triumph.

To become an officer, a trooper must take all three levels of this class first. Any deviation from this speciality class results in the cadet being denied the right to advance in it again or ever becoming a commissioned officer in the Mobile Infantry. To serve with pride as an officer is to have overcome incredible odds and shown intelligence, experience and a style of command that impresses the highest echelons of SICON – not an easy thing to do, especially during a time of war. For those few that make it all the way through the three levels of this class, the title of officer and the unique ability of Command await…

Game Rule Information

Mobile Infantry officer cadets have the following game statistics.

Requirements

To qualify to become a Mobile Infantry officer cadet, a character must fulfil the following criteria.

Abilities: Charisma 13+

Skills: Knowledge (tactics) 8 or more ranks, Knowledge (history and moral philosophy) 5 or more ranks, Perception 8 or more ranks, Persuasion 8 or more ranks

Feats: Any four

Special: Prestige bonus of +5 or more

Hit Points

Mobile Infantry officer cadets gain one hit point per level, adding this to their total gained from previous class levels.

Class Skills

The Mobile Infantry officer cadet's class skills, and the key ability for each skill, are as follows: Acrobatics (Dex), Athletics (Str), Computer Use (Int), Drive (Dex), Escape Artist (Dex), Knowledge (any, each chosen separately) (Int), Perception (Wis), Persuasion (Cha), Pilot (Dex), Stealth (Dex) and Survival (Wis).

Skill Points at Each Additional Level: 7 + Int modifier

Class Features

The following are class features of the Mobile Infantry officer cadet.

Command (Unique): A squad lives or dies by the force of personality shown by their commanding officer. With a word or an action, he can inspire men to drive into the very fires of Hell or doom them to an early grave through indecision. This power is as much learned and earned as it is innate but all officers have to hone it through practise and the forge of war.

At 1st level, an officer cadet gains a command radius of 60 feet (12 squares). This radius is typically line of sight, though it also extends 120 feet (24 squares) if the cadet can establish communications with a given member of his squad. Command allows an officer cadet to spend his Command Points to modify the abilities of those under his command. At 1st level, this can only be done once a round, takes a move or attack (officer's choice) action, and follows every other rule that applies to Action Points (including when they return and refresh). To benefit from Command Points spent on its behalf, the target must be an acknowledged subordinate and willing to accept the officer's command presence.

At 3rd level when this speciality class is complete, Command becomes much more powerful. It allows the officer to modify a single subordinate's dice rolls anywhere within communication range. Command radius also doubles to 120 feet (24 squares) and if the officer wishes to do so, he can spend three Command Points to cause a Command effect for *everyone* under his command within that radius.

Command Points

Command Points act in many ways like Action Points in that they allow a character to modify dice rolls. Unlike Action Points, Command Points are not spent by the character gaining the benefit but rather by a commanding officer on his behalf. To spend a Command Point, an officer must have the target of its orders within a certain command radius and be visible to or able to communicate with that target. Speech or audible commands are not necessary; hand signals will do.

A Command Point can be spent to achieve one of the following:

- Add a 1d4 + officer's Charisma bonus modifier to any die roll an Action Point could affect.
- Automatically allow the target to reroll a failed Will saving throw. Only one reroll is allowed and if it fails, the target suffers whatever effect the save would have prevented; no second reroll is allowed for any reason.
- Provide a lasting morale benefit for the target. This effect lasts ten rounds starting immediately after the expenditure and during that time, the target gains a +1 on all attack rolls, damage rolls and saving throws. A given target cannot be affected by this expenditure of Command Points more than once a day; there are limits to how driven a trooper can become and how long that fervour can be sustained.

Command Points replenish in exactly the same way as Action Points.

Officer cadets gain a number of Command Points equal to half their Charisma score at 1st level, rounded down. Officer cadets gain a number of Command Points each level there after equal to 1 + his Prestige bonus.

This can make a squad under a true officer very effective, but it can also drain a commander of Command Points very quickly.

Aura of Responsibility: Officers are valuable members of the military, a fact recognised by superiors and subordinates alike. All characters within five feet of an officer cadet gain a +1 bonus to Will saving throws and cannot be frightened by any means if there is any form of clear and present threat to the life or mental health of said officer cadet. This bonus increases to +2 and an inability to become panicked if the officer has completed all three levels of this class.

Bonus Feats: At 2nd level, the Mobile Infantry officer cadet gains a bonus feat. This feat must be selected from the following list, and the officer cadet must meet any prerequisites.

Advanced Two-Weapon Fighting, Alertness, Alien Technology Proficiency, Beat Feet, Burst Fire, Confident, Disengage, Dodge, Double Tap, Educated, Endurance, Exotic Firearms Proficiency, Far Shot, Great Fortitude, Heroic Surge, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Jack-of-all-Trades, Languages, Natural Mathematician, Point Blank Shot, Precise Shot, Quick Reload, Shoot on the Run, Skill Focus, Strafe, Studious, Two-Weapon Fighting, Supreme Effort, Toughness.



Sgt. Kyle Raynes

The Tradition of the Temporary Pips

The tradition of offering officer cadets temporary pips dates back before the formation of the Federation and is honoured by most captains and ranking officers in SICON. It is traditional for each approving officer in OCS to keep sets of pips on hand for new cadets, each one with a history and story all its own. When cadets report for their first tour of duty, the approval officer then matches the cadet with a set of pips that 'feels right' for that character.

For Games Masters, this is an excellent character hook for players of officer cadets and should not be overlooked when roleplaying that player's First Tour of Duty. Bestowing a set of insignia pips might not seem exciting on the surface, but roleplaying a conversation where the approval officer takes a cadet aside gives him the pips that were once worn by his now-deceased son will be a powerfully emotional moment in the campaign if handled correctly. As with any roleplaying game, *Starship Troopers* especially, personal interaction is what elevates a war game into a compelling story.

First Tour of Duty: An officer cadet is assigned to a ship in the Fleet upon making 2nd level in this class and returning to Officer Candidacy School. This return is mandatory; the cadet cannot advance to 3rd level in this class without doing so. The tour of duty the cadet is assigned to usually depends greatly on his abilities but is often a matter of necessity in SICON. The officer cadet is issued the brevet (temporary) rank of Third Lieutenant and sent on his way.

This tour is a test to see if he has what it takes to be an officer and always lasts until the cadet receives enough experience to reach 3rd level in this class. Then his performance is reviewed and if he is found to be satisfactory his brevet rank and insignia are exchanged for permanent ones and he is given the rank of Second Lieutenant, where possible with his original unit. Cadets found wanting are usually busted down to the rank and level held before joining Officer Candidacy School and permanently barred from ever applying again.

Officer Cadet

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1st	+1	+0	+0	+2	Aura of Responsibility, Command	+0	+1
2nd	+2	+0	+0	+3	Bonus Feat, First Tour of Duty	+1	+1
3rd	+3	+1	+1	+3	Final Test	+1	+2

This reduces the character to his level before adding two levels of officer cadet and leaves him unable to take this class again. Harsh, yes, but OCS is a gamble that does not always pay off for troopers with more ambition than talent.

A compromise between these two fates is retention. A retained cadet loses all experience above the minimum for his 2nd level in this speciality class and has to begin his First Tour of Duty again. He can do this three times in total, though in practice it rarely happens more than twice before a cadet is judged unfit and ejected fully. In a campaign setting, handling this process is best left to roleplaying and the needs of a given plotline. If a player roleplays his officer character acting with competence and skill, he will likely achieve officer status and avoid dismissal or retention. Otherwise, retention is a solid way to continue a player's ability to strive for officer status while he grows into the role.

Becoming an officer should never be easy. From a Games Master's viewpoint, getting the 3rd level of this speciality class should be a real accomplishment, one worthy of the title, prestige and power that comes with the insignia.

Final Test: Once a cadet passes his tour of duty and receives his permanent rank of Second Lieutenant, he is referred to as an officer. This speciality class is then renamed officer instead of officer cadet, and his class features become considerably more powerful. He must now endure the final test of an officer, a test that will last the rest of his career in the military – the survival of his troops in the face of the enemy.

Officers of this rank gain the ability to take on hardships that would normally befall their squad members instead. By spending an Action Point, a 3rd level officer can suffer any one attack, effect or loss of hit points or ability score damage that would otherwise affect any one subordinate within ten feet. The Games Master is the final arbiter of what an officer can and cannot take upon himself (such as disallowing an officer to take the damage from a poison already in a squad member's system), but the officer can use this ability even if the effect would kill him outright.

SNIPER

The standard protocol for dealing with Skinnies, bugs and other threats to the Federation is to throw a stream of firepower against them until they fall down. In some circumstances, there is a better way. A single bullet in the right place can be worth a hundred rounds sprayed at random. While no trooper is ever anything but precise with his fire, a sniper takes this attention to combat detail to a whole new level.

Snipers are not front line troopers, though they can certainly mount up into a Marauder suit and lay down suppression fire with the best of the Mobile Infantry. Instead, they are light armour experts with enough skill behind the trigger to core an apple at 1,000 feet and hit the nerve core of a warrior bug at twice that range. They are masters of the impossible shot and the hidden warriors that regularly take out targets other troopers never even see. While not every platoon sergeant can find a use for a trained sniper, those that can appreciate their specialised skills.

Game Rule Information

Mobile Infantry snipers have the following game statistics.

Requirements

To qualify to become a Mobile Infantry sniper, a character must fulfil the following criteria.
Skills: Perception 8 or more ranks, Stealth 8 or more ranks
Feats: Precise Shot, Far Shot, Weapon Focus (any rifle)
Special: Weapon of Choice class feature (same rifle as the Weapon Focus feat above)

Hit Points

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

Class Skills

The Mobile Infantry sniper's class skills, and the key ability for each skill, are as follows: Acrobatics (Dex), Athletics (Str), Computer Use (Int), Drive (Dex), Escape Artist (Dex), Knowledge (alien species) (Int), Knowledge (tactics) (Int),

Pvt. Paul 'Dusty' Dustin



Perception (Wis), Pilot (Dex), Stealth (Dex) and Survival (Wis).

Skill Points at Each Additional Level: 5 + Int modifier

Class Features

The following are class features of the Mobile Infantry sniper.

Angel of Death (Unique): Snipers are equipped with the finest scopes and optics for their weapons ever produced in the factories of Mars. With these lenses and the electronic sight enhancements they provide, a sniper can draw a targeting line on anything within true line of sight. Of course making such a shot is considerably harder, but this is what snipers train day in and day out to do. There is no target too distant, no shot to difficult. If the bullet can reach it, it is as good as dead.

By spending an Action Point, a sniper can extend the range increment of any weapon for which he possesses the Weapon Focus and Weapon of Choice class feature for by 50%. Additionally, due to the distance at which such an attack can be made it is extremely likely that the sniper's target will not be expecting attack and therefore be caught flat-footed. If a target is flat-footed and attacked the sniper may add double his Dexterity modifier to the damage of the shot.

Precision Shooting: Snipers are specially trained to hit their targets and *only* their targets, practising for hours on courses that interfere with their concentration by springing innocents and obstructions between their weapon and the recipient of their deadly skills. This instils a certain, careful aim that only allows the sniper to fire when he is absolutely sure where his bullet will go. As a full-round action, a sniper can take a single shot with any weapon for which he possesses the Weapon Focus and Weapon of Choice class feature for and ignore all benefit his target might have for cover of any kind (though 100% cover still prevents attack).

Bonus Feats: At 2nd level, the Mobile Infantry sniper gains a bonus feat. This feat must be selected from the following list, and the Mobile Infantry trooper must meet any prerequisites.

Alertness, Beat Feat, Burst Fire, Dead Aim, Dodge, Double Tap, Drive-By Attack, Endurance, Exotic Firearms Proficiency, Great Fortitude, Guide, Heroic Surge, Improved Initiative, Mounted Weapons Proficiency, Physical Adept, Pistol Fighter, Point Blank Shot, Quick Draw, Quick Reload, Shoot on the Run, Stealthy, Strafe, Track, Two-Weapon Fighting, Weapon Focus.

One Shot, One Kill: Once a sniper takes his first shot, his target is warned of his presence and rarely presents him with an opportunity for a second attack. A master sniper knows this and determines exactly where a bullet needs to go to take a victim down. This is a difficult and draining action; it costs a sniper an Action Point to use one shot, one kill. In

Sniper

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1st	+1	+0	+2	+1	Angel of Death, Precision Shooting	+0	+0
2nd	+2	+0	+3	+1	Bonus Feat	+0	+1
3rd	+3	+1	+3	+2	One Shot, One Kill	+1	+2

return for this expenditure and a full-round action to take the special shot, a sniper may force any target not killed outright by his attack to make a Fortitude save (DC equals the damage of the attack or 20, whichever is lower) or be reduced to zero hit points instantly.

Both Angel of Death and Precision Shooting can be combined in this attack, but the latter makes this shot a two round action and the former also costs an Action Point for a total expenditure of two to take a single, incredibly lethal attack. The Dead Aim feat can also be used with this feature, but the rounds it takes to activate are added to the length of time needed to take the shot.

VETERAN

This is a unique speciality class in that it is not really a speciality class at all. Instead, it exists for troopers that either through lack of ambition or drive to take on any other special training simply keep honing their combat skills as troopers in the Mobile Infantry. Others might ridicule them as being too mediocre for any other role, but it is doubtful they would do so to a veteran trooper's face; these combat ready war machines are more than capable of taking on a warrior bug in hand-to-hand with a fair chance of walking away.

Veterans are not officers, they are not specialists and they are not untrained buffoons. They are career troopers with years of soldiering under their belts and the scars to prove it. With capabilities far beyond those of other troopers, there figures often seem larger than life and can even overshadow a weak or ineffectual officer. Still, most are dedicated military men and will not let such behaviour persist for long before checking it themselves.

Game Rule Information

Veterans have the following game statistics.

Requirements

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

Feats: Alertness, Heroic Surge, Improved Heroic Surge

Special: Prestige bonus of +5 or more. Cannot have any levels in any speciality classes and must possess ten levels in the Mobile Infantry trooper class.

Hit Points

Veterans gain three hit points per level, adding this to their total gained from previous class levels.

Class Skills

The veteran's class skills, and the key ability for each skill, are as follows: Acrobatics (Dex), Athletics (Str), Computer Use (Int), Drive (Dex), Escape Artist (Dex), Knowledge (any, each chosen separately) (Int), Perception (Wis), Persuasion (Cha), Pilot (Dex), Repair (Int), Ride (Dex), Sabotage (Int), Stealth (Dex), Survival (Wis), Technical (any, each chosen separately) (Int) and Treat Injury (Wis).

Skill Points at Each Additional Level: 5 + Int modifier

Class Features

The following are class features of the veteran.

Vigilance (Unique): A veteran is always alert, always aware. As long as a veteran is awake and free to move, he cannot be caught flat-footed and never counts as being flanked. He even gets a sense of where opponents are, even if they are under complete cover, but this is not accurate enough to use for targeting purposes.



L. Cpl. Vivica 'Viper' Mardeux

Veteran

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1st	+1	+1	+1	+1	Vigilance	+1	+1
2nd	+2	+2	+2	+2	Bonus Feat	+2	+1
3rd	+3	+2	+2	+2	Never Falter	+2	+2
4th	+4	+2	+2	+2	Bonus Feat	+3	+2
5th	+5	+3	+3	+3	Weapon Master	+3	+3
6th	+6/+1	+3	+3	+3	Bonus Feat	+3	+3
7th	+7/+2	+4	+4	+4	Supreme Effort	+4	+4
8th	+8/+3	+4	+4	+4	Bonus Feat	+4	+4
9th	+9/+4	+4	+4	+4	Command	+5	+5
10th	+10/+5	+5	+5	+5	Bonus Feat	+5	+5

Bonus Feats: At 1st, 2nd and every other level thereafter, the veteran gains a bonus feat. This feat must be selected from the following list, and the Mobile Infantry veteran must meet any prerequisites.

Advanced Two-Weapon Fighting, Alien Technology Proficiency, Atmospheric Vehicle Operation, Beat Feet, Blind-Fight, Block, Brawl, Burst Fire, Cautious, Confident, Dead Aim, Disengage, Dodge, Double Tap, Drive-By Attack, Educated, Endurance, Exotic Firearms Proficiency, Far Shot, Gearhead, Great Fortitude, Guide, Heroic Surge, Improved Brawl, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Jack-of-all-Trades, Knockout Punch, Language, Lightning Reflexes, Medical Expert, Mounted Weapon Proficiency, Marauder Mastery, Natural Mathematician, Physical Adept, Pistol Fighter, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Resilience, Salvage, Shoot on the Run, Skill Focus, Stealthy, Strafe, Streetfighting, Studious, Surgery, Supreme Effort, Surface Vehicle Operation, Technical Expert, Toughness, Track, Two-Weapon Fighting, Vehicle Dodge, Vehicle Expert, Weapon Focus, Xenomedic, Zero-G Training.

Never Falter: When a veteran with this ability reaches zero hit points, he may continue to act without penalty (though one hit point is still lost each round as normal) until death occurs at –10 hit points. Once this ability is used, the veteran cannot stabilise, though he can willingly pass out and allow others to help him do so. He is spending his last few moments of life in order to continue fighting for what he believes in.

A veteran can choose to not use this ability when he reaches zero or fewer hit points, but this choice must be made immediately upon suffering the damage that brings him to this point. If a veteran chooses not to use this class feature so he can stabilise normally, he cannot then choose to Never Falter and act until he first reaches a positive number of hit points.

Weapon Master: What focused training does for the weapon skills of a normal trooper, long experience has accomplished far and beyond for a veteran. This feature extends the basic bonus of the Weapon of Choice (+1 to attack rolls) to every weapon a veteran can use proficiently including mounted weapons and even starship weapons if he has the appropriate feats for them. Likewise, if he possesses Weapon Focus as a feat for a given weapon, this ability becomes a +1 to attack and damage instead.

Supreme Effort: There is very little a true veteran cannot do when he puts his mind to it. When spending an Action Point to modify a d20 roll using the rules for Action Points in the Basic Rules chapter, the veteran can spend a second Action Point to activate this class feature. If he does, the Action Point roll is modified by the veteran's base Will saving throw bonus (including the +2 bonus from Iron Will if he has that feat). This is identical to the Supreme Effort feat; if the veteran has this feat, he may also add his Charisma modifier (if positive) to the total Action Point dice result.

Command: Veterans can be commanding figures whose legendary prowess can inspire in much the same way as a true officer. While many veterans deny vehemently any desire to be officers or lead men into battle, there is no getting around their inherent ability to do so. 9th level veterans gain the same Command unique feature a 1st level officer cadet receives, but his ability with it never improves.

SKILLS

ALL CHARACTERS AND creatures in *Starship Troopers* have a variety of skills that represent their ability to perform a variety of normal actions. The skills a character has represent how good a character is at climbing walls, noticing small details, recalling specific details of a specific species of Arachnid or many other commonly performed actions.

GAINING SKILLS

At each level, a character gets skill points that are used to buy skills. The character's class and Intelligence modifier determine the number of points received.

Certain skills come far easier to some characters than others, as determined by their class. For example, a Mobile Infantry trooper is very good at Athletics while a civilian has less need for such physical actions. The natural affinities each class has are determined by their class skills, as noted in their descriptions. If a skill is not within a class' skill list, it is considered to be a cross-class skill.

If the character buys a class skill, he gets one rank in the skill for each skill point spent. If the character buys a cross-class skill, he gets half a rank per skill point spent. The maximum rank in a class skill is equal to character level + 3. The maximum rank in a cross-class skill is one-half of this number.

USING SKILLS

To make a skill check, roll;

1d20 + skill modifier (skill modifier = skill ranks + ability modifier + miscellaneous modifiers)

Skill Ranks: A character's ranks in a skill are based on the number of skill points the character has invested in the skill. Some skills can be used even if the character has no ranks in the skill; doing this is known as making an untrained skill check.

Ability Modifier: The ability modifier used in the skill check is the modifier for the skill's key ability (the ability score associated with the skill's use). The key ability of a skill is noted in its description.

Miscellaneous Modifiers: Miscellaneous modifiers include bonuses provided by feats and class features, and penalties such as those associated with the non-proficient use of armour, among others.

Skill Checks

Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success when making a skill check, and a natural roll of 1 is not an automatic failure. The higher you roll on a skill check, the better you will do.

Difficulty Class

Most checks are made against a Difficulty Class (DC). The DC is a number set by the Games Master (using the skill rules as a guideline) that a character must attain to succeed.

Opposed Checks

Some skill checks are opposed checks. They are made against another character's skill check result, effectively using the total result of the other skill check as the DC.

For ties on opposed checks, the character with the higher number of ranks wins; if those ranks are the same, the character with the higher key ability score wins. If those scores are the same, roll again.

DIFFICULTY CLASS EXAMPLES

Difficulty (DC)	Example (Skill Used)
Very Easy (0)	Notice a warrior bug charging towards you (Perception)
Easy (5)	Find out more about joining SICON (Research)
Average (10)	Hear an approaching Mobile Infantry trooper (Perception)
Tough (15)	Disarm an explosive (Demolitions)
Challenging (20)	Swim against a strong current (Athletics)
Formidable (25)	Break into a secure computer system (Computer Use)
Heroic (30)	Balance on the back of a tanker bug (Acrobatics)
Superheroic (35)	Convince a drill instructor that even though you are not in uniform, they should let you into the mess (Persuasion)
Nearly Impossible (40)	Track a brain bug through a pitch black cave network after a planetary bombardment (Survival)

Example Opposed Checks

Task	Skill	Opposing Skill
Sneak up on someone	Stealth	Perception
Con someone	Persuasion	Perception
Hide from someone	Stealth	Perception
Win a vehicle race	Drive	Drive
Steal a passcard	Sleight of Hand	Perception
Create a fake unicard	Forgery	Forgery

Trying Again

If a character fails a skill check, he can sometimes try again. Check the skill description to find out if, and under what circumstances, a character can try again. Many skills, however, have natural consequences for failing that must be accounted for. Some skills cannot be tried again once a check for a particular task has failed.

If the use of a skill carries no penalty for failure, a character can take 20 and assume that he keeps trying until he eventually succeeds.

Untrained Skill Checks

Generally, if a character attempts to use a skill he does not have any ranks in, the character makes a skill check as described. The character's skill modifier does not include skill ranks because the character does not have any. The character does get other modifiers, though, such as the ability modifier for the skill's key ability score.

Some skills can be used only if the character is trained in the skill. These are listed later in this chapter.

Favourable & Unfavourable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier or a change to the skill check's DC.

The Games Master can alter the odds of success in one or more ways to take into account exceptional circumstances.

- Give the skill user a +2 bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character or working under conditions that are significantly better than normal.
- Give the skill user a –2 penalty to represent conditions that hamper performance, such as being forced to use improvised tools or possessing misleading information.
- Reduce the DC by two to represent circumstances that make the task easier, such as having ready made hand holds when making an Athletics check to scale a cliff face.
- Increase the DC by two to represent circumstances that make the task harder, such as making an Athletics check while climbing a rain-slick cliff.

Time & Skill Checks

Using a skill might take a round, several rounds or even longer. It might take no time at all. Types of actions define how long activities take to perform within the framework of a combat round and how movement is treated with respect to the activity. See the skill description for specifies on how long a skill takes to use.

Tools

Some skill applications require the use of tools. If tools are needed, the specific items required are mentioned in the skill description. If the character does not have the appropriate tools, he can still attempt to use the skill, but the character takes a –4 penalty on his check.

A character may be able to put together some impromptu tools to make the check. If the Games Master allows it, reduce the penalty to –2 for using impromptu tools. It usually takes some time (several minutes to an hour or more) to collect or create a set of impromptu tools, and it may also require a skill check.

Taking 10

When a character is not being threatened or distracted, he may choose to take 10. Instead of rolling 1d20 for the skill check, calculate the result as if the character had rolled a 10 (the average roll on a d20). For many relatively routine tasks, taking 10 results in a success. Distractions and threats make it impossible for a character to take 10. A character also cannot take 10 when using a skill untrained, though the Games Master may allow exceptions for truly routine activities.

Taking 20

When a character has plenty of time, is faced with no threats or distractions, and the skill being attempted carries no penalty for failure, a character can take 20. Instead of rolling for the skill check, calculate the result as if the character had rolled a 20.

Taking 20 is the equivalent of attempting the check over and over again until the character gets it right. Taking 20 takes 20 times as long as making a single check (two minutes for a skill that can normally be checked in one round).

Aiding Another

In some situations, characters can co-operate to accomplish a given task. One character is designated as the leader in the effort, while the others try to aid the character in his efforts. A character aids another by making a skill check (DC 10). This is counted as an attack action, and the character cannot take 10 on this check. If the check succeeds, the character's ally gains a +2 bonus to apply to his skill check to complete the task.

In many cases, a character's help will not be beneficial, or only a limited number of characters can help at the same time. The Games Master can limit aid another attempts as he sees fit for the conditions.

Ability Checks

Sometimes a character tries to do something to which no specific skill applies. In these cases, the character makes an ability check. Roll 1d20 and apply the appropriate ability score modifier. The Games Master assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability score against another. In some cases, a test of one's ability does not involve luck. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, make opposed Strength checks.

Example Ability Checks

Ability Check to…	Key Ability
Force open a jammed or locked door	Strength
Tie a line to a power suit in a hurry	Dexterity
Hold your breath	Constitution
Navigate a bug hole	Intelligence
Recognise a stranger you have seen before	Wisdom
Get yourself noticed in a whole platoon	Charisma

Skill Synergy

Sometimes, the Games Master may decide that having one skill provides a bonus when a character uses another skill in certain situations. The character must have at least five ranks in the related skill to gain this synergy bonus, and the Games Master must agree that the two skills can complement each other in the given situation. In such cases, the character receives a +2 bonus to the skill check. The Synergistic Skills table provides a series of examples.

Synergistic Skills Table

Five or more ranks in…	+2 bonus to…
Acrobatics	Athletics
Athletics	Acrobatics
Handle Animal	Ride checks involving living, riding creatures
Knowledge (alien species)	Treat Injury checks on the specific species
Knowledge (earth and life sciences)	Survival
Knowledge (physical sciences)	Technical (chemical)
Knowledge (streetwise)	Investigate checks to gather information
Knowledge (technology)	Technical
Perception	Survival checks to track
Persuasion	Sleight of Hand
Technical	Repair checks to relevant equipment

SKILL DESCRIPTIONS

Skills are presented in alphabetical order in this chapter, using the following format. Entries that do not apply to a particular skill are omitted in that skill's description.

Skill Name

The skill name line includes the following information:

Key Ability: The abbreviation for the ability score whose modifier applies to the skill check.

Trained Only: If 'Trained Only' appears after the skill's name, a character must have at least one rank in the skill to use it. Otherwise, the skill can be used untrained. If any particular notes apply to trained or untrained use, they are covered in the Special entry (see below).

Try Again?: Any conditions that apply to repeated attempts to use the skill for a particular purpose. If this entry is omitted, the skill check can be tried again without any penalty other than taking additional time.

Special: Any particular notes that apply, such as whether a character can take 10 or take 20 when using the skill.

Time: How much time it takes to make a check with this skill.

Acrobatics (Dex)

Acrobatics covers the physical agility of a character and how they have trained themselves to tumble and balance.

Check: You can walk on a precarious surface or avoid enemies with an Acrobatics check. A successful check lets you move at half your speed along a slippery or narrow surface for one round. A failure by four or less means you cannot move for one round. A failure by five or more means you fall. The difficulty varies with the surface, as shown on the Balancing table.

Skill List

Skill	Tpr	Com	Eng	Med	Dvr	Neo	Snp	Off	Vet	Key Ability	Untrained?
Acrobatics	C	C	cc	cc	C	C	C	C	C	Dex	Yes
Athletics	C	cc	C	C	C	C	C	C	C	Str	Yes
Code-Breaking	cc	C	cc	cc	cc	cc	cc	cc	cc	Int	No
Computer Use	C	C	C	C	C	C	C	C	C	Int	No
Concentration	cc	cc	cc	cc	cc	cc	cc	cc	cc	Con	Yes
Demolitions	cc	cc	C	cc	cc	cc	cc	cc	Cc	Int	No
Drive	C	C	C	C	C	C	C	C	C	Dex	Yes
Escape Artist	cc	cc	cc	cc	cc	cc	C	C	C	Dex	Yes
Forgery	cc	cc	cc	cc	cc	cc	cc	cc	cc	Int	No
Handle Animal	cc	cc	cc	cc	cc	C	cc	cc	cc	Cha	No
Investigate	cc	cc	cc	cc	cc	cc	cc	cc	cc	Int	Yes
Knowledge (alien species)	C	C	C	C	C	C	C	C	C	Int	No
Knowledge (art)	cc	C	C	cc	cc	cc	cc	C	C	Int	No
Knowledge (Behavioural Sciences)	cc	C	C	cc	cc	cc	cc	C	C	Int	No
Knowledge (business)	cc	C	C	cc	cc	cc	cc	C	C	Int	No
Knowledge (civics)	cc	C	C	cc	cc	cc	cc	C	C	Int	No
Knowledge (current events)	cc	C	C	cc	cc	cc	cc	C	C	Int	No
Knowledge (earth & life sciences)	cc	C	C	cc	cc	cc	cc	C	C	Int	No
Knowledge (history & moral philosophy)	cc	C	C	cc	cc	cc	cc	C	C	Int	No
Knowledge (physical sciences)	cc	C	C	cc	cc	cc	cc	C	C	Int	No
Knowledge (popular culture)	cc	C	C	cc	cc	cc	cc	C	C	Int	No
Knowledge (streetwise)	cc	C	C	cc	cc	cc	cc	C	C	Int	No
Knowledge (tactics)	C	C	C	C	C	C	C	C	C	Int	No
Knowledge (technology)	cc	C	C	cc	cc	cc	cc	C	C	Int	No
Knowledge (theology and philosophy)	cc	C	C	cc	cc	cc	cc	C	C	Int	No
Perception	C	C	C	C	C	C	C	C	C	Wis	Yes
Persuasion	cc	C	cc	C	cc	C	cc	C	C	Cha	Yes
Pilot	cc	cc	C	cc	C	cc	C	C	C	Dex	No
Repair	cc	cc	C	cc	cc	cc	cc	cc	C	Int	No
Research	cc	C	C	C	C	cc	cc	cc	cc	Int	Yes
Ride	cc	C	C	C	cc	C	cc	cc	C	Dex	Yes
Sabotage	cc	cc	C	cc	cc	C	cc	cc	C	Int	No
Sleight of Hand	cc	cc	cc	cc	cc	cc	cc	cc	cc	Dex	No
Stealth	C	cc	cc	cc	cc	C	C	C	C	Dex	Yes
Survival	C	cc	C	C	C	C	C	C	C	Wis	Yes
Technical (chemical)	cc	cc	C	C	cc	cc	cc	cc	C	Int	No
Technical (electrical)	cc	C	C	cc	C	cc	cc	cc	C	Int	No
Technical (mechanical)	cc	cc	C	cc	C	cc	cc	cc	C	Int	No
Technical (structural)	cc	cc	C	cc	cc	cc	cc	cc	C	Int	No
Treat Injury	cc	cc	cc	C	cc	C	cc	cc	cc	Wis	No

Balancing Table

Narrow Surface	Acrobatics DC[1]	Difficult Surface	Acrobatics DC[1]
7 – 12 inches wide	10	Uneven flagstone	10[2]
2 – 6 inches wide	15	Hewn stone floor	10[2]
Less than 2 inches wide	20	Sloped or angled floor	10[2]

[1] Add modifiers from Acrobatics Modifiers table as appropriate.
[2] Only if running or charging. Failure by 4 or less means the character cannot run or charge, but may otherwise act normally.

Acrobatics can also allow you to land softly when you fall or tumble past opponents. The DCs for various tasks involving the Acrobatics skill are given on the Falling and Tumbling table.

Falling & Tumbling Table

Acrobatics DC[1]	Task
15	Treat a fall as if it were ten feet shorter than it really is when determining damage.
15	Tumble at one-half speed as part of normal movement, gaining a +2 bonus to Defence for the agile and erratic movement. Failure means you suffer a –2 penalty instead for the awkwardness of your failed motion.
25	Tumble at one-half speed through an area occupied by an enemy (over, under or around the opponent) as part of normal movement, allowing you to move through an enemy-occupied area when you normally could not. Failure means you stop before entering the enemy-occupied area. Check separately for each opponent. Each additional enemy after the first adds +2 to the DC.

[1] Add modifiers from Acrobatics Modifiers table as appropriate.

Acrobatics Modifiers Table

Surface is...	DC Modifier
Lightly Obstructed (light rubble, shallow bog[1], undergrowth)	+2
Severely Obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly Slippery (wet floor)	+2
Severely Slippery (ice sheet)	+5
Sloped or Angled	+2

[1] Tumbling is impossible in a deep bog.

Accelerated Tumbling: You try to tumble past or through enemies more quickly than normal. By accepting a –10 penalty on your Acrobatics checks, you can move at your full speed instead of one-half your speed.

Being Attacked While Balancing: You cannot move to avoid a blow and thus you lose your Dexterity bonus to Defence (if any) while balancing. If you take damage while balancing, you must make another Acrobatics check against the same DC to remain standing.

Accelerated Movement: You can try to walk across a precarious surface more quickly than normal. If you accept a –5 penalty, you can move your full speed as a move action. Moving twice your speed in a round requires two Acrobatics checks, one for each move action used. You may also accept this penalty in order to run or sprint across a precarious surface; doing so requires one Acrobatics check for each multiple of your speed (x3 or x4) that you move at.

Action: None. An Acrobatics check does not require an action; it is made as part of a movement action and is considered a natural part of motion.

Try Again: Usually no. You can try to reduce damage from a fall as an instant reaction only once per fall.

Athletics [Str]

The Athletics skill is used for three main actions – climbing, jumping and swimming, all of which are improved as you take ranks in the Athletics skill.

Climbing: With each successful Athletics check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds). A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed Athletics check indicates that the character makes no progress, and a check that fails by five or more means that the character falls from whatever height he had already attained (unless the character is secured with some kind of harness or other equipment).

The DC of the check depends on the conditions of the climb. If the climb is less than ten feet, reduce the DC by five.

Since the character cannot move to avoid an attack, he is flat-footed while climbing (the character loses any Dexterity bonus to Defence).

Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from his current height and sustains the appropriate falling damage.

Accelerated Climbing: A character can try to climb more quickly than normal. The character can move his full speed, but the character takes a –5 penalty on his Athletics check. Moving twice the character's speed in a round requires two checks, one for each move action.

Catching Yourself When Falling: It is practically impossible for a character to catch himself on a wall while falling. Make an Athletics check (DC equal to wall's DC + 20) to do so. A slope is relatively easier to catch on (DC equal to slope's DC + 10).

Climbing DC Table

DC	Example Wall or Surface or Task
0	A slope too steep to walk up.
5	A knotted rope with a wall to brace against.
10	A rope with a wall to brace against. A knotted rope. A surface with sizable ledges to hold on to and stand on, such as a rugged cliff face.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface, a tree or a chain-link fence. An unknotted rope. Pulling yourself up when dangling by your hands.
20	An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small toeholds.
25	A rough surface with no real handholds or footholds, such as a brick wall.
25	Overhang or ceiling with handholds but no footholds.
n/a	A perfectly smooth, flat, vertical surface cannot be climbed.
–10[1]	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
–5[1]	Climbing a corner where a character can brace against perpendicular walls (reduces normal DC by 5).
+5[1]	Surface is slippery (increases normal DC by 5).

[1]These modifiers are cumulative; use any that apply.

Jumping: The DC and the distance you can cover vary according to the type of jump you are attempting. Your Athletics check is modified by your speed. If your speed is 30 feet then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a –4 penalty for every ten feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every ten feet beyond 30 feet.

All DCs given here for jumping assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled. Distance moved by jumping is counted against your normal maximum movement in a round. If you have ranks in Athletics and you succeed on an Athletics check, you land on your feet (when appropriate). If you attempt a jump untrained, you land *prone* unless you beat the DC by five or more.

Long Jump: A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped (in feet). If your check succeeds, you land on your feet at the far end. If you fail the check by less than five, you do not clear the distance, but you can make a Reflex save (DC 15) to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a Climb check (DC 15).

Long Jump DC Table

Long Jump Distance	Athletics DC
5 ft.	5
10 ft.	10
15 ft.	15
20 ft.	20
25 ft.	25
30 ft.	30

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to four times the distance to be cleared. If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a Climb check (DC 15). If you fail the Athletics check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

High Jump DC Table

High Jump Distance[1]	Athletics DC
1 ft.	4
2 ft.	8
3 ft.	12
4 ft.	16
5 ft.	20
6 ft.	24
7 ft.	28
8 ft.	32

[1] Not including vertical reach.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. As a Medium-sized creature, a typical human can reach eight feet without jumping. Quadruped creatures do not have the same vertical reach as a bipedal creature – treat them as being one size category smaller.

Vertical Reach by Size Table

Creature Size	Vertical Reach
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	½ ft.

Hop Up: You can jump up onto an object as tall as your waist, such as a table or small boulder, with a Athletics check (DC 10). Doing so counts as ten feet of movement, so if your speed is 30 feet, you could move 20 feet, then hop up onto a counter. You do not need to get a running start to hop up, so the DC is not doubled if you do not get a running start.

Jumping Down: If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled if you do not get a running start. If you succeed on the check, you take falling damage as if you had dropped ten fewer feet than you actually did.

Swimming: Make an Athletics check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action). If you fail by four or less, you make no progress through the water. If you fail by five or more, you go underwater.

If you are underwater, either because you failed an Athletics check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by one round. Effectively, a character in combat can hold his breath only half as long as normal. After that period of time, you must make a Constitution check (DC 10) every round to continue holding your breath. Each round, the DC for that check increases by one. If you fail the Constitution check, you begin to drown. The DC for the Athletics check depends on the water, as given in the Swimming DC table.

Swimming DC Table

Water	Athletics DC
Calm Water	10
Rough Water	15
Stormy Water	20[1]

[1] You cannot take 10 on an Athletics check in stormy water, even if you are not otherwise being threatened or distracted.

Each hour that you swim, you must make a Fortitude saving throw (DC 20) or take 1d6 points of nonlethal damage from fatigue. If you reach zero hit points or less before leaving the water, you pass out and immediately submerge.

Try Again?: If failing the check has not had diverse consequences then you may make a second attempt.

Special: Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.

Someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Use two times a character's maximum load to determine how much weight he can lift. A character can take 10 while climbing, but cannot take 20. A character without climbing gear takes a –4 penalty on Athletics checks to climb. At the Games Master's discretion, certain kinds of climbing attempts might require only a rope or some other implement, or even just one's hands and feet, rather than a full set of climbing gear to avoid the penalty.

Time: Climbing at one-half your speed is a full-round action. Moving half that far (one-fourth the character's speed) is a move action. Accelerated climbing, allowing the character to climb at his full speed, is a full-round action. A character can move half that far (one-half his speed) as a move action.

None for jumping or swimming. An Athletics check is included in your movement.

Code-Breaking (Int; Trained Only)

You can use this skill to break encrypted codes or decipher the meaning of alien texts.

Check: You can decipher writing in code or interpret the meaning of an incomplete text. The base DC is 20 for simple messages, 25 for standard codes and 30 or higher for intricate or complex codes or exotic messages. Helpful texts or computer programs can provide a bonus (usually a +2 bonus) on the check, provided they are applicable to the script in question.

If the check succeeds, you understand the general content of a piece of writing, reading about one page of text or its equivalent in one minute. If the check fails, the Games Master makes a secret Wisdom check (DC 10) for you to see if you avoid drawing a false conclusion about the text.

Try Again?: No, unless conditions change or new information is uncovered.

Special: A character can take 10 when making a Code-Breaking check, but cannot take 20.

Time: Code-Breaking takes one minute or more, depending on the complexity of the code.

Computer Use (Int; Trained Only)

This skill is used to access computer systems or bypass their security protocols, as well as being used for battlefield communications.

Check: Most normal computer operations do not require a Computer Use check. However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse) and breaking through computer security are all relatively difficult and require skill checks.

Find File: This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching. Finding public information on FedNet does not fall under this category – usually, such a task requires a Research check. This application of the Computer Use skill only pertains to finding files on private systems with which you are not familiar.

Find File DC Table

Size of Site	DC	Time
Personal computer	10	1 round
Small office network	15	2 rounds
Large office network	20	1 minute
Massive corporate network	25	10 minutes

Defeat Computer Security: The DC is determined by the quality of the security program installed to defend the system. If the check is failed by five or more, the security system immediately alerts its administrator that there has been an unauthorised entry. An alerted administrator may attempt to identify the character or cut off your access to the system.

Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by ten or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).

Defeat Computer Security DC Table

Level of Security	DC
Minimum	20
Average	25
Exceptional	35
Maximum	40

Computer Hacking: Breaking into a secure computer or network is often called hacking. This can be something as small as a single computer, or as large as a corporate network connecting computers and data archives all over the Federation – the important thing is that access to the site connects the user to everything within it.

When you hack into a site, the visit is called a session. Once you stop accessing the site, the session is over. You can go back to the site in the future – when you do, it is a new session.

Several steps are required to hack into a site:

1. *Covering Tracks:* This step is optional. By making a Computer Use check (DC 20), you can alter your

identifying information. This imposes a –5 penalty on any attempt made to identify you if your activity is detected.

There are two ways to do this: physically or over a remote connection.

2a. *Physical Access:* You gain physical access to the computer, or a computer connected to the site.

OR

2b. *Remote Access:* Reaching a site over a remote connection requires two Computer Use checks. The first check (DC 10) is needed to find the site. The second is a check to defeat computer security (see the defeat computer security description). Once you have succeeded in both checks, you have accessed the site.

3. *Locate What You Are Looking For:* To find the data (or application, or remote device) you want, make a Computer Use check (see find file).

4. *Defeat File Security:* Many networks have additional file security. If that is the case, you need to make another Computer Use check to defeat computer security (see Defeat Computer Security).

5. *Do Your Stuff:* Finally, you can actually do what you came to do. If you just want to look at records, no additional check is needed. You can also download data, although that often takes several rounds – or even several minutes, for especially large amounts of information – to complete. Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer Use skill description.

Defend System: If you are the system administrator for a site (which may be as simple as being the owner of a personal computer system), you can defend the site against intruders. If the site alerts you to an intruder, you can attempt to cut off the intruder's access (ending the intruder's session) or even to identify the intruder.

To cut off access, make an opposed Computer Use check against the intruder. If you succeed, the intruder's session is ended. The intruder might be able to defeat your security and access your site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round.

One sure-fire way to prevent further access is to simply shut the site down. With a single computer, that is often no big deal – but on a large site with many computers (or computers controlling functions that cannot be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computer Use check against the intruder. If you succeed, you learn the site from which the intruder is operating (if it is a single computer, you learn the name or handle under which the computer is operating). Identifying the intruder requires one minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing your site for the entire length of the check – if the intruder's session ends before you finish the check, you automatically fail.

Degrade Programming: You can destroy or alter applications on a computer to make the use of that computer harder or impossible. The DC for the attempt depends on what you try to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes one minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a –4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and will not simply decide to use a different computer).

You can degrade the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer.

Degrade Programming DC Table

Scope of Alteration	DC	Time
Crash computer	10	1 minute
Destroy programming	15	10 minutes
Damage programming	20	10 minutes

Fixing the degraded programming requires one hour and a Computer Use check against a DC equal to the DC for degrading it + 5.

Write Program: You can create a program to help with a specific task. Doing so grants you a +2 bonus to the task. A specific task, in this case, is one type of Computer Use operation with one target. The DC to write a program is 20; the time required is one hour.

Operate Remote Device: Many devices are computer-operated via remote links. If you have access to a computer that controls such systems, you can either shut them off or change their operating parameters. The DC depends on the nature

of the operation. If you are accessing the system illegally and fail the check by five or more, the system immediately alerts its administrator that there has been an unauthorised use of the equipment. An alerted administrator may attempt to identify you or cut off your access to the system.

Operate Remote Device DC Table

Type of Operation	DC	Time
Shut down passive remote (including cameras and door locks)	20	1 round per remote
Shut down active remote (including motion detectors and alarms)	25	1 round per remote
Reset parameters	30	1 minute per remote
Change pass codes	25	1 minute
Hide evidence of alteration	+10	1 minute
Minimum security	–5	—
Exceptional security	+10	—
Maximum security	+15	—

Send Transmission: Routine communications, such as contacting company HQ or an orbiting spacecraft, are achieved with a Computer Use check (DC 10). Very long distance communications, such as those between different star systems, require the appropriate equipment and a Computer Use check (DC 20). Interference from a variety of sources (bug plasma in close proximity, combat around one or more transmission points, solar radiation) can increase this DC by +5 all the way up to +15 depending on its severity.

Jam Transmission: You can attempt to stop a target receiving a transmission by opposing their Computer Use check with your own. If the recipient is an unmanned computer system, the DC is 15. Otherwise, an opposed check with skill rolls on both sides is called for.

Special: You can take 10 when using the Computer Use skill. You can take 20 in some cases, but not those that involve a penalty for failure. A character cannot take 20 to defeat computer security or defend security.

You must understand the language of the computer or its programmers; alien computer systems also require the ability to comprehend the language and thought processes of the species to whom the system belongs. An inability do so incurs a -10 modifier to all checks made to interact with such a computer system.

Time: Computer Use requires at least a full-round action. The Games Master may determine that some tasks require several rounds, a few minutes or longer, as described above.

Concentration [Con]

Focusing your mind, you can complete complex tasks amidst great distraction.

Check: You make a Concentration check whenever you may potentially be distracted while engaged in some action that requires your full attention (such as making a Technical or Treat Injury check). Situations such as taking damage, working in a bouncing vehicle or dealing with severe weather can all require you to make a Concentration check.

If the Concentration check succeeds, you may continue with the action. If the Concentration check fails, the action automatically fails (with the appropriate ramifications, if any), and the action is wasted. A successful Concentration check still does not allow you to take 10 when in a stressful situation.

The check DC depends on the nature of the distraction.

Concentration DC

Distraction	DC
Damaged during the action [1]	10 + damage dealt
Taking continuous damage during the action [2]	10 + half of continuous damage last dealt
Vigorous motion (bouncy vehicle ride)	10
Violent motion (very rough vehicle ride)	15
Extraordinarily violent motion (earthquake)	20
Entangled in net or snare	15
Driving a vehicle	20
Weather is a high wind carrying blinding rain or sleet	5
Weather is wind-driven hail, dust or debris	10

[1] Such as an activity that requires more than a single full-round action. Also from a readied attack made in response to the action being taken (for activities requiring no more than a full-round action).
[2] Such as from catching on fire.

Try Again?: Yes, though a success does not cancel the effects of a previous failure, such as the disruption of an action that was being concentrated on.

Time: Making a Concentration check does not require an action; it is either a reaction (when attempted in response to a distraction) or part of another action (when attempted actively).

Demolitions (Int; Trained Only)

Characters trained in this skill are adept at placing explosive devices for best effect.

Check: Setting a simple explosive to blow up at a certain spot does not require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC 10). Failure means that the explosive fails to go off as planned. Failure by ten or more means the explosive goes off as the detonator is being installed. You can also make an explosive difficult to disarm. To do so, you choose the disarm DC before making your check to set the detonator (it must be higher than ten). The DC to set the detonator is equal to the disarm DC.

Place Explosive Device: Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximise the damage dealt by exploiting vulnerabilities in the structure's construction. The Games Master makes the check in secret. On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

Disarm Explosive Device: Disarming an explosive that has been set to go off requires a Demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If you fail the check, you do not disarm the explosive. If you fail by more than five, the explosive goes off.

Special: A character can take 10 when using the Demolitions skill, but cannot take 20. A character without a demolitions kit takes a –4 penalty on Demolitions checks. Making an explosive requires the Technical (chemical) skill. See that skill description for details.

Try Again?: Most Demolitions checks have such dire consequences for failure that trying again will almost certainly be impossible.

Time: Setting a detonator is usually a full-round action. Placing an explosive device takes one minute or more, depending on the scope of the job.

Drive (Dex)

You do not just know how to operate a vehicle – you are truly skilled in its use and can perform some incredible manoeuvres.

Check: Routine tasks, such as ordinary driving, do not require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when you are driving during a dramatic situation. When driving, you can attempt simple manoeuvres or stunts. See the Garage chapter for more details.

Try Again?: Most driving checks have consequences for failure that make trying again impossible.

Special: You can take 10 when driving, but cannot take 20. There is no penalty for operating a general-purpose motor vehicle. Other types of vehicles, however, require the corresponding Surface Vehicle Operation feat, or you suffer a –4 penalty on Drive checks.

Time: A Drive check is a move action.

Escape Artist (Dex)

This skill is used to escape bonds, be they handcuffs, rope or a bug's claw.

Check: The DC of an Escape Artist check is determined by the restraint from which you are trying to escape.

Escape Artist DC Table

Restraint	DC
Ropes	Opponent's Dexterity check +10
Net	20
Handcuffs	35
Tight Space	30
Grappler	Opponent's grapple check

For ropes, your Escape Artist check is opposed by the Dexterity check result of the opponent who tied the bonds. Since it is easier to tie someone up than to escape from being tied up, the opponent gets a +10 bonus on his Dexterity check.

For a tight space, a check is only called for if your head fits but your shoulders do not. If the space is long, such as in an airshaft, the Games Master may call for multiple checks. You cannot fit through a space that your head does not fit through.

You can make an Escape Artist check opposed by your opponent's grapple check to get out of a grapple. Doing

so is an attack action, so if you escape the grapple you can move in the same round.

Try Again?: You can make another check after a failed check if you are squeezing through a tight space, making multiple checks. If the situation permits, you can make additional checks so long you are not being actively opposed.

Special: You can take 10 on an Escape Artist check. You can take 20 if you are not being actively opposed.

Time: Making a check to escape from being bound by ropes, handcuffs or other restraints (except a grappler) requires one minute. Escaping a net is a full-round action. Squeezing through a tight space takes at least one minute, maybe longer, depending on the distance that must be crossed.

Forgery (Int; Trained Only)

Whether you are falsifying documents that will grant a credit rating with a bank or just creating a new pass card for an exclusive club, this skill allows you to create various permits and licences without going to the trouble of applying for them.

Check: Forgery requires materials appropriate to the document being forged, and some time. To forge a document you need to have seen a similar document before. The complexity of the document, your degree of familiarity with it, and whether you need to reproduce the signature or handwriting of a specific individual, provide modifiers to the Forgery check, as shown below.

The Forgery skill is also used to detect someone else's forgery. The result of the original Forgery check that created the document is opposed by a Forgery check by the person who examines the document to check its authenticity. If the examiner's check result is equal to or higher than the original Forgery check, the document is determined to be fraudulent. The examiner gains bonuses or penalties on his check as given in the table below.

Forgery DC Table

Factor	Check Modifier	Time per page
Document Type		
Simple (typed letter, business card)	+0	10 min.
Moderate (letterhead, business form)	–2	20 min.
Complex (stock certificate, driver's license)	–4	1 hr.
Difficult (passport)	–8	4 hr.
Extreme (military/law enforcement ID)	–16	24 hr.
Familiarity		
Unfamiliar (seen once for less than a minute)	–4	+10 hr.
Fairly Familiar (seen for several minutes)	+0	+20 min.
Quite Familiar (on hand, or studied at leisure)	+4	+10 min.
Forger has produced other documents of same type	+4	–10 min.

Detect Forgery DC Table

Condition	Examiner's Check Modifier
Type of document unknown to examiner	–4
Type of document somewhat known to examiner	–2
Type of document well known to examiner	+0
Document is put through additional tests [1]	+4
Examiner only casually reviews the document [1]	–2

[1] Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.

A document that contradicts procedure, orders or previous knowledge, or one that requires the examiner to relinquish a possession or a piece of information, can increase the examiner's suspicion.

Try Again?: No, since the forger cannot be sure how closely examined his original forgery will be.

Special: You can take 10 when making a Forgery check, but cannot take 20. A character without a forgery kit takes a –4 penalty on Forgery checks.

Time: See Forgery DC table.

Handle Animal (Cha; Trained Only)

Using this skill, you can train animals to obey your commands. Beware – this skill does not work on Arachnids!

Check: The time required to get an effect and the DC depend on what you are trying to do.

Handle an Animal: This means to command an animal to perform a task or trick that it knows. If the animal is wounded or has taken any ability score damage, the DC increases

Handle Animal DC Table

Task	DC	Time
Handle an animal	10	Move Action
'Push' an animal	25	Full-Round Action
Teach an animal a trick	See Text	One Week
Train an animal for a purpose	See Text	See Text

by +5. If the check is successful, the animal performs the task or trick on its next action.

'Push' an Animal: To push an animal means to get it to perform a task or trick that it does not know, but is physically capable of performing. If the check is successful, the animal performs the task or trick on its next action.

Teach an Animal a Trick: You can teach an animal a specific trick, such as 'attack' or 'stay', with one week of work and a successful Handle Animal check. An animal with an Intelligence of 1 can learn a maximum of three tricks, while an animal with an Intelligence of 2 can learn a maximum of six tricks.

You can teach an animal to obey only yourself. Any other person attempting to make the animal perform a trick takes a –10 penalty on his Handle Animal check. Teaching an animal to obey only you counts as a trick (in terms of how many tricks the animal can learn). It does not require a check. However, it increases the DC of all tricks you teach the animal by +5. If the animal already knows any tricks, you cannot teach it to obey only yourself.

Possible tricks include, but are not limited to, the following:

Attack (DC 20): The animal attacks apparent enemies. You may point to a particular enemy to direct the animal to attack that enemy. Normally, an animal only attacks humans and other animals. Teaching an animal to attack all creatures counts as two tricks.
Come (DC 15): The animal comes to you, even if the animal normally would not do so (such as following you onto a boat).
Defend (DC 20): The animal defends you. Alternatively, you can command the animal to defend a specific other character.
Down (DC 15): The animal breaks off from combat or otherwise backs down.
Fetch (DC 15): The animal goes and gets something. You must point out a specific object, or else the animal fetches some random object.
Guard (DC 20): The animal stays in place and prevents others from approaching.
Heel (DC 15): The animal follows you closely, even to places where it normally would not go.
Perform (DC 15): The animal does a variety of simple tricks such as sitting up, rolling over, and so on.
Seek (DC 15): The animal moves into an area and searches for something of interest. It stops and indicates the first thing of interest it finds. What constitutes an item of interest to an animal can vary. Animals almost always find other creatures or characters of interest. To understand that it is looking for a specific object, the animal must make an Intelligence check (DC 10).
Stay (DC 15): The animal stays in place waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
Track (DC 20): The animal tracks the scent presented to it.
Work (DC 15): The animal pulls or pushes a medium or heavy load.

Train an Animal: Rather than teaching an animal individual tricks, the character can train an animal for a general purpose. Essentially, an animal's purpose represents a pre-selected set of known tricks that fit into a common scheme. An animal can be trained for one general purpose only, though if the animal is capable of learning additional tricks (above and beyond those included in its general purpose) it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks.

Combat Riding (DC 20, 6 weeks): An animal trained to bear a rider into combat knows Attack, Come, Defend, Down, Guard and Heel. An animal trained in riding may be 'upgraded' to an animal trained in combat riding by spending three weeks and making a Handle Animal check (DC 20). If the animal was trained in other tricks (in addition to those provided by training the animal for riding), those tricks are completely replaced by the combat riding tricks.
Fighting (DC 20, 3 weeks): An animal trained for combat knows the following tricks: Attack, Down and Stay.
Guarding (DC 20, 4 weeks): An animal trained to guard knows the following tricks: Attack, Defend, Down and Guard.
Labouring (DC 15, 2 weeks): An animal trained for heavy labour knows Come and Work.
Hunting (DC 20, 6 weeks): An animal trained for hunting knows Attack, Down, Fetch, Heel, Seek and Track.
Performing (DC 15, 4 weeks): An animal trained for performing knows Come, Fetch, Heel, Perform and Stay.
Riding (DC 15; 3 weeks): An animal trained to bear a rider knows Come, Heel and Stay.

Try Again?: Yes.

Special: You can take 10 or take 20 when handling animals. An untrained character uses Charisma checks to handle and push animals, but he cannot teach or train animals.

Time: See above. Teaching or training an animal takes a number of days. You do not have to spend the entire time training the animal – three hours per day is enough. You cannot spread the days out – if the character does not complete the training during a period of consecutive days, the effort is wasted.

Investigate (Int)

You have a nose for information, tracking it down in the many bars in a town, few secrets remain hidden from you for long.

Check: Investigate can be used in the following ways.

Analyse Clue: This function of the Investigate skill does not give you clues where none existed before. It simply allows you to extract extra information from a clue you have found.

The base DC to analyse a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

Analyse Clue DC Table

Circumstances	DC Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

Collect Evidence: You can collect and prepare evidentiary material for analysis. This use of the Investigate skill requires an evidence kit. To collect a piece of evidence, make an Investigate check (DC 15). If you succeed, the evidence is usable during analysis. If you fail, analysis can be done, but with a –5 penalty on any necessary check. If you fail by five or more, the analysis simply cannot be done. On the other hand, if you succeed by ten or more, the analysis gains a +2 bonus. This function of the Investigate skill does not provide you with evidentiary items. It simply allows you to collect items you have found in a manner that best aids in their analysis later.

Gather Information: By succeeding at a skill check (DC 10) and spending 1d4+1 hours passing out money and buying drinks, you can get a feel for the major news items in a neighbourhood. This result assumes that no obvious reasons exist why information would be withheld. The higher the check result, the better the information. Information ranges from general to protected, and the DC increases accordingly for the type of information you seek to gather, as given in the table below.

Gather Information DC Table

Type of Information	DC
General	10
Specific	15
Restricted	20
Protected	25

General information concerns local happenings, rumours, gossip and the like. Specific information usually relates to a particular question. Restricted information includes facts that are not generally known and requires that you locate someone who has access to such information. Protected information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There is a chance that someone will take note of anyone asking about restricted or protected information.

Try Again?: Generally, analysing a clue again does not add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take. Gathering information may be tried again but it takes 1d4+1 hours for each check, and you may draw attention to yourself if you repeatedly pursue a certain type of information.

Special: You can take 10 when making an Investigate check, but cannot take 20. Collecting evidence requires an evidence kit. If you do not have the appropriate kit, you suffer a –4 penalty on your check. You can take 10 when gathering information check, but cannot take 20.

Time: Analysing a clue is a full-round action. Collecting evidence generally takes 1d4 minutes per object. Gathering information check takes 1d4+1 hours.

Knowledge (Int; Trained Only)

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below. The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories.

Check: You make a Knowledge check to see if you know something. The DC for answering a question within your

field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

The Knowledge categories, and the topics each one encompasses, are as follows.

Alien Species: Pick one species – you are familiar with its sub-species, habitats and life cycles.
Art: Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography and performance art forms such as music and dance, among others.
Behavioural Sciences: Psychology, sociology and criminology.
Business: Business procedures, investment strategies and corporate structures. Bureaucratic procedures and how to navigate them.
Civics: Law, legislation, litigation and legal rights and obligations. Political and governmental institutions and processes.
Current Events: Recent happenings in the news, sports, politics, entertainment and galactic affairs.
Earth and Life Sciences: Biology, botany, genetics, geology and palaeontology. Medicine and forensics.
History and Moral Philosophy: Events, personalities and cultures of the past. Archaeology, anthropology and antiquities. Not just historic study but also the 'whys' behind the actions and decisions of the past.
Physical Sciences: Astronomy, chemistry, mathematics, physics and engineering.
Popular Culture: Popular music and personalities, genre films and books, urban legends, comics, science fiction and gaming, among others.
Streetwise: Street and urban culture, local underworld personalities and events.
Tactics: Techniques and strategies for disposing and manoeuvring forces in combat.
Technology: Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.
Theology and Philosophy: Liberal arts, ethics, philosophical concepts and the study of religious faith, practise and experience.

Try Again?: No. The check represents what you know, and thinking about a topic a second time does not let you know something you never knew in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, you only know common knowledge about a given subject. You can take 10 when making a Knowledge check, but cannot take 20.

Time: A Knowledge check can be a reaction, but otherwise requires a full-round action.

Perception [Wis]

This skill covers the use of your senses to study the world around you. In most cases, Perception is used in an abstract way, using your senses to provide information and oppose those trying to fool you or hide from you. Perception is a very broad skill and can be used to listen, search an area or spot anomalies and individuals in distracting or concealing situations. In all cases a Perception check is made but Games Masters might describe things in terms of listening, spotting, searching, touching or even tasting, as appropriate.

Listening: Your Perception check is either made against a DC that reflects how quiet the noise is that you might hear, or is opposed by your target's Stealth check.

Listen DC Table

Sound	Perception DC
People talking[1]	0
A person in a power suit walking at a slow pace (10 ft./round) trying not to make any noise	5
An unarmoured person walking at a slow pace (15 ft./round) trying not to make any noise	10
People whispering[1]	15
A cat stalking	19
A hopper bug gliding in for a kill	30

[1] If you beat the DC by ten or more, you can make out what is being said, assuming that you understand the language.

Listen DC Modifiers Table

Condition	Perception DC Modifier
Through a door	+5
Through a metal wall	+15
Per 10 ft. of distance	–1
Listener distracted	–5
During a battle	–10

Searching: You generally must be within ten feet of the object or surface to be searched. The Search DC table gives DCs for typical searching tasks involving the Perception skill. It takes a full-round action to search a five foot by five foot area or a volume of goods five feet on a side

Search DC Table

Task	Perception DC
Ransack a crate full of junk to find a certain item	10
Notice a typical concealed entrance or simple trap	20
Find a well-hidden trap	21+
Notice a well-concealed secret entrance	30
Find a bug track	Varies[1]

[1] A successful Perception check can find a footprint or similar sign of a creature's passage but it will not let you find or follow a trail.

Spotting: The Perception skill can be used to detect characters or creatures that are hiding visually as well as audibly. Typically, your Perception check is opposed by the Stealth check of the creature trying not to be seen. Sometimes a creature is not intentionally hiding but is still difficult to see, so a successful Perception check is necessary to notice it.

Read Lips: To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, and be able to see him speak and understand his language. The base DC is 15, but increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read. If your Perception check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails by four or less, you cannot read the speaker's lips. If the check fails by five or more, you draw some incorrect conclusion about the speech. This Perception check is rolled secretly by the Games Master; thus, you do not know whether you succeeded or failed.

Sense Motive: A successful check allows you to avoid being bluffed (see the Persuasion skill). Sense motive does not, however, allow you to determine whether a given statement is a lie. You can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness. In addition, you can use this skill to make an assessment of a social situation. With a successful Perception check (DC 20), you can get the feeling from another's behaviour that something is wrong. Also, you can get the feeling that someone is trustworthy and honourable.

Action: Varies. Every time you have a chance to spot or hear something in a reactive manner you can make a Perception check without using an action. Trying to hear or notice something you failed to perceive previously is a move action. To read lips, you must concentrate for a full minute before making a Perception check and you cannot perform any other action (other than moving at up to half speed) during this minute. Searching is generally a full-round action.

Try Again?: You can try to spot, find or hear something that you failed to see previously at no penalty. You can attempt to read lips once per minute. You cannot retry a sense motive attempt.

Special: You cannot take 10 or take 20 when making a Perception check.

Time: A Perception check is usually made as a reaction to an event or another character's actions. Searching takes at least a full round. Using sense motive to get a sense of someone's trustworthiness takes at least one minute.

Persuasion [Cha]

This skill covers a wide variety of actions all with a single aim – getting other people to do what you want. This might be through begging, bluffing, intimidation or pretending to be someone else altogether.

Bluff: Bluffing is an attempt to convince someone else that what you say is true and is opposed by the target's Perception check. Favourable and unfavourable circumstances weigh heavily on the outcome of a bluff. Two circumstances can work against the character – that the bluff is hard to believe, or the action that the bluff requires the target to take goes against the target's self-interest, nature, personality or orders.

A successful bluff indicates that the target reacts as you wish, at least for a short time (usually one round or less), or the target believes something that you want him to believe. A bluff requires interaction between yourself and the target. Targets unaware of you cannot be bluffed.

Bluff DC Table

Example Circumstances	Perception Check Modifier
The target wants to believe the character.	–5
The bluff is believable and does not affect the target much one way or the other.	+0
The bluff is a little hard to believe or puts the target at some kind of risk.	+5
The bluff is hard to believe or entails a large risk for the target.	+10
The bluff is way out there; it is almost too incredible to consider.	+20

A bluff is not necessarily the same thing as a lie. A bluff is a quick prevarication intended to distract, confuse, or mislead, generally only for the short term. A bluff is not intended to withstand long-term or careful scrutiny, but rather to momentarily deter an action or decision. Bluffs involve attitude and body language.

A lie, on the other hand, is a simple misrepresentation of the facts. Body language and attitude are a big part of communication. The lie may be very sophisticated and well thought-out, and is intended to deceive a character at least until he discovers evidence to the contrary. You should not use bluff every time you utter a lie.

Bribery: Offering money or another form of favour can, in the right situation, improve your chances with a Persuasion skill check. Bribery allows you to circumvent various official obstacles when a person in a position of trust or authority is willing to accept such an offering. An illegal act, bribery requires two willing participants – one to offer a bribe and the other to accept it. When you require a bribe to render services, then your Persuasion check automatically fails if a bribe is not attached to it. If a bribe is not required, you can add a bribe to get a bonus on your skill check. This can backfire, as some characters will be insulted by a bribe offer (their attitude changes one step for the worse, see Diplomacy) and others will report you to the proper authorities.

To bribe a character, make a Persuasion check. Typical DCs are shown on below, but the Games Master may modify the DC as he sees fit. If you succeed in the check, you gain a +2 bonus on the next Persuasion check. For every point by which you beat the DC, increase the bonus by +1 (to a total maximum bonus of +10). You must have something worth offering to the character and the Games Master may grant a bonus or penalty to this check if the offering is particularly poor or rich.

Bribe DC Table

Bribe Target	Persuasion DC
Informant	5
Bouncer	10
Citizen	15
Bureaucrat	20

Diplomacy DC Table

Initial Attitude	New Attitude DC				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	19 or less	20	25	35	45
Unfriendly	4 or less	5	15	25	35
Indifferent	—	0 or less	1	15	25
Friendly	—	—	0 or less	1	15

Attitudes Table

Attitude	Means Target…	Possible Actions
Hostile	Will take risks to hurt or avoid you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Does not much care	Act as socially expected
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, aid

Creating a Diversion to Hide: You can use Persuasion to help you hide. A successful check gives you the momentary diversion needed to attempt a Stealth check while people are aware of you. See the Stealth skill for more details.

Diplomacy: You can change others' attitudes with a successful Persuasion check (see the Diplomacy DC table). In negotiations, participants roll opposed Persuasion checks to see who gains the advantage. Opposed checks also resolve cases where two advocates or diplomats plead opposing cases before a third party.

Diplomacy can be used to influence a Games Master's character's attitude. The Games Master chooses the character's initial attitude based on circumstances. Most of the time, the people you meet are indifferent towards you, but a specific situation may call for a different initial attitude. The DCs given in the accompanying Diplomacy DC table show what it takes to change someone's attitude with the use of the Persuasion skill. You do not declare a specific outcome you are trying for. Instead, make the check and compare the result to the Diplomacy DC table.

Disguise: Your Persuasion check result determines how good your disguise is. It is opposed by other characters' Perception check results. One Persuasion check is made even if several people make Perception checks. The Games Master makes your Persuasion check secretly so you will not be sure how well your disguise holds up to scrutiny.

If you do not draw any attention to yourself, however, others do not get to make Persuasion checks. If you come to the attention of people who are suspicious, the suspicious person gets to make a Persuasion check. The Games Master

can assume that such observers take 10 on their Perception checks.

The effectiveness of your disguise depends in part on how much you are attempting to change your appearance.

Disguise DC Table

Disguise	Modifier
Minor details only	+5
Appropriate uniform or costume	+2
Disguised as different sex	–2
Disguised as different age category	–2 [1]

[1] Per ten years between your age and the disguised age.

If you are impersonating a particular individual, those who know what that person looks like automatically get to make Perception checks. Furthermore, they get a bonus.

Perception Check Modifiers Table

Familiarity	Bonus
Recognises on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

Usually, an individual makes a Persuasion check to detect a disguise immediately upon meeting you and each hour thereafter. If you casually meet many different people, each for a short time, the Games Master checks once per day or hour, using an average Perception modifier for the group, assuming they take 10.

Intimidate: With a successful check, you can forcibly persuade another character to perform some task or behave in a certain way. Your Persuasion check is opposed by the target's level check (1d20 + the target's character level or Hit Dice). If you succeed, you may treat the target as friendly for ten minutes, but only for purposes of actions taken while in your presence. The target retains his normal attitude, but will chat, advise, offer limited help or advocate on the character's behalf while intimidated.

Circumstances dramatically affect the effectiveness of intimidation and there are limits to what successful intimidation can do. You cannot force someone to obey your every command or do something that endangers that person's life. If you fail by more than five, the target may actually do the opposite of what you wish.

Try Again?: You cannot retry a Persuasion attempt on the same individual once it has failed.

Special: You can take 10 when making a Persuasion check but you cannot take 20, unless you are attempting a disguise in which you are not attempting to interact with a person.

Time: A Persuasion check is usually made as a full-round action, while you attempt to get your point of view across. The Games Master may determine that some negotiations require a longer period of time. A disguise requires 1d4x10 minutes of preparation.

Pilot (Dex)

This skill is used to control atmospheric, submersible and space-going craft.

Check: Typical piloting tasks do not require checks. Checks are required during combat, for special manoeuvres, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle. When flying, you can attempt simple manoeuvres and stunts (see the Garage chapter for more details).

Try Again?: Most piloting checks have consequences for failure that make trying again impossible.

Special: You can take 10 when making a Pilot check, but cannot take 20. There is no penalty for operating a general-purpose aircraft. Other types of flying vehicles require the corresponding Atmospheric Vehicle Operation feat, or else you will suffer a –4 penalty on Pilot checks.

Time: A Pilot check is a move action.

Repair (Int)

You can use this skill to repair vehicles, starships, equipment, cybernetic attachments and robots.

Check: The DC is set by the Games Master. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Almost all Repair checks require the use of an appropriate tool kit and access to a proper facilities and workshops. Without a tool kit or such workshops, you take a –4 penalty on your Repair check, without access to either this penalty increases to –6. A successful Repair check restores 2d6 hit points to vehicles, starships and equipment and 1d10 hit points (instead of 2d6) to robots and cybernetic attachments. If damage remains, you may continue to make repairs for as many hours as it takes to restore the damaged vehicle, starship, equipment, cybernetic attachment or robot to full hit points.

Repair DC Table

Repair Task (Example)	Repair DC	Time
Simple (tool or other piece of simple equipment or weapon)	10	1 min.
Moderate (vehicle or cybernetic attachments)	15	10 min.
Complex (starship or mechanical or electronic component)	20	1 hr.
Advanced (starship drive systems or cutting-edge robotic systems)	25	10 hr.

Example: Pvt. Jonathan 'Paley' Hambley is repairing damage to a Sprite Reconnaissance Skimmer. This requires one hour of work, a mechanical tool kit and access to a workshop or hangar bay. Pvt. 'Paley' Hambley only has his trusty tool kit with him, so suffers a –4 penalty to his Repair check (DC 20).

Jury-Rig: You can choose to attempt temporary or jury-rigged repairs. Doing this reduces the Repair check DC by five, and allows you to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.

You can also use jury-rig to hot-wire a vehicle or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.

Try Again?: Yes, though in some specific cases, the Games Master may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Special: You can take 10 or take 20 on a Repair check, however, a character cannot do so if attempting a jury-rigged repair. Use of the Repair skill requires an electrical tool kit, a mechanical tool kit or a multipurpose tool, depending on the task. A vehicle, starship, cybernetic attachment, equipment or robot that is reduced to zero hit points cannot be repaired. It can be salvaged for parts, however (see the Salvage feat description).

Time: See the Repair DC table for guidelines.

Research [Int]

This skill is used to learn specific information from books, FedNet, computer systems or other sources. Research is used to locate required information from compiled sources, not other characters – that is covered by the Investigate skill.

Check: Researching a topic takes time, skill and some luck. The Games Master determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where you are conducting your research.

Information ranges from general to protected. Given enough time (usually 1d4 hours) and a successful skill check, you get a general idea about a given topic. This assumes that no obvious reasons exist why such information would be unavailable, and that you have a way to acquire restricted or protected information.

The higher the check result, the better and more complete the information. If you want to discover a specific fact, date, map or similar bit of information, add +5 to +15 to the DC.

Try Again?: Yes.

Special: You can take 10 or take 20 on a Research check.

Time: A Research check usually takes 1d4 hours.

Ride [Dex]

When putting ranks into this skill, you must decide whether they correspond to small vehicles (such as a Sprite reconnaissance skimmer) or a specific species of animal.

Check: Typical riding actions do not require checks. You can saddle, mount, ride and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check.

Stay in Saddle (DC 5): You can react instantly to try to avoid falling when your ride rears or bolts unexpectedly or when you take damage.

Fight While Mounted (DC 20): While in combat, you can attempt to control a vehicle or an animal that is not trained in combat riding (see the Handle Animal skill). If you succeed, you use only a move action, and you can use your attack action to do something else. If you fail, you can do nothing else that round. If you fail by more than five, you lose control of the ride.

For animals trained in combat riding, you do not need to make this check. Instead, you can use your move action to have the animal perform a trick (commonly, to attack). You can use your attack action normally.

Soft Fall (DC 15): You react instantly when you fall off a mount, such as when it is destroyed or falls, to try to avoid taking damage. If you fail, you take 1d6 points of falling damage.

Leap (DC 15): You can get an animal mount to leap obstacles as part of its movement. Use your Ride modifier or the mount's Athletics modifier (whichever is lower) when the mount makes its Athletic check. You make a Ride check (DC 15) to stay on the mount when it leaps.

Fast Mount or Dismount (DC 20): You can mount or dismount as a free action. If you fail the check, mounting or dismounting is a move action.

Try Again?: Most riding checks have consequences for failure that make trying again impossible.

Special: If you are riding bareback on an animal, you suffer a –5 penalty on Ride checks. You can take 10 when making a Ride check, but cannot take 20. You cannot take 10 or take 20 on an attempt to soft fall.

Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

Sabotage (Int; Trained Only)

This skill is used to disable or sabotage all manner of mechanical and electronic devices, from simple door locks to high-powered, timed bombs. To use this skill, you must have an appropriate set of tools. Sabotaging or modifying any device may also require the relevant spare parts.

Open Lock: You can pick conventional locks, finesse combination locks and bypass electronic locks. You must have a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). The DC depends on the quality of the lock.

Open Lock DC Table

Lock Type (Example)	DC[1]	Time Required
Cheap (briefcase lock)	20	1 round
Average (home deadbolt)	25	2d4 rounds
High Quality (business deadbolt)	30	2d10 rounds
High Security (branch bank vault)	40	1d6 minutes
Ultra-High Security (bank headquarters vault)	50	2d10 minutes

[1] If you wish to avoid leaving a trace of your tampering with an existing device, add ten to the DC of the Sabotage check.

Disable Security Device: You can disable a security device, such as an electric fence, motion sensor or security camera. You must be able to reach the actual device. If the device is monitored, the fact that you attempted to disable it will probably be noticed.

Disable Security Device DC Table

Device Type (Example)	DC[1]	Time Required
Cheap (home door alarm)	20	1 round
Average (store security camera)	25	2d4 rounds
High Quality (art museum motion detector)	30	2d10 rounds
High Security (bank vault alarm)	35	1d6 minutes
Ultra-High Security (motion detector at SICON HQ)	40	2d10 minutes

[1] If you wish to avoid leaving a trace of your tampering with an existing device, add ten to the DC of the Sabotage check.

Traps and Surveillance: Disabling or installing a simple mechanical device has a DC of 10. More intricate and complex devices have higher DCs. The Games Master rolls the check in secret. If the check succeeds, you disable the device. If the check fails by four or less, you have failed but can try again. If you fail by five or more, something goes wrong. If it is a trap, you spring it. If it is some sort of sabotage, you think the device is disabled, but it still works normally.

You can rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use).

Traps & Surveillance DC Table

Technical Device Complexity	DC[1]	Time Required
Simple	10	1 round
Average	15	2d4 rounds
Difficult	20	2d10 rounds
Complex	25	1d6 minutes
Impossible	30+	2d10 minutes

[1] If you wish to avoid leaving a trace of your tampering with an existing device, add ten to the DC of the Sabotage check.

Try Again?: Yes, though you must be aware that you have failed in order to try again.

Sleight of Hand [Dex]

You are adept at palming objects, picking pockets and performing other acts that avoid the watchful gaze of others.

Check: A check against DC 10 lets you palm a coin-sized, unattended object. Minor feats of ledgerdemain, such as making a coin disappear, also have a DC of 10 unless an observer is concentrating on noticing what you are doing.

When you perform this skill under close observation, your skill check is opposed by the observer's Perception check. The observer's check does not prevent the character from performing the action, just from doing it unnoticed.

When you try to take something from another person, your opponent makes a Perception check to detect the attempt. To obtain the object, you must get a result of 20 or higher, regardless of your opponent's check result. The opponent detects the attempt if his check result beats your check result, whether you take the object or not. You can also use Sleight of Hand to conceal a small weapon or object on your body.

Concealed Weapons and Objects: It is assumed that, when attempting to conceal a weapon or other object, a character is wearing appropriate clothing.

Drawing a concealed weapon is more difficult than drawing a regularly holstered weapon, and normally requires an attack action. Keeping the weapon in an easier-to-draw position makes concealing it more difficult.

Concealing Weapons & Objects Table

Condition	Modifier
Size of weapon or object	
Fine	+12
Diminutive	+8
Tiny	+4
Small	+0
Medium-size	–4
Large	–8
Huge or larger	Cannot be concealed
Clothing is tight or small	–4
Clothing is especially loose or bulky	+2
Clothing is specifically modified for concealing object	+2
Weapon is carried in concealed carry holster	+4
Weapon can be drawn normally	–2
Weapon can be drawn as free action with Quick Draw feat	–4

To conceal a weapon or other object, make a Sleight of Hand check. A character concealing an object before he heads out into public can usually take 10 unless he is rushed, trying to conceal it when others might see or under other unusual constraints. Sleight of Hand can be used untrained in this instance, but the character must take 10.

The object's size affects the check result, as shown on Concealing Weapons and Objects table. The type of holster used or clothing worn, and any attempt to make a weapon easier to draw, can also affect the check.

Noticing a concealed weapon or other object requires a Perception check. The DC varies: If the target made a roll when concealing an object, the DC of the Perception check to notice the object is the same as the target's check result (an opposed check, in other words). If the target took 10 on his or her Sleight of Hand check, use this formula:

Perception DC = Target's Sleight of Hand skill modifier (including modifiers from the Concealing Weapons and Objects Table) + 10

An observer attempting to spot a concealed object receives a –1 penalty for every ten feet between him and the target, and a –5 penalty if distracted.

Patting someone down for a hidden weapon requires a similar check. However, the searcher gains a +4 bonus for the hands-on act of frisking the target. Some devices may also offer bonuses under certain circumstances (a metal detector offers a bonus to Perception checks to find metal objects, for example).

Try Again?: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC ten higher than the first check if the first check failed or if the attempt was noticed.

Special: You can take 10 when making a Sleight of Hand check, but cannot take 20.

Time: A Sleight of Hand check is an attack action.

Stealth [Dex]

This skill is used to engage in all manner of stealthy acts, from moving silently through a bug hole to hiding in the shadows when a major attack comes.

Creating a Diversion to Hide: You can use the Persuasion skill to help yourself make a Stealth check. A successful Persuasion check can give you the momentary diversion needed to attempt hiding while people are aware of

you. When others turn their attention away from you, you can make a Stealth check if you can get to a hiding place of some kind. As a general guideline, the hiding place has to be within one foot for every rank the character has in Stealth. This check, however, is at a –10 penalty because you have to move fast.

Move Silently: Your Stealth check is opposed by the Perception check of anyone who might hear you. You can move up to half your normal speed at no penalty. At more than half speed and up to your full speed, you suffer a –5 penalty. It is practically impossible (–20 penalty) to move silently while attacking, running or sprinting.

Hide: Your Stealth check is opposed by the Perception check of anyone who might see you. You can move up to half your normal speed and hide at no penalty. At more than half and up to your full speed, you suffer a –5 penalty. It is practically impossible (–20 penalty) to hide while attacking, running or sprinting.

Hiding is also modified by the character's size.

Hide Modifiers by Size Table

Size	Modifier
Fine	+16
Diminutive	+12
Tiny	+8
Small	+4
Medium	+0
Large	–4
Huge	–8
Gargantuan	–12
Colossal	–16

If people are observing you, even casually, you cannot hide. You can run around a corner so you are out of sight and then hide, but others then know at least where you went.

Cover and concealment grant circumstance bonuses to hiding, as shown below. Note that you cannot hide if you have less than one-half cover or concealment.

Hide Modifiers for Cover or Concealment Table

Cover or Concealment	Modifier
Three-Quarters	+5
Nine-Tenths	+10

Tailing: You can use Stealth to tail a person in public. Using the skill in this manner assumes that there are other random people about, among whom you can mingle in order to remain unnoticed. If the subject is worried about being followed, he can make a Perception check (opposed by your Stealth check) every time he changes course (goes around a street corner, exits a building and so on). If he is unsuspecting, he generally gets only a Perception check after an hour of tailing.

Special: A character can take 10 when making a Stealth check, but cannot take 20.

Time: Stealth is usually a move action. Hiding is an attack action.

Survival (Wis)

A character well versed with this skill is capable of leading a group through the wilderness, living off the land and avoiding getting lost.

Check: You can keep yourself and others safe and fed in the wild.

Survival DC Table

Task	DC
Get along in the wild. Move up to half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every two points by which your check result exceeds ten.	10
Gain a +2 bonus on Fortitude saves against severe weather while moving up to half your overland speed, or gain a +4 bonus if stationary. You may grant the same bonus to one other character for every one point by which your check result exceeds 15.	15
Avoid getting lost and avoid natural hazards, such as quicksand.	18

With the Track feat, you can use Survival checks to track a character or animal across various terrain types.

Navigate: Make a Survival check when you are trying to find your way to a distant location without directions or other specific guidance. Generally, you do not need to make a check to find a local street or other common urban site or to follow an accurate map. However, you might make a check to wend your way through a dense forest or a labyrinth of bug tunnels.

For movement over a great distance, make a Survival check. The DC depends on the length of the trip. If you succeed, you move via the best reasonable course towards your goal.

If you fail, you still reach the goal, but it takes you twice as long as you lose time backtracking and correcting your. If you fail by more than five, you travel the expected time, but only get halfway to your destination, at which point you become lost.

You may make a second Survival check (DC 20) to regain your path. If you succeed, you continue on to your destination and the total time for the trip is twice normal. If you fail, you lose half a day before you can try again. You keep trying until you succeed, losing half a day for each failure.

Navigate DC Table

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, you can make a Survival check (DC 20) to intuit the choice that takes you towards a known destination. If unsuccessful, you choose the wrong path, but at the next juncture, with a successful check, you realise your mistake.

You cannot use this function of navigate to find a path to a site if you have no idea where the site is located. The Games Master may choose to make the Survival check for you in secret, so you do not know whether you are following the right path or not.

You can use navigate to determine your position on a world without the use of any high-tech equipment by checking the constellations or other natural landmarks. You must have a clear view of the night sky to make this check. The DC for this check is 15.

Special: You can take 10 when making a Survival check. You can take 20 when tracking, or if there is no danger or penalty for failure, but not on periodic checks to get along in the wild. You can also take 20 when determining your location while navigating.

Time: Basic Survival checks occur each day in the wilderness or whenever a hazard presents itself. When using Survival with the Track feat to track a character or animal, checks are made according to distance, as described in the Track feat. Navigate is a full-round action.

Technical [Int; Trained Only]

You are adept at building technological devices. This skill encompasses several categories, each treated as a separate skill – Technical (chemical), Technical (electrical), Technical (mechanical) and Technical (structural). To use a Technical skill effectively, a character must have a kit or some other set of basic tools.

To use Technical, first decide what you are trying to create and consult the category descriptions below. You must then acquire the raw materials, then make the Technical check against the given DC for the object in question. If you fail the check, you do not make the object and the raw materials are wasted (unless otherwise noted).

Generally, a character can take 10 when using a Technical skill to construct an object, but cannot take 20.

Almost all Technical checks require the use of an appropriate tool kit and access to a proper facilities and workshops. Without a tool kit or access to such workshops, you take a –4 penalty on your Technical check, without access to either increases this penalty to –6.

Technical [chemical] [Int; Trained Only]

This skill allows you to mix chemicals to create acids, bases, explosives, poisonous substances or medicinal drugs to aid in recovery from treatable illnesses.

Acids and Bases: Acids are corrosive substances. Bases neutralise acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type. The dice rolls in parentheses are typical contact damage/immersion damage caused per round of immersion. These acids can be added to grenades.

Technical (chemical) DC for Creation of Acids & Bases Table

Type of Acid	Acid	Base	Time
Mild (1d6/1d10)	15	10	1 min.
Potent (2d6/2d10)	20	15	30 min.
Concentrated (3d6/3d10)	30	20	1 hr.

Explosives: Building an explosive from scratch is dangerous. If the Technical (chemical) check fails, the raw materials are wasted. If the check fails by five or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.

If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check. The figures in parentheses are typical damage/burst radius' for each type of explosive.

Technical (chemical) DC for Creation of Explosives Table

Type of Scratch-Built Explosive	Technical DC	Reflex DC (save for half damage)	Time
Improvised (1d6/5 feet)	10	10	1 round
Simple (2d6/5 feet)	15	12	10 min.
Moderate (4d6/10 feet)	20	12	1 hr.
Complex (6d6/15 feet)	25	15	3 hr.
Powerful (8d6/20 feet)	30	15	12 hr.
Devastating (10d6/25 feet)	35	18	24 hr.

Medicines and Curatives: The Technical (chemical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it. A medicinal drug gives a +2 bonus on Fortitude saves made to resist the effects of a disease.

Technical (chemical) DC for Creation of Medicines Table

Disease Fortitude Save DC	Technical DC	Time
14 or lower	15	1 hr.
15–18	20	3 hr.
19–22	25	6 hr.
23 or higher	30	12 hr.

Poisonous Substances: Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. The table below summarises the characteristics of various poisons.

Save DC: The Difficulty Class of the Fortitude save to negate the effects of the poison.

Initial Damage: The damage a character takes immediately upon failing his Fortitude save.

Secondary Damage: The damage a character takes after one minute of exposure to the poison if the character fails a second Fortitude saving throw. Ability score damage is temporary. Unconsciousness lasts for 1d3 hours.

Technical DC: The DC of the Technical check to create four doses of the poison.

Time: The amount of time required for the Technical check.

If the Technical check succeeds, the final product is a synthesised solid or liquid poison stored in a bottle (containing four doses) or a gas stored in a pressurised cylinder. When released, the gas is sufficient to fill a ten foot radius area and takes one round to fill the area.

Special: A character without a chemical kit takes a –4 penalty on Technical (chemical) checks.

Technical (chemical) DC for Creation of Poisons Table

Poison	Type	Save DC	Initial Damage	Secondary Damage	Technical DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	14	1 hr.
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	n/a	n/a
Blue Vitriol	Injury	12	1d2 Con	1d2 Con	9	1 hr.
Chloral Hydrate	Ingested	18	1d6 Dex	Unconsciousness 1d3 hours	28	8 hr.
Chloroform[1]	Inhaled	17	Unconsciousness 1d3 hours	—	24	4 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	31	15 hr.
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	28	8 hr.
Knockout Gas	Inhaled	18	1d3 Dex	Unconsciousness 1d3 hours	26	8 hr.
Paris Green (gas)	Inhaled	14	1d2 Con	1d4 Con	20	4 hr.
Paris Green (solid)	Ingested	14	1d4 Con	1d4 Con	24	4 hr.
Strychnine	Injury	19	1d3 Dex	2d4 Con	23	4 hr.
Tear Gas	Inhaled	15	Nauseated 1d6 rounds	—	21	4 hr.
VX Nerve Gas	Inhaled	22	1d6 Con[2]	2d6 Con[2]	42	48 hr.

[1] Chloroform gives off vapour that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful attack in melee combat. [2] This damage is permanent ability drain. n/a: Certain poisons cannot be made with the Technical (chemical) skill. Instead, such a poison must be obtained by extracting it from the plant in question.

Technical [electrical] [Int; Trained Only]

This skill allows you to build electronic equipment from scratch, such as audio and video equipment, timers and listening devices or radios and communication devices.

When building an electronic device from scratch, you describe the kind of device you want to construct, then the Games Master decides whether the device is simple, moderate, complex or advanced compared to current technology.

Technical (electrical) DC Table

Type of Scratch-Built Electronic Device (Examples)	Technical DC	Time
Simple (timer or detonator)	15	1 hr.
Moderate (radio direction finder, electronic lock)	20	12 hr.
Complex (communicator)	25	24 hr.
Advanced (computer)	30	60 hr.

Special: A character without an electrical tool kit takes a –4 penalty on Technical (electrical) checks.



One M.I. trooper covers another while he attempts a repair

Technical [mechanical] [Int; Trained Only]

This skill allows you to build mechanical devices from scratch, including engines and engine parts, weapons, armour and other gadgets. When building a mechanical device from scratch, you describe the kind of device you want to construct, then the Games Master decides if the device is simple, moderate, complex or advanced compared to current technology.

Technical (mechanical) DC Table

Type of Scratch-Built Mechanical Device (Examples)	Technical DC	Time
Simple (tripwire trap)	15	1 hr
Moderate (engine component)	20	12 hr.
Complex (automobile engine)	25	24 hr.
Advanced (jet engine)	30	60 hr.

Special: A character without a mechanical tool kit takes a –4 penalty on Technical (mechanical) checks.

Technical [structural] [Int; Trained Only]

This skill allows you to build wooden, concrete or metal structures from scratch, including bookcases, desks, walls, houses and so forth, and includes such handyman skills as plumbing, house painting, drywall, laying cement and building cabinets.

Technical (Structural) DC Table

Type of Scratch-Built Structure (Examples)	Technical DC	Time
Simple (bookcase, false wall)	15	12 hr.
Moderate (shed, house deck)	20	24 hr.
Complex (bunker, domed ceiling)	25	60 hr.
Advanced (house)	30	600 hr.

When building a structure from scratch, you describe the kind of structure you want to construct, then the Games Master decides if the structure is simple, moderate, complex or advanced in scope and difficulty.

Special: A character without a mechanical tool kit takes a –4 penalty on Technical (structural) checks.

Treat Injury [Wis; Trained Only]

This skill is used to treat characters that have suffered injury or are currently under the effects of poison, disease or radiation.

Check: The DC and effect depend on the task attempted.

Long-Term Care (DC 15): With a medical kit, the successful application of this skill allows a patient to recover hit points and ability points lost to temporary damage at an advanced rate of three hit points per character level or three ability points restored per day of complete rest. A new check is made each day – on a failed check, recovery occurs at the normal rate for that day of rest and care.

You can tend to as many patients as you have ranks in the skill. The patients need complete bed rest (doing nothing all day). You need to devote at least half an hour of the day to each patient you are caring for.

Restore Hit Points (DC 15): With a medical kit, if a character has lost hit points, you can restore some of them. A successful check, as a full-round action, restores 1d4 + the medic's level hit points to an injured character. The number restored can never exceed the character's full normal total of hit points. This application of the skill can be used successfully on a character only once per day.

Revive Dazed, Stunned or Unconscious Character (DC 15): With a first aid or medical kit, you can remove the *dazed*, *stunned* or *unconscious* condition from a character. This check is an attack action. A successful check removes the *dazed*, *stunned* or *unconscious* condition from the affected character. You cannot revive an *unconscious* character that is at –1 hit point or lower without first stabilising them.

Stabilise a Dying Character (DC 15): With a medical kit, you can tend to a character that is *dying*. As an attack action, a successful Treat Injury check stabilises another character. The stabilised character regains no hit points but he stops losing them. You must have a medical kit to stabilise a *dying* character.

Surgery (DC 20): With a surgery kit, you can conduct field surgery. This application of the Treat Injury skill carries a –4 penalty, which can be negated with the Surgery feat. Surgery requires 1d4 hours; if the patient is at negative hit points, add an additional hour for every point below zero the patient has fallen.

Surgery restores a number of hit points equal to 1d6 + the medic's level to the patient (up to the patient's full normal total of hit points) with a successful skill check. Surgery can only be used successfully on a character once in a 24 hour period. A character that undergoes surgery is *fatigued* for 24 hours, minus two hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below six hours in this fashion.

Treat Disease (DC 15): You can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), you first make a Treat Injury check to help the diseased character fend off secondary damage. This activity takes ten minutes. If your check succeeds, you provide a bonus on the diseased character's saving throw equal to your ranks in this skill.

Treat Poison (DC 15): You can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, you first make a Treat Injury check as an attack action. If your check succeeds, you provide a bonus on the poisoned character's saving throw equal to your ranks in this skill.

Try Again?: Yes, for restoring hit points, reviving *dazed*, *stunned* or *unconscious* characters, stabilising a *dying* characters and surgery. No, for all other uses of the skill.

Special: The Surgery feat gives you the extra training needed to use Treat Injury to help a wounded character by means of an operation. You can take 10 when making a Treat Injury check. You can take 20 only when restoring hit points or attempting to revive *dazed*, *stunned* or *unconscious* characters.

Long-term care, restoring hit points, treating disease, treating poison or stabilising a *dying* character requires a medical kit. Reviving a *dazed*, *stunned* or *unconscious* character requires either a first aid kit or a medical kit. Surgery requires a surgery kit. If you do not have the appropriate kit, you suffer a –4 penalty on the check, using a first aid kit reduces this penalty to –2.

You can use the Treat Injury skill on yourself only to restore hit points, treat disease or treat poison. You suffer a –5 penalty on your check any time you treat yourself.

Using Treat Injury on a species other than your own cause you to incur a –8 penalty, the Xenomedic feat can negate this penalty.

You can use a first aid kit to make an untrained Treat Injury skill check to revive a *dazed*, *stunned* or *unconscious* character.

Time: Treat Injury checks take different amounts of time based on the task at hand, as described above.

FEATS

Skills, as detailed in the previous chapter, cover most of what your character attempts to do on a regular basis. When telling the Games Master exactly what it is you want to do, he will often assign a DC to the task and ask you to make a skill roll.

Feats work differently. They are considered to be special talents that your character has learnt, either through natural aptitude or vigorous training. With the right combination of feats, you will be able to achieve things that are literally impossible for other characters – a valuable survival trait for a Mobile Infantry trooper in the middle of a battlefield.

All characters begin the game with two feats and gain another every three levels thereafter. Many character classes, such as the Mobile Infantry trooper, also gain bonus feats at various times during their progression.

When you gain a feat, you will be free to choose one from those detailed in this chapter. However, many feats have prerequisites that must be met before they can be selected. For example, Weapon Focus requires that you be proficient in the weapon you intend to use the feat for and that you also have a base attack bonus of at least +1.

FEAT DESCRIPTIONS

Each feat has at least some of the entries detailed below.

Feat Name

The name of the feat, followed by a brief description of its uses.

Prerequisite: A minimum ability score, another feat or selection of feats, a minimum base attack bonus and/or the minimum ranks in a skill that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite. A character can gain a feat at the same level at which he gains all the prerequisites but he cannot use a feat if he has lost a prerequisite.

Benefit: What the feat enables a character to do.

Normal: What a character who does not have this feat is limited to or restricted from doing. If there is no particular drawback to not possessing the feat, this entry is absent.

Special: Additional details of the feat.

Advanced Firearms Proficiency

Having received the best military training SICON can give, you are skilled with all manner of weaponry.

Prerequisite: Simple Firearms Proficiency.

Benefit: You can fire any personal firearm on autofire without penalty (provided, of course, that it has an autofire setting).

Normal: Characters without this feat take a –4 penalty on attack rolls made with personal firearms set on autofire.

Advanced Two-Weapon Fighting

You are a true combat monster, able to swipe with a melee weapon in one hand while blasting away with a gun in the other.

Prerequisites: Dexterity 13+, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11 or higher.

Benefit: You gain a third attack with your off-hand weapon, at a –10 penalty. This feat also allows you to use a melee weapon in one hand and a ranged weapon in the other.

Normal: Without this feat, a character can only get a single extra attack with an off-hand weapon, and both weapons must be of the same type (either both ranged weapons or both melee weapons).

Alertness

Honed on battlefields at the far reaches of the Federation, your senses are finely tuned and no alien menace is going to creep up on you.

Benefit: You gain a +2 bonus on all Investigate and Perception checks.

Alien Technology Proficiency

You are proficient with the use of alien technology, including weapons and equipment.

Benefit: You take no penalty on attack rolls and skill checks when using any kind of alien technology.

Special: A character without this feat takes a –4 penalty when using any alien technology.

Atmospheric Vehicle Operation

You are proficient in the operation of all Air, Skimmer and Submersible vehicles including large cargo craft, heavy bombers, military fighters and ground attack jets. This feat also applies to submersibles including the Poseidon armoured water cruiser.

Prerequisite: Pilot 4 ranks.

Benefit: You take no penalty on Pilot checks or attack rolls made when operating an Air, Skimmer or Submersible vehicle.

Feats

Feat	Prerequisite
Advanced Firearms Proficiency	Simple Firearms Proficiency.
Advanced Two-Weapon Fighting	Dex 13+, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11 or higher.
Alertness	—
Alien Technology Proficiency	—
Atmospheric Vehicle Operation	Pilot 4 ranks.
Beat Feet	—
Blind-Fight	—
Block	Con 13+.
Brawl	—
Burst Fire	Advanced Firearms Proficiency.
Cautious	—
Confident	—
Dead Aim	Far Shot.
Disengage	Beat Feet.
Dodge	Dex 13+.
Double Tap	Point Blank Shot.
Drive-By Attack	—
Educated	—
Endurance	—
Exotic Firearms Proficiency	Advanced Firearms Proficiency.
Far Shot	—
Gearhead	—
Great Fortitude	—
Guide	—
Heroic Surge	—
Improved Brawl	Brawl, base attack bonus +3 or higher.
Improved Initiative	—
Improved Two-Weapon Fighting	Dex 13, Two-Weapon Fighting, base attack bonus +6 or higher.
Iron Will	—
Jack-of-all-Trades	Character level 8th+.
Knockout Punch	Brawl, base attack bonus +3 or higher.
Language	—
Lightning Reflexes	—
Medical Expert	—
Mounted Weapon Proficiency	—
Marauder Mastery	Power Suit Proficiency, Technical (electronics) 4 or more ranks.
Natural Mathematician	—
Physical Adept	—
Pistol Fighter	Quick Draw.
Point Blank Shot	—
Power Suit Proficiency	—
Precise Shot	Point Blank Shot.
Psychic Talent	—
Quick Draw	Base attack bonus +1 or higher.
Quick Reload	Quick Draw, base attack bonus +1 or higher.
Resilience	Con 13+.
Salvage	—
Simple Firearms Proficiency	—
Shoot on the Run	Dex 13, Point Blank Shot, Dodge.
Skill Focus	—
Spacer	—
Starship Battle Run	Dex 13, Starship Dodge.
Starship Dodge	Dex 13, Pilot 6 ranks, Starship Operation (of the appropriate type).
Starship Gunnery	—
Starship Operation	Pilot 4 ranks.
Starship Strafe	Starship Gunnery.
Stealthy	—
Strafe	Advanced Firearms Proficiency.
Streetfighting	Brawl, base attack bonus +2 or higher.
Studious	—
Surgery	Treat Injury 4 ranks.
Supreme Effort	Heroic Surge, Iron Will.
Surface Vehicle Operation	Drive 4 ranks.
Technical Expert	—
Toughness	—
Track	—
Two-Weapon Fighting	Dex 13+.
Vehicle Dodge	Dex 13+, Drive 6 ranks or Pilot 6 ranks, Vehicle Expert.
Vehicle Expert	—
Weapon Focus	Proficient with weapon, base attack bonus +1 or higher.
Xenomedic	Knowledge (earth and life sciences) 6 ranks, Treat Injury 6 ranks, Surgery.
Zero-G Training	Dex 13+, Acrobatics 4 ranks.

Normal: Characters without this feat take a –4 penalty on Pilot checks made to operate an Air, Skimmer or Submersible vehicle and on attacks made with aircraft weapons. There is no penalty when the character operates a general-purpose aircraft.

Beat Feet

There are times when even the bravest trooper must retreat with all haste from the enemy.

Benefit: When sprinting, you move a maximum of five times your normal speed instead of four. You retain your Dexterity modifier to your Defence Value if you move four or five times your normal speed. If you attempt a long jump, you gain a +2 bonus your Acrobatics check.

Normal: You lose your Dexterity modifier from your Defence Value when you run (move at four times your movement rate).

Blind-Fight

You have developed a sixth sense that allows deadly accurate attacks even when you cannot see your enemy.

Benefit: In melee combat, every time you miss because of concealment, you can re-roll the miss chance check once. In addition, you take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters of normal, instead of one-half.

Block

You are so tough that many enemies have a hard time wounding you.

Prerequisite: Constitution 13+.

Benefit: Once per combat round, you may attempt to block an enemy's attack. You must be aware of your enemy in order for this feat to function and you must be aware that he is about to attack you. Making a successful a Fortitude saving throw (DC 15) grants you damage reduction 5 against the attack. Making a successful a Fortitude saving throw (DC 20) grants you damage reduction 10 against the attack. You may not use both Block and Dodge in the same round.

Brawl

You have spent many a wild evening going toe-to-toe with the boys of the Fleet. Few can stand up to you in a brawl.

Benefit: When making an unarmed attack, you receive a +1 bonus on attack rolls, and you deal nonlethal damage equal to 1d6 + your Strength modifier.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + your Strength modifier.

Burst Fire

You are uncannily accurate with autofire weapons and can train a solid burst onto just one target.

Prerequisite: Advanced Firearms Proficiency.

Benefit: When using an automatic firearm, you may fire a short burst as a single attack against a single target. You receive a –4 penalty on the attack roll, but deal +2 dice of damage. Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.

Normal: Autofire uses ten bullets, targets a ten foot by ten foot area, and cannot be aimed at a specific target. Without this feat, if you attempt an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.

Special: If the firearm has a three-round burst setting, firing a burst expends three bullets instead of five and can be used if the weapon has only three bullets in it.

Cautious

You are especially careful with tasks that may have catastrophic repercussions.

Benefit: You gain a +2 bonus on all Demolitions checks and Repair checks.

Special: Remember that the Demolitions skill and the Repair skill cannot be used untrained.

Confident

Been there, done that – there is no situation in which you are not completely sure of yourself.

Benefit: You gain a +2 bonus on all Persuasion checks and Persuasion checks against you suffer a –2 penalty.

Dead Aim

Given time to aim, you become deadly accurate.

Prerequisite: Far Shot.

Benefit: Before making a ranged attack, you may take a full-round action to line up your shot. This grants you a +2 bonus on your next attack roll. Once you begin aiming, you cannot move, even to take a five foot step, until after you make your next attack, or the benefit of the feat is lost. Likewise, if your concentration is disrupted or you are attacked before your next action, you lose the benefit of aiming.

Special: This feat can be taken a second time, but its benefit changes completely. If you take Dead Aim twice, you gain the ability to take a full-round action to reduce range penalties. This negates two points of range penalty to an attack roll for every full round you spend aiming. This round does not count for the purpose of getting the bonus noted above; that is a separate full-round action. You may



An M.I. trooper uses the Dead Aim feat

spend as many rounds aiming to reduce a range penalty as you like, but the range penalty can never be reduced below –2.

Disengage

When a trooper ends up in hand-to-hand combat, it can only end up one way. You know how to duck out at the last moment and avoid that fate.

Prerequisite: Beat Feet.

Benefit: You do not grant opponents a free attack when you leave a melee combat as long as you take a double move to do so. You do not have to move any farther than just out of melee range, but you must still take a double move to use this feat.

Normal: Withdrawing from melee combat offers a free attack to any opponent engaging you.

Dodge

You have a preternatural ability to dodge incoming attacks.

Prerequisite: Dexterity 13+.

Benefit: Once per combat round, you may attempt to dodge an enemy's attack. You must be aware of your enemy in order for this feat to function and you must be aware that he is about to attack you. Making a successful Reflex saving throw (DC 15) grants you the ability to take half damage from the attack, even if the attack would not normally allow for such. Making a successful a Reflex saving throw (DC 20) allows the attack to be completely ignored. You may not use both Block and Dodge in the same round.

Double Tap

You can make two quick attacks with a firearm in the time it takes most people to line up and fire just one shot.

Prerequisite: Point Blank Shot.

Benefit: When using a semiautomatic firearm with at least two bullets loaded, you may fire two bullets as a single attack against a single target. You receive a –2 penalty on this attack, but deal +1 die of damage with a successful hit. Using this feat fires two bullets and can only be done if the weapon has two bullets in it.

Drive-By Attack

You are adept at attacking from a moving vehicle.

Benefit: You take no vehicle speed penalty when making an attack while in a moving vehicle. Also, if you are the driver, you can take your attack action to make an attack at any point along the vehicle's movement.

Normal: When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed. Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make his attack action either before or after the vehicle's movement.

Educated

You are especially knowledgeable in certain areas of academia.

Benefit: Pick two Knowledge skills. You gain a +2 bonus on all checks with those skills.

Special: You can select this feat as many as seven times. Each time, you selects two new Knowledge skills.

Endurance

Bigger, badder and tougher than the rest, there is nothing that will slow you down.

Benefit: You gains a +4 bonus on the following checks and saving throws: hourly Athletics checks to avoid becoming *fatigued*, Constitution checks to hold your breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments and Fortitude saves to resist suffocation or drowning. Also, you may sleep in armour without becoming *fatigued*.

Normal: A character without this feat who sleeps in armour is automatically *fatigued* the following day.

Exotic Firearms Proficiency

Choose a single weapon listed as either Heavy, Mounted or Other, you understand how to operate that weapon in combat.

Prerequisite: Advanced Firearms Proficiency.

Benefit: You make attack rolls with these weapons normally.

Normal: A character who uses a weapon without being proficient with it takes a –4 penalty on attack rolls.

Special: A character can gain this feat several times. Each time you select the feat, you select a different weapon group.

Far Shot

Your sharp eyesight allows you to use weapons at incredible ranges.

Benefit: When you use a ranged weapon, you may ignore the first –2 penalty incurred by attacks made into the second range increment of your weapon. Attacks beyond this range incur cumulative penalties normally. A Morita TW-201-s assault rifle, for example, has a range increment of 125 feet. An attack made from a range of 100 feet would not incur any penalty. An attack from 150 feet would similarly incur no penalty, however, an attack from 350 feet would incur a –2 penalty as this distance lies in the weapon's third range increment. Far Shot cannot be used with an indirect fire weapon or when firing indirectly with a standard ranged weapon that possesses the capability to do so.

Normal: Without this feat, you cannot fire a weapon past its first range increment without suffer a penalty. Far Shot does not apply to mounted weapons.

Gearhead

Technology is your passion and there are few aspects of it that you do not have a natural affinity for.

Benefit: You gain a +2 bonus to Repair and Technical (any one) checks.

Great Fortitude

You are tougher than the norm and can shrug off adversity.

Benefit: You gain a +2 bonus on all Fortitude saving throws.

Guide

The wilderness is your true home and you are able to survive in the wilds of any world for months at a time, if need be.

Benefit: The character gets a +2 bonus on all Survival checks.



Great Fortitude in action

Heroic Surge

When the chips are down, heroes get on with the job. You are sometimes able to perform actions that defy belief.

Benefit: You may take an extra move action or attack action in a round, either before or after your regular actions. You may use Heroic Surge a number of times per day depending on your character level (as shown below), but never more than once per round. Using Heroic Surge costs an Action Point each round you activate it.

Heroic Surge Benefits Table

Character Level	Times per Day
1st – 4th	1
5th – 8th	2
9th – 12th	3
13th – 16th	4
17th – 20th	5

Improved Brawl

Many in the Mobile Infantry know how to brawl. Few have achieved the mastery you have attained in this art.

Prerequisites: Brawl, base attack bonus +3 or higher.

Benefit: When making an unarmed attack, you receive a +2 competence bonus on your attack roll, and you deal nonlethal damage equal to 1d8 + your Strength modifier.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + your Strength modifier.

Improved Initiative

Your lightning-fast reactions enable you to get the drop on your enemies time and again.

Benefit: You gain a +4 bonus on Initiative checks.

Improved Two-Weapon Fighting

You have developed your skill for using two weapons simultaneously.

Prerequisites: Dexterity 13, Two-Weapon Fighting, base attack bonus +6 or higher.

Benefit: You gain a second attack with your off-hand weapon, at a –5 penalty. Also, this feat allows you to use a melee weapon in one hand and a ranged weapon in the other. This attack also suffers the –2 penalty for attacking with two weapons noted in Two-Weapon Fighting.

Normal: Without this feat, a character can only get a single extra attack with an off-hand weapon, and both weapons must be of the same type (either both ranged weapons or both melee weapons).

Iron Will

You have incredible mental fortitude and will never bow down to the trials you face.

Benefit: You gain a +2 bonus on all Will saving throws.

Jack-of-all-Trades

You have picked up a smattering of even the most obscure skills.

Prerequisite: Character level 8th+.

Benefit: You can use any skill untrained, even those that normally require training and those that are exclusive to classes you do not have. You cannot, however, gain ranks in a skill unless the Games Master allows you to select it.

Knockout Punch

You have learned that a quick strike at the start of combat can sometimes avoid a fight altogether.

Prerequisites: Brawl, base attack bonus +3 or higher.

Benefit: When making your first unarmed attack in a round against an opponenet who is no more than two size catregories larger than you, treat a successful attack as a critical hit. This damage is nonlethal.

Special: Even if you have the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Language

You have learned how to read, write and speak a language other than your own with a great degree of fluency.

Benefit: You may select any language group other than your own. You can now read, write and speak in that language as if it were your own. You may select an alien language if the Games Master judges that a human tongue can mimic the sounds required – no one can speak in the Arachnid tongue!

Language Groups Table

Language Group	Included Languages
Latin-Based	French, Spanish, Italian, Latin, Portuguese, Tagalog
Chinese	Cantonese, Mandarin
Asian (North)	Japanese, Korean
Asian (South)	Burmese, Thai
Slavic	Czech, Polish, Russian
Germanic	Afrikaans, Dutch, German, Swiss, Yiddish
Scandinavian	Danish, Norwegian, Swedish
Middle Eastern	Arabic, Berber, Hebrew, Persian
Physical	Semaphore, Sign Language
SICON	Fleet Callsign, Military Hand Signals
Alien	Each must be chosen separately

Special: This feat is the only way a character can learn the Fleet Callsign language – the complex code of shorthand words and number sequences that the SICON Fleet uses in its transmissions and operations dialogues. Without this feat, characters cannot understand or communicate using Fleet Callsign at all.

Lightning Reflexes

Your reactions are almost inhumanly quick.

Benefit: You gain a +2 bonus on all Reflex saving throws.

Marauder Mastery

There is a difference between the lighter powered suits that all Mobile Infantry learn to handle and a full Marauder suit. You know that difference well and can make a Marauder do tricks no other driver could dream about trying.

Prerequisites: Power Suit Proficiency, Technical (electronics) 4 or more ranks.

Benefit: You may make your full number of attacks when taking the full attack action in either an M-8 'Ape' or M-9 'Chickenhawk' Marauder power suit.

Normal: Without this feat, a character operating a Marauder suit cannot make more than one attack each round (and must use the full attack action to accomplish even that!).

Medical Expert

You are well-trained in the techniques of aiding the sick and injured.

Benefit: You gain a +2 bonus on all Technical (chemical) checks and Treat Injury checks.

Special: Remember that the Technical (chemical) skill cannot be used untrained.

Mounted Weapon Proficiency

You can operate the massive weapons mounted to heavy vehicles and fortifications with the touch of a master gunner.

Benefit: You suffer a no penalty when using mounted weapons, receive a +1 bonus to attacks made with them, and may benefit from the Far Shot feat when using them if you have it.

Normal: Characters without this feat suffer a –4 penalty when operating mounted weapons and cannot take advantage of the Far Shot feat. Even with this feat, a character can only attack with a mounted weapon once each round and requires a full-attack action to do so.

Natural Mathematician

You have an uncanny knack for complex mathematics and can plot out the most intricate equations and proofs in your head without need of a databox or other aids.

Benefit: You gain a +2 bonus to all Technical skill checks. You also gain the benefits of the Far Shot feat, but only when making attacks with an indirect fire weapon.

Normal: You cannot use Far Shot with an indirect fire weapon.

Physical Adept

Your body is a temple and physical exertion is your preferred form of worship.

Benefit: You gain a +2 bonus on all Acrobatic checks and Athletics checks.

Pistol Fighter

You have a natural gift with pistols and can take shots so quickly they can be hard to track with the naked eye.

Prerequisite: Quick Draw.

Benefit: You may use a pistol to take a free attack. Also, if armed with a pistol when a surprise round occurs in which you cannot normally act, you can always take a single shot with it at any enemy in range just before normal combat rounds commence.

Normal: Ranged weapons cannot be used to take free attacks. In a surprise round, only those entitled to act may do anything before normal combat begins.

Point Blank Shot

You are skilled at making well-placed shots with ranged weapons at close range.

Benefit: The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

Power Suit Proficiency

You have learnt how to effectively use the complicated powered armour of the Mobile Infantry.

Benefit: When you wear power suit, such as the M-1A4 or M-1C8, you may add the suit's full bonus to your Defence. Also, the penalty for Perception checks is reduced to –4.

Normal: A non-proficient user in a power suit gains only a +3 benefit to his Defence Value and suffers a –8 to all Perception checks.

Precise Shot

You have an eye for fast, quick targets and can track the enemy even when they are involved in close combat with your allies.

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in close combat without penalty. Your



Point Blank Shot

targets may still claim their close combat opponent as cover.

Normal: A character takes a –4 penalty when using a ranged weapon to attack an opponent who is engaged in close combat.

Psychic Talent

You have always been a little different, but you may not have always known why.

Benefit: You qualify for and may select the special service character class described in the Psychic chapter if you wish. Your subtle psychic abilities, whether you receive training or not, give you a +1 on your Action Point expenditures to modify rolls, as you always have little hunches and 'inklings' that guide your actions even when you are not consciously trying to use your gifts. This bonus is to the total dice rolls, whether it is 1d6, 2d6 or 3d6.

Quick Draw

The product of way too many action holovids while a child, you have learned how to bring your weapon to bear in a fraction of a second.

Prerequisite: Base attack bonus +1 or higher.

Benefit: You can draw a weapon as a free action. You may also throw weapons at your full normal rate of attacks.

Normal: A character draws a weapon as a move action. If a character has a base attack bonus of +1 or higher, the character can draw a weapon as a free action when moving.

Quick Reload

When fighting bugs, the important thing is to keep firing! You have developed the ability to reload your weapon with barely a break in shooting.

Prerequisites: Quick Draw, base attack bonus +1 or higher.

Benefit: Reloading a firearm with a fresh magazine is a free action. Switching munitions types is a move action. You may also reload a weapon without granting a free attack to your opponents.

Normal: Reloading a firearm is a move action. Switching munitions types is a full-round action.

Resilience

Maybe it is your genes, maybe you are just too hardy to succumb but poisons, disease and radiation have a noticeably lesser effect on you.

Prerequisite: Constitution 13+.

Benefit: You gain a +2 bonus to all Fortitude saving throws made to resist poisons, disease and radiation sickness. You always reduce ability score damage from such effects by one point but cannot suffer less than one point of damage per instance this way.

Salvage

You can salvage electrical and mechanical parts and components from destroyed vehicles, equipment, starships, robots and cybernetic attachments.

Benefit: Salvaging a destroyed vehicle, equipment, starship, robot or cybernetic attachment takes time, as noted in Salvage table. At the end of this time, make a Perception check. If the check succeeds, you have salvaged one unit of parts from the destroyed equipment, starship, vehicle, robot or cybernetic attachment. These parts can then be used on an appropriate Repair project, granting a +1 bonus per unit used to the Repair check.

Special: A particular vehicle, piece of equipment, starship, robot or cybernetic attachment can be successfully salvaged only once. Any further attempts to salvage the wreckage fail automatically.

Salvage Table

Salvaging from	Perception Check DC	Time Required
Vehicle		
Huge or smaller	15	30 min.
Gargantuan	20	1 hr.
Colossal	25	3 hr.
Equipment		
Huge or smaller	25	30 min.
Gargantuan	30	1 hr.
Colossal	35	3 hr.
Starship		
Huge	30	1 hr.
Gargantuan	35	3 hr.
Colossal	40	6 hr.
Robot		
Tiny or smaller	20	10 min.
Small to Large	25	30 min.
Huge or bigger	30	1 hr.
Cybernetic Attachment		
Tiny or smaller	15	10 min.
Small or larger	20	30 min.

Simple Firearms Proficiency

You are familiar with basic weapons and are comfortable in their use.

Benefit: You can fire any personal firearm without penalty.

Normal: Characters without this feat take a –4 penalty on attack rolls made with personal firearms.

Shoot on the Run

You are highly trained in skirmish tactics.
Prerequisites: Dexterity 13, Point Blank Shot, Dodge.
Benefit: When using an attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Skill Focus

You have a special affinity for a particular skill and can accomplish great things with it.
Benefit: You gain a +3 when making a check with any skill of your choice. If a given skill has subskills, you must choose one in which to receive this bonus.
Special: You may choose this feat multiple times. Each time, it can either apply to a new skill or stack with itself as an additional choice for the same skill.

Spacer

You have a special affinity for spacecraft and space travel.
Benefits: You gain a +2 bonus on Computer Use checks made to use onboard spacecraft computer systems, a +2 bonus on Survival checks when plotting or navigating a course through space and a +2 bonus on all Pilot checks made to fly a spacecraft.

Starship Battle Run

You are skilled at starship skirmish tactics, zipping in and out of an enemy's sights.
Prerequisites: Dexterity 13, Starship Dodge.
Benefit: When using an attack action with a starship ranged weapon, you can move both before and after the attack, provided that the total distance moved does not exceed the starship's tactical speed.

Moving in this way does not provoke a free attack from the defender you are attacking (though it can provoke free attacks from other nearby starships, as normal).

Starship Dodge

You are adept at dodging attacks while piloting starships.
Prerequisites: Dexterity 13, Pilot 6 ranks, Starship Operation (of the appropriate type).
Benefit: When piloting a starship of a type with which you are proficient (see the Starship Operation feat), you apply a +1 dodge bonus to your ship's Defence against attacks from one enemy starship you designate during your action. You can select a new enemy ship on any action.

Starship Gunnery

You are proficient with starship weapon systems.
Benefit: You do not take a penalty on attack rolls when firing a starship weapon.
Normal: Without this feat, you take a –4 penalty on attack rolls when firing a starship weapon.

Starship Operation

Select one of the following types of starships: ultralight, light, medium, heavy or superheavy. You are proficient at operating starships of that type.
Prerequisite: Pilot 4 ranks.
Benefit: When operating a starship of the selected type, you take no penalty on Pilot checks made when operating the starship, and you also apply your full class bonus to Defence to the ship's Defence.
Normal: Without this feat, you take a –4 penalty on Pilot checks made to operate a starship, and you apply only one-half your class bonus to Defence (rounded down) to the ship's Defence.
Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different type of starship (ultralight, light, medium, heavy or superheavy).

Starship Strafe

You can use a starship's ranged weapon set on automatic fire to affect a narrower area than normal.
Prerequisite: Starship Gunnery.
Benefit: When using a starship's ranged weapon on autofire, you can affect an area four 500 foot squares long and one 500 foot square wide (that is, any four 500 foot squares in a straight line).
Normal: A starship weapon on autofire normally affects a 1,000 foot-by-1,000 foot area.

Stealthy

When climbing into an inhabited bug hole, it sometimes pays to be quiet and sneaky, rather than go in with all guns blazing.
Benefit: You gain a +2 bonus on all Stealth checks.

Strafe

Letting loose with an autofire weapon, you can concentrate its effects in a more confined area.
Prerequisite: Advanced Firearms Proficiency.
Benefit: When using a firearm on autofire, you can affect an area four five foot squares wide and one square deep (that is, any four squares in a straight line). If a bug occupies two squares, it is therefore possible to hit it twice.
Normal: A firearm on autofire normally affects a ten-foot-by-ten foot area.

Streetfighting

There is no honour among brawlers and you have learned a variety of dirty tricks.

Prerequisites: Brawl, base attack bonus +2 or higher.

Benefit: Once per round, if you make a successful melee attack with an unarmed strike or light weapon, you deal an extra 1d4 points of damage.

Studious

You are most at home in a library or surfing FedNet.

Benefit: You gain a +2 bonus on all Code-Breaking checks and Research checks.

Surgery

Battlefield surgery is a dirty business but someone in the Mobile Infantry has to patch his squad mates back together.

Prerequisite: Treat Injury 4 ranks.

Benefit: You can use the Treat Injury skill to perform surgery without penalty.

Normal: Characters without this feat take a –4 penalty on Treat Injury checks made to perform surgery.

Supreme Effort

You can take yourself to the very limit of your abilities for a cause you believe in.

Prerequisites: Heroic Surge, Iron Will.

Benefit: When spending an Action Point to modify a d20 roll using the rules for Action Points in the Basic Rules chapter, you can spend a second Action Point to activate this feat. If you do, the Action Point roll is modified by your base Will saving throw bonus (including the bonus provided by the Iron Will feat, but no other feat that modifies Will saves applies).

Technical Expert



Surface Vehicle Operation

You are proficient in the operation of all Surface and Walker vehicles including all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earthmovers) and wheeled armoured vehicles (such as some armoured personnel carriers). This feat also includes water vessels designed for operation by a single person such as boats and catamarans.

Prerequisite: Drive 4 ranks.

Benefit: You take no penalty on Drive checks or attack rolls made when operating a Surface or Walker vehicle.

Normal: Characters without this feat take a –4 penalty on Drive checks made to operate a surface vehicle that falls under any of these classes, and to attacks made with vehicle weapons. There is no penalty when you operate a general-purpose Surface or Walker vehicle.

Technical Expert

You have a special gift when it comes to machines and technology.

Benefit: Choose one subskill of the Technical skill. When making skill checks with the chosen option, you gain a +2 bonus and can perform work in three quarters the normal time listed in the skill's description.

Special: You may choose this feat multiple times. Each time it either applies fully to a new subskill or adds a further +1 to checks with the same subskill. The second time you choose the same subskill, you may perform work in half the time, but further feat choices will not reduce this again.

Toughness

You are tougher than the regular trooper.

Benefit: You gain two additional hit points.

Special: You may take this feat multiple times. Its effects stack.

Track

You are adept at noting the tiniest of clues of an enemy's passing and using them to accurately track him great distances.

Benefit: To find tracks or follow them for one mile requires a Survival check. You must make another Survival check every time the tracks become difficult to follow.

You move at half your normal speed (or at your normal speed with a –5 penalty on the check, or at up to twice the character's speed with a –20 penalty on the check). The DC depends on the surface and the prevailing conditions.

Track DC by Surface Table

Surface	Survival Check DC
Very Soft	5
Soft	10
Firm	15
Hard	20

Very Soft: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.
Soft: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.
Firm: Most normal outdoor or exceptionally soft or dirty indoor surfaces. The quarry might leave some traces of its passage, but only occasional or partial footprints can be found.

Track DC Modifiers Table

Condition	DC Modifier
Every three targets in the group being tracked	–1
Size of targets being tracked[1]	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility[2]	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked target hides trail (and moves at half speed)	+5

[1] For a group of mixed sizes, apply only the modifier for the largest size category represented.
[2] Apply only the largest modifier from this category.

Hard: Any surface that does not hold footprints at all, such as bare rock, concrete, metal decking or indoor floors. The quarry leaves only traces, such as scuff marks.

If you fail a Survival check, you can retry after one hour (outdoors) or ten minutes (indoors) of searching.

Normal: A character without this feat can use the Survival skill to find tracks, but can only follow tracks if the DC is 10 or less. A character can use the Perception skill to find individual footprints, but cannot follow tracks using this skill.

Two-Weapon Fighting

Two weapons are always better than one and you have learned how to fight this way effectively.
Prerequisite: Dexterity 13+.
Benefit: Your penalties for fighting with two weapons are lessened to –2 for each weapon. The weapons used must both be melee weapons or both be ranged weapons – you cannot mix the types.
Normal: You may use a Small or smaller weapon in each hand, granting yourself an extra attack using the second weapon each round, but every attack made with either weapon suffers a –4 penalty to attack rolls.

In the hands of a Vehicle Expert this MAC hauler can go anywhere



Vehicle Dodge

Heaving hard at the controls, you have learned how to avoid incoming attacks while operating a vehicle.

Prerequisites: Dexterity 13+, either Drive 6 ranks, Pilot 6 ranks or Ride 6 ranks, Vehicle Expert.

Benefit: If you are operating a vehicle, you can attempt to evade enemy attacks. Once per round, make a Drive, Pilot or Ride check (as appropriate). The DC is the attack roll of the attack you are trying to dodge, applying the size modifier of your vehicle. If successful, the attack misses you completely. Only one attack may dodged in this way each round.

Special: This feat applies to all vehicles covered by the Atmospheric Vehicle Operation and Surface Vehicle Operation feats. It does not apply to thiose vehicles covered by the Starship Operation feat.

Vehicle Expert

Born to ride or born to tear through the sky with your hair on fire, you have a passion for vehicles and are a master in their control.

Benefit: Select a type of vehicle Air, Ground, Skimmer, Submersible and Walker you are proficient at operating. You gain a +2 bonus on all Drive, Pilot and Ride checks. Vehicles that you control solely (or are under the control of crew members that *all* possess this feat) receive a +1 bonus to their Acceleration, Deceleration and Defence Value scores. This bonus is only applies once, no matter how many crew might operate it with this feat.

Special: This feat applies to all vehicles covered by the Atmospheric Vehicle Operation and Surface Vehicle Operation feats. It does not apply to thiose vehicles covered by the Starship Operation feat.

Weapon Focus

Choose a specific weapon. You can choose unarmed strike for your weapon for purposes of this feat.

Prerequisites: Proficient with weapon, base attack bonus +1 or higher.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Each time you take the feat, you must select a different weapon.

Xenomedic

You know how to provide safe medical treatment to alien life forms.

Prerequisites: Knowledge (alien species) 6 ranks, Treat Injury 6 ranks, Surgery.



Zero-G Training

Benefits: You can, without penalty, use the Treat Injury skill to perform surgery on a living creature regardless of its type.

Normal: Characters without this feat take a –8 penalty on Treat Injury checks (–4 if they have the Surgery feat) when performing surgery on creatures of a different type.

Zero-G Training

Used to shipboard life, you can fight in weightless environments with little difficulty.

Prerequisites: Dexterity 13+, Acrobatics 4 ranks.

Benefit: When in a low- or zero-gravity environment, you suffer no penalty to attack rolls, nor do you suffer from space sickness.

Normal: Characters normally suffer a –4 penalty to attack rolls when in zero-gravity environments and a –2 penalty while in low-gravity environments. In addition, they are also subject to Space Adaptation Syndrome (see pg. 140).

ARMOURY & STORES

A HIGHLY TRAINED trooper is just one part of the equation which has led to the success of the Mobile Infantry. Added to this is the equipment he carries. Standard issue equipment for the Mobile Infantry, unlike other human armies of the past, is the very best that Earth can provide. Even so, it is sometimes barely enough.

This chapter details not only the standard issue equipment available to every Mobile Infantry trooper, but also special items available for some missions and general items owned by many civilians and citizens of the Federation. Because of this, the use of any form of alien technology, including equipment, vehicles and starships without proper training and familiarisation incurs a –4 penalty to all rolls and checks made to use the item.

CARRYING CAPACITY

Even the strongest character can carry only so much. The Carrying Capacity table shows the maximum amount of equipment a character can carry (based on his Strength score) without ill effects. He can actually carry up to double this amount but will count as being heavily loaded.

Creatures with more than two legs (such as the Arachnids) will add 50% to the basic load listed on this table for their Strength.

CARRYING CAPACITY TABLE

Strength	Basic Load	Strength	Basic Load
1	4–6 lb.	16	77–153 lb.
2	7–13 lb.	17	87–173 lb.
3	11–20 lb.	18	101–200 lb.
4	14–26 lb.	19	117–233 lb.
5	17–33 lb.	20	134–266 lb.
6	21–40 lb.	21	154–306 lb.
7	24–46 lb.	22	174–346 lb.
8	27–53 lb.	23	201–400 lb.
9	31–60 lb.	24	234–466 lb.
10	34–66 lb.	25	267–533 lb.
11	39–76 lb.	26	307–613 lb.
12	44–86 lb.	27	347–693 lb.
13	51–100 lb.	28	401–800 lb.
14	59–116 lb.	29	467–933 lb.
15	67–133 lb.	+10	x4

Heavily Loaded

If your character is carrying more equipment than his basic load, he will become heavily loaded. His speed is reduced to the value given below.

HEAVILY LOADED SPEED MODIFIERS TABLE

Previous Speed	Current Speed
20 ft.	15 ft.
30 ft.	20 ft.
40 ft.	30 ft.
50 ft.	40 ft.
60 ft.	50 ft.

In addition, he will have a maximum Dexterity modifier of +3, regardless of how high his Dexterity score actually is, and suffers a –3 penalty on attack rolls and Acrobatics, Athletics, Escape Artist and Stealth checks. Lastly, heavily loaded characters cannot sprint (move at x4) and lose their Dexterity modifier to their Defence Value bonus when they run (move at x3).

Lifting and Dragging: A character can lift up to his basic load over his head. A character can lift up to double his basic load off the ground, but can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Defence and can only move five feet per round, as a full-round action.

A character can generally push or drag along the ground up to five times his basic load. Favourable conditions (smooth ground, dragging a slick object) can double these numbers, while unfavourable circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

WEAPONS

The weapons covered in this chapter are grouped into three categories based on their general utility: ranged, explosive/splash and close combat weapons.

Ranged Weapons

Ranged weapons fall into five general types: pistol, rifle, heavy, mounted and other. When using a ranged weapon, the wielder applies his Dexterity modifier to the attack roll.

Pistol: A pistol is a personal firearm that can be used one-handed without penalty. This includes all handguns and some submachine guns. All standard issue handguns require the Simple Firearms Proficiency feat, though there are advanced and exotic variations. Using a handgun without the appropriate feat imposes a –4 penalty on attack rolls.

Rifle: Rifles are personal firearms that generally require two hands to be fired without penalty. This group includes hunting and sniping rifles, assault rifles, shotguns and most submachine guns. All rifles are covered by the Advanced Firearms Proficiency feat and a character trying to use one without this feat suffers a –4 penalty on his attack rolls, as with pistols. Rifles are not well suited to close combat. A character takes a –4 penalty on the attack roll when firing at an adjacent target in an adjacent square.

Heavy: Heavy weapons require the Exotic Firearms Proficiency feat. Someone who wields a heavy weapon without the appropriate proficiency takes a –4 penalty on all attack rolls with the weapon.

Mounted: Mounted weapons require the Mounted Weapon Proficiency feat. Someone who attempts to man a mounted weapon without the appropriate proficiency takes a –4 penalty on all attack rolls with the weapon.

Other: Other ranged weapons that are not firearms include many unusual or primitive weapons rarely used by the Mobile Infantry. Unless otherwise stated, all other ranged weapons use the Exotic Firearms Proficiency feat to avoid a –4 penalty when fired.

Ranged weapons are described by a number of statistics:

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Range: This is the incremental range of the weapon and any attack at less than this distance is not penalised for range. However, each full range increment causes a cumulative –2 penalty to the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments.

A Morita TW-201-s assault rifle, for example, has a range increment of 125 feet. An attack made from a range of 100 feet would not incur any penalty. An attack from 150 feet would incur a –2 penalty, since this distance lies beyond the weapon's first range increment. An attack from 600 feet would incur a –10 penalty as this distance lies a full five increments away.

Indirect fire capability allows the weapon to target opponents within their normal or long ranges regardless of obstructions or terrain in the way. Indirect fire always carries an additional penalty of –2 to the attack roll and the Games Master may rule that certain forms of hard cover (such as fully enclosed and reinforced bunkers) will still protect a target from indirect fire weapons. Indirect fire suffers an additional –4 penalty if there are any obstructions of the same size category or greater as the attacker within five feet.

Rate of Fire: Some ranged weapons have a rate of fire of one, which simply means they can be fired once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for pistols, rifles and heavy weapons are single shot, semiautomatic and automatic. There is a fourth possibility, the three-round burst, but this requires the Burst Fire feat to use and weapons capable of firing a burst are noted in the Burst column.

Single Shot: A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapon) between each shot. Pump-action shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other ability that normally allow more than one shot per attack.

Semiautomatic (S): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, firing more than one shot per attack.

Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire. Autofire uses ten bullets, targets a ten foot-by-ten foot area, and cannot be aimed at a specific target. Every creature, friend or foe, in the area is attacked separately and, if hit, takes the damage listed for the weapon.

Suppressive Fire

Any character proficient with the use of an automatic weapon can make a special attack using the full-attack action. This attack works just like the rule for autofire, using ten bullets and affecting every target within a ten foot-by-ten foot area, but it is the only action or attack the character gets during his round. In exchange, every creature in the area, whether it was hit or not by the attack, must make a Will saving throw (DC 16) or be *stunned* for one round. Any target affected by suppressive fire again while already *stunned* by it is driven back ten feet unless it hits an obstruction it cannot avoid or moving back would be fatal or injurious (such as being pushed off a ledge).

Flamers, by their nature, can be used in a suppressive fire capacity. This takes a full-round, full-attack action that only allows one shot but any creature in the area that fails its Reflex save takes minimum damage (as if all the damage dice rolled a one) but must check for Suppression as above. Arachnids suffer a –2 to their Will saves against suppression fire from flame units and take normal damage as opposed to the minimum amount.

Magazine: The weapon's magazine capacity is given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. The number in this entry is the magazine's capacity in shots. Weapons with a dash in this column have no magazines – they are generally thrown weapons, or weapons that are loaded as part of the firing process.

Size: Size categories for weapons are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands and if it is a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount. A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand.

Weight: This column gives the weapon's weight when fully loaded.

Reloading Firearms

Reloading a firearm is a move action and grants a free attack to opponents within range. Character's with the Quick Reload feat can reduce this to a free action and prevent provoking a free attack from their opponents.

Switching Munitions Types

Some weapons have the ability or option of firing alternative forms of munitions if they are available. Characters wishing to swap from the munitions type already loaded to an alternative form of munitions must spend a full-round action clearing the currently loaded munitions type and replacing it with another munitions type. If the character has the Quick Reload feat they can reduce this to a move action.

Grenades & Explosives

An explosive is a weapon that, when detonated, affects all creatures and objects within its burst radius by means of shrapnel, heat or massive concussion. Its effect is broad enough that it can hurt characters just by going off close to them.

Some explosives, such as grenades, can be thrown and they explode when they land. Others are planted, with fuses or timers, and go off after a predetermined amount of time elapses.

These weapons share many of the same characteristics as other ranged weapons but also have some of their own.

Damage/Direct Hit Damage: The primary damage dealt by the weapon. For explosives, the Damage column shows the damage dealt to all creatures within the explosive's blast radius. For splash weapons, the Direct Hit Damage column is used for a target directly struck by the weapon. Damage from an explosive weapon normally ignores damage reduction.

Blast Radius/Splash Damage: For explosives, the blast radius is the area affected by the explosive beyond the target square. All creatures or objects within the blast radius take damage from the explosive. For splash weapons, all creatures within five feet or one square of the weapon's impact point take splash damage equal to the amount shown in this column. Damage from a splash weapon normally ignores damage reduction.

Reflex DC: Any creature caught within the blast radius of an explosive may make a Reflex save against the DC given in this column for half damage.

Thrown Explosives

An attack with a thrown explosive is a ranged attack made against a specific five foot square. A character can target a square occupied by a creature. Throwing the explosive is an attack action. If the square is within one range increment, you do not need to make an attack roll. Roll 1d4 and consult the Thrown Explosives table to see which corner of the square the explosive bounces to.

If the target square is more than one range increment away, make an attack roll. The square has an effective Defence Value of 10. Thrown weapons require no weapon proficiency, so a character does not take the –4 penalty. If the attack succeeds, the grenade or explosive lands in the targeted square. Roll 1d4 and consult the Thrown Explosives table A to see which corner of the square the explosive bounces to.

If the character misses the target, the explosive lands at a corner of a square nearby in a random direction. Consult the Thrown Explosives table B to determine where the explosive lands if the weapon was thrown two to three range increments.

For ranges of up to five range increments roll on the Thrown Explosives table C.

After determining where the explosive landed, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

Planted Explosives

A planted explosive is set in place, with a timer or fuse determining when it goes off.

No attack roll is necessary to plant an explosive, however a Demolitions check will be required to prime the explosive. The explosive then remains where it is placed until it is disarmed, moved or goes off.

When a planted explosive detonates, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

Thrown Explosives Table A

1d4	Corner of targeted square
1	Upper left
2	Upper right
3	Lower right
4	Lower left

Thrown Explosives Table B (Miss Two to Three Range Increments)

1d8	Location Struck
1	Upper right corner, one square beyond target
2	Upper right corner, one square right of target
3	Lower right corner, one square right of target
4	Lower right corner, one square short of target
5	Lower left corner, one square short of target
6	Lower left corner, one square left of target
7	Upper left corner, one square left of target
8	Upper left corner, one square beyond target

Thrown Explosives Table C (Miss Four to Five Range Increments)

1d12	Location Struck
1	Upper right corner, two squares beyond target
2	Upper right corner, one square beyond and right of target
3	Upper right corner, two squares right of target
4	Lower right corner, two squares right of target
5	Lower right corner, one square short and right of target
6	Lower right corner, two squares short of target
7	Lower left corner, two squares short of target
8	Lower left corner, one square short and left of target
9	Lower left corner, two squares left of target
10	Upper left corner, two squares left of target
11	Upper left corner, one square beyond and left of target
12	Upper left corner, two squares beyond target

Splash Weapons

A splash weapon is a ranged weapon that breaks apart on impact, splashing or scattering its contents over its target and nearby creatures or objects. Most splash weapons consist of liquids in breakable containers.

To attack with a splash weapon, make a ranged attack against the target. Thrown weapons require no weapon proficiency, so characters do not take a –4 penalty. A hit deals direct hit damage to the target and splash damage to all other creatures within five feet of the target.

A character can instead target a specific five foot square, including a square occupied by a creature. Use the rules for thrown explosives. However, if a character targets a square, creatures within five feet are dealt the splash damage and the direct hit damage is not dealt to any creature.

If the character misses the target (whether aiming at a creature or a square), check to see where the weapon lands, using the rules for thrown explosives. After determining where the

object landed, it deals splash damage to all creatures within five feet.

Close Combat Weapons

Close combat weapons are used when the fight gets up close and personal, and they are generally among the simplest types of weapons. Close combat weapons require no feat to use without penalty. These weapons use all the same entry types as ranged weapons with some options left blank (typically range, rate of fire and magazine) as these do not apply.

A character's Strength modifier is always added to a melee weapon's attack roll and damage roll. If a close combat weapon is listed with a range, it can be thrown. Thrown weapons are ineffective after their listed range and cannot be thrown at a penalty for long range. When throwing a close combat weapon, Dexterity is used as a modifier for attack rolls but Strength is used to modify damage. Diminutive weapons, if they can be thrown, do not receive a Strength modifier to damage at all.

Improvised Weapons

At times, things can get desperate for a trooper, especially if his weapons are lost or ammunition is low. In such times, he will use anything that comes to hand as a weapon.

Any portable object can be used as a weapon in a pinch. In most cases, an object can be wielded either as a close combat weapon or a ranged weapon. A character takes a –4 penalty on his attack roll when wielding or throwing an improvised weapon. One exception to this is a trooper's standard arms; many rifle weapons can be used as a club in close combat (dealing 1d6 damage with a critical range of 20) without a penalty and many pistol weapons can also be used in the same manner to deal 1d4 points of damage.

Improvised Weapon Damage

Object Size	Examples	Dmg.
Diminutive	Ashtray, data disk case, crystal paperweight	1
Tiny	Fist-sized rock, mug, screwdriver, softball, flashlight, wrench	1d2
Small	Bottle, drill, fire extinguisher, flower pot, helmet, metal hubcap, vase	1d3
Medium	Bar stool, brick, briefcase, bowling ball, garbage can lid, hockey stick, nail gun	1d4
Large	Empty garbage can, guitar, packing crate, office chair, tire iron	1d6
Huge	Ten foot ladder, mailbox, oil barrel, park bench, sawhorse, dead bug	1d8
Gargantuan	Desk, dumpster, file cabinet, large sofa, soda machine	2d6

A character can effectively wield or throw an object of his size category or smaller using one hand. A character can effectively wield or throw an object one size category larger than him using two hands. An improvised thrown weapon has a range increment of ten feet.

Damage: Improvised weapons deal lethal damage based on their size, although the Games Master may adjust the damage of an object that is especially light or heavy for its size. The wielder's Strength modifier applies only to damage from Tiny or larger improvised weapons – do not apply the wielder's Strength modifier to damage from Diminutive objects.

Improvised weapons threaten a critical hit on a natural roll of 20 and those of Fine size deal no damage at all. Unlike real weapons, improvised weapons are not designed to absorb damage. They tend to shatter, bend, crumple or fall apart after a few blows. An improvised weapon has a 50% chance of breaking each time it deals damage or, in the case of thrown objects, strikes a surface (such as a wall) or an object larger than itself. Standard arms as listed here only have a 10% chance of breaking in this manner as they have been designed to take such abuse.

ARMOUR

Armour has saved the lives of more Mobile Infantry troopers than anything else in the history of the Federation. Squad mates can be killed and intelligence data can be wrong, but your power suit will be with you until the day you die. Mobile Infantry troopers learn to look after their own suits, from M-1S7 Stryker suits to Marauders. In *Starship Troopers*, armour is described by a number of statistics.

Defence Bonus: The protective value of the armour. This bonus adds to the wearer's Defence Value.
Maximum Dexterity Bonus: This number is the maximum Dexterity bonus to Defence that this type of armour allows. Heavier armour limits mobility, reducing a character's ability to avoid attacks. Even if a character's Dexterity bonus drops to +0 because of armour, the character is not considered to have lost his Dexterity bonus.

Speed: Heavy armour often slows a character down. The number in this column is the character's speed while wearing the armour, assuming his base speed is 30 feet (the normal speed for most human beings).
Weight: This column gives the armour's weight.

A character who sleeps in any form of powered suit is automatically *fatigued* the next day. Sleeping in a Stryker suit does not cause fatigue.

Each armour type lists the penalties and reductions that occur from non-proficient use. Any civilian could climb into a power suit, but very few would be much safer in it than if they stood in front of a warrior bug in their pyjamas.

STANDARD ISSUE EQUIPMENT

As part of the best equipped army in human history, every trooper in the Mobile Infantry has an extensive list of standard issue equipment that he takes with him into every battle. From the humble combat knife to the sophisticated power suit that is the trademark of the Mobile Infantry, SICON has ensured that even the lowest trooper never lacks the right tool for the job.

REQUISITIONING EQUIPMENT

When a Mobile Infantry squad is assigned a mission they will often require additional or more specialised equipment than that which they are issued as standard. In such cases,

Standard Outfit

The following list details the equipment carried by every Mobile Infantry trooper entering a combat zone. In addition to this a trooper is expected to carry a one day's worth of field rations, two canteens of water and three additional magazines of standard rifle ammunition (90 rounds). Characters automatically gain this equipment at 1st level.

Standard Armaments Table

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.

Standard Armour Table

Armour	Defence Bonus	Max. Dex	Speed	Weight
M-1A4 Power Suit	+9	+4	30 ft.	190 lb.

Standard Equipment Table

Item	Size	Weight
Combat Belt	Tiny	2 lb.
Lizard Line	Tiny	3 lb.

Lightweight Outfit

The lightweight issue equipment is supplied to troopers during operations that require a greater mobility and awareness of their surroundings (such as jungle environments on hospitable worlds) or where face-to-face contact is important (such as when policing urban areas on human worlds). It shares much in common with the standard issue equipment above but is based around lighter armour and features some variation in other items carried.

Lightweight Armaments Table

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.

Lightweight Armour Table

Armour	Defence Bonus	Max. Dex	Speed	Weight
M-1S7 'Stryker' Suit	+5	+8	30 ft.	50 lb.

Lightweight Equipment Table

Item	Size	Weight
Combat Belt	Tiny	2 lb.
Lizard Line	Tiny	3 lb.

troopers may to requisition such equipment. Mobile Infantry quartermasters evaluate a trooper's actual requirement for the requisitioned equipment, how soon SICON can re-supply it and whether or not the quartermaster can reasonably expect to see the equipment returned when the trooper is done with it.

Requisitioning equipment is attempted by making a Requisitioning check (1d20 + Charisma modifier + Prestige Bonus) against a DC equal to the equipment's Requisitioning DC. The Requisition Modifiers table lists modifiers that may affect the check.

The result of this check determines whether and how quickly a quartermaster can provide the trooper with his requested equipment. With a success, the object is readily available to be issued to the trooper. Failure on the other hand indicates that the quartermaster is unwilling or unable to fulfil the request.

Requisitioned objects are loaned, not given, to a trooper. Obviously, expendable objects like ammunition do not have to be returned, however, additional magazines of unused munitions must be returned to the quartermaster at the conclusion of every mission, and failure to do so often results in corporal punishment.

Requisition Modifiers Table

Situation	Modifier
Object is necessary for assignment	+6
Object has obvious application for assignment	+4
Object has peripheral application for assignment	+2
Object has no obvious application for assignment	–2
Object is common	+4
Object is rare	–4
Object is being stockpiled by SICON	–6
Trooper is skilled or proficient in use of object	+2
Trooper's squad returned all gear undamaged on previous mission	+6

WEAPONS OF THE FEDERATION

Brunham MW-5050 'Twin 50' Autocannon: Usually encountered as part of a fortification as a wall defence weapon, these massive guns are belt fed and have an operator's chair or standing mount. As a mounted weapon, it can only attack once, requires a full-attack action to do so and requires the Mounted Weapon Proficiency to use properly. 'Twin 50' autocannons only fire in automatic mode, but an operator with the Burst Fire feat can use one to fire the equivalent of a three-round burst at a single target instead. This special fire mode still uses ten rounds of ammunition.

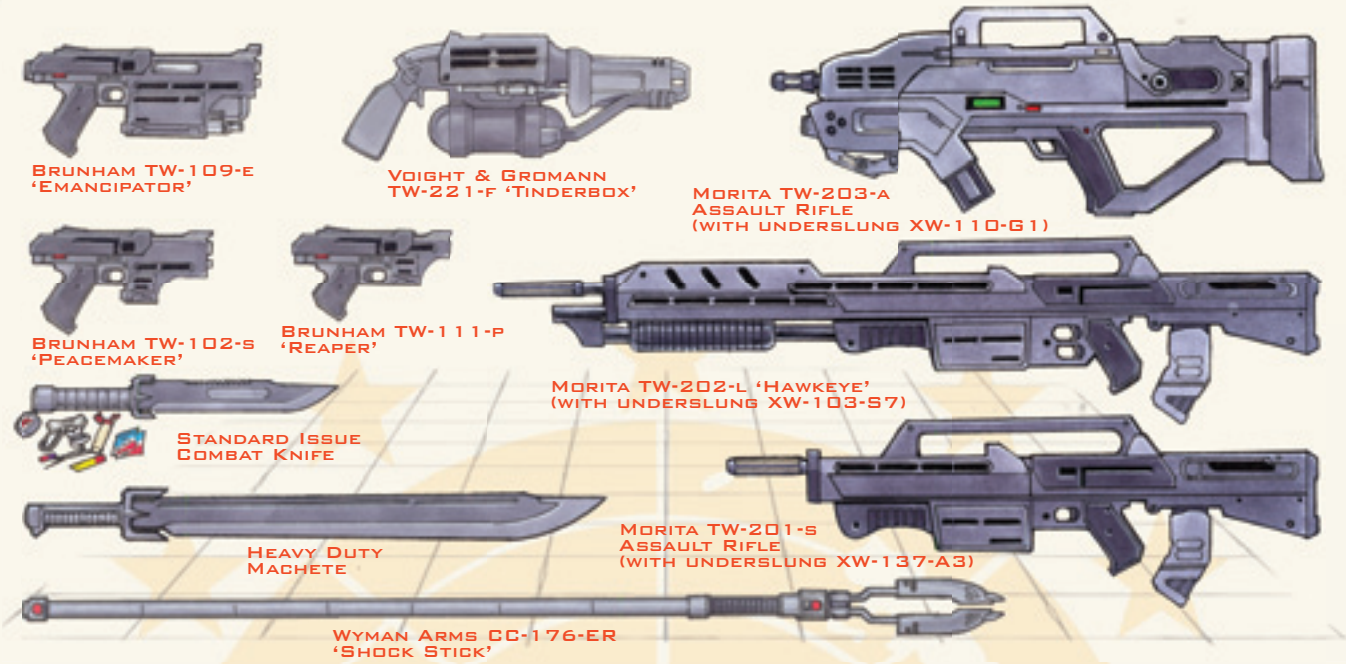
Brunham TW-102-s 'Peacemaker' Pistol: The 'Peacemaker' is the culmination of handgun technology dating back to before the long wars and the formation of the Federation. Capable of killing a man in a single shot and seriously injuring a bug, it is a Mobile Infantry trooper's standard sidearm and arguably their most important possession next to their Morita rifle. There is talk of a TW-102-a with the ability for a controlled three-round burst, but field trials have failed to produced a version stable or dependable enough for general issue.

Brunham TW-109-e 'Emancipator' Heavy Pistol: The 'Emancipator' is the big brother of the ever-popular 'Peacemaker' handgun. This weighty addition to the Brunham catalogue chambers the same 7.62mm munitions more commonly linked with the Morita Arms Company's assault rifles. Despite its active suspensor and recoil suppression systems, the TW-109-e is not recommended for use by anyone not wearing some form of powered suit as the recoil generated by this weapon is capable of shattering bones. Attack roles made with an 'Emancipator' suffer a –8 penalty if the user is not wearing either a M-1A4 or M-1C8 power suit.

Brunham TW-111-p 'Reaper' Pistol: So-called because if it most often seen in the hands of black-clad Military Intelligence officers, the TW-111-p is a deadly handgun designed for armour penetration and concealment. It is generally accepted as fact that a 'Reaper' handgun only has eight shots that can be used in combat because Military Intelligence is ordered to save the last round for themselves.

Brunham XW-103-S7 Shotgun: With the exception of the TW-244-c carbine, all assault variants of the Morita rifle have the capacity to mount an optional underslung pump-action shotgun. These weapons, while ineffective over range, have saved the life of many a trooper when coming face to face with a bug. All variants of the Morita assault rifle can only carry one additional weapons system.

Combat Knife: The end result of over 5,000 years of blade technology, the standard issue combat knife of the Mobile Infantry has a poly-carbide blade with an edge that never needs to be sharpened and an impact resistant design that can withstand the impact of an atmospheric re-entry without breaking. A complete survival kit (twine, hook, sewing kit, basic first aid, matches, compass and one cyanide capsule for use if captured) is hidden in the knife's handle.



FedCom SW-402 'Triple GL' Grenade Launcher: The 'Triple GL' can be fired in one of two ways; single mode, which launches one grenade or in triple mode, this simulates all the effects of a three-round burst, uses three rounds of ammunition and does not require the feat to use as such. If the operator does have the Burst Fire feat, the attack suffers no penalty (as opposed to the –4 normally ascribed). Triple GL's can fire any of the following grenades; M-901HE, M-902F, M-904C, M-909S and the weapon's damage is determined by hte type of grenade fired. Unfortunately, reload time on a 'Triple GL' is a full-round action.

FedCom SW-403 'Thud Gun' Rocket Launcher: The FedCom SW-403 support weapon is designed for the saturation bombing of a battlefield normally unreachable by aerial assets. This weapon can generate firepower as destructive as a rocket launcher and is typically only issued to trusted officers or in times of great emergency. The 'Thud Gun' is normally loaded with M-919A1 plasma rockets; they can, however, be loaded with any other type of rocket. Unfortunately the need to adopt a proper bracing stance when firing a 'Thud Gun' requires the use of a full-round action as does the reloading of such a weapon.

SW-403 launchers can be loaded with three forms of variant ammunition, each dependent on the needs of the mission and available only with an officer's permission and Games Master approval. A thud gun's damage is dependant upon which rocket type it fires, commonly compatible rockets are listed here, all of which are classified as 'dumbfire' and have no seeking capability of any kind.

M-707A2 'Firewall' Rocket: Typically fired into a narrow ravine or passage, the Firewall is a modification to the M-719A1. Both larger and more powerful than the plasma rocket, the Firewall consumes its plasma core much more slowly, creating a 50 foot-by-50 foot fiery wall of burning plasma that lasts for 1d8 rounds. This wall deals 3d10 damage to anything attempting to pass through it.

M-711A1 'Scatterjack' Rocket: An impressive weapon, the one shot M-711A1 is typically fired into the air where it detonates and scatters its deadly cargo of high-explosive charges over a relatively wide area. Extremely deadly if it lands accurately into enemy units, it causes an incredibly powerful explosion in its blast radius. Scatterjack charges deal 3d12 damage to everything in their 30 foot blast radius and require a Reflex save (DC 20) to avoid its effects.

M-719A1 Plasma Rocket: Similar in both size and shape to the Scatterjack, an M-719A1 plasma munition does not erupt in mid-air but does so spectacularly on the ground. The core of the rocket is superheated plasma within magnetic compression. When these munitions explode, their plasma rages out of control and consumes several yards of battlefield with its voracious flames. Plasma charges deal 5d10 damage to everything in their 20 foot blast radius and require a Reflex save (DC 30) to avoid its effects.

FedCom SW-404 'Javelin' Missile Launcher: When nothing else will do the job, a missile is a trooper's last and best option. The FedCom SW-404 is a heavy weapon system with a top-feeding magazine and an integral targeting

computer that links to the tactical display in a trooper's helmet. The SW-404 is a powerful weapon but its blasts are not precise and it cannot be used on crowded battlefields where a stray explosive round could spell the end of a misplaced trooper's career. Casual use of a javelin launcher is punishable by court-martial and troopers should always remain conscious of where their ammunition goes.

Javelin launchers can be loaded with three forms of variant ammunition, each dependent on the needs of the mission and available only with an officer's permission and Games Master approval. A 'Javelin's' damage is dependant upon which missile type it fires, commonly compatible missiles are listed here, all of which are classified as 'dumbfire' missiles and have no seeking capability of any kind.

M-666C5 HEAT (High Explosive Anti Tank) Missile: This missile type is launched from a SW-404 Javelin and is designed as a tank buster. Its special warhead is made to tear open heavy armour and provide a breach for its secondary shaped charge to detonate inside. Extremely effective against fortifications and massive Arachnids, the M-666C5 HEAT is a valuable asset on any battlefield. The HEAT missile deals only 4d10 damage but ignores hardness and all forms of vehicular or creature damage reduction. HEAT rounds only have a ten foot blast radius.

M-714S2 'Firecraker' Missile: Both simpler in design yet more powerful in its way, the M-714S2 missile is also used by the Javelin launch system. Meant specifically do be used against ground targets, its blast radius and killing power makes the M-714S2 the bane of all troop types. Very few targets can withstand an attack from a Firecracker missile. This standard missile has a 150 foot range, blast radius of 20 feet and deals 5d10 points of damage to everything in the blast radius.

M-998A1 'Pee-Wee' Missile: The Pee-Wee missile, more commonly known as a tac-nuke, has a firing range of one mile (see Nuclear Missiles and Their Battlefield uses for more information).

FedCom XW-110-G1 Grenade Launcher: With the exception of the TW-244-c carbine and TW-202-l longarm, all assault variants of the Morita rifle have the capacity to mount an optional underslung grenade launcher with a 27-round magazine. It fires specially modified HE grenades, which cannot be swapped out for or used as hand grenades. Attacking with the XW-110-G1 is identical to throwing an explosive (see the Grenades and Explosives section). All variants of the Morita assault rifle can only carry one additional weapons system.

Machete: A larger, heavier version of the combat knife, these are used in jungle and overgrown theatres of war only and are not typical issued unless such a drop is called for. These weapons also contain a survival kit in the handle but their compass is actually mounted in the grip at the base of the blade for easier reference during difficult and confusing marches.

Morita TW-201-s Assault Rifle: The original Morita rifle still in service in many training and garrison platoons all over the galaxy, this is a fully automatic assault rifle capable of blowing through any armour with enough concentrated firepower. The TW-201-s breaks down in under a minute and stores in an included steel case for transport. All Mobile Infantry troopers can build, repair and tear down one of these rifles without needing a skill check; this ability is drilled into them during boot camp.

Morita TW-202-l Sniper Rifle: Becoming known as the 'Hawkeye' Morita, this variant of the Mobile Infantry staple

Nuclear Missiles & Their Battlefield Uses

In the world of *Starship Troopers*, nuclear weapons are still used during combat but their implementation has changed significantly. The idea of missiles that leave clouds of deadly fallout and massive radiation has given way to short-term radioactive reactions and massive initial damage with few side-effects or lingering traces other than massive areas of planetary ruin. SICON currently uses two main grades of nuclear weapon – the fairly tiny M-998A1 'Pee-Wee' missile and the M-999A2 'Ajax' heavy tactical bomb. The latter is dropped from orbit or by atmospheric bombers, while the latter is fired from a Javelin missile launcher.

The Pee-Wee affects an area 120 feet in radius, while the Ajax flattens one mile radius areas effortlessly. The basic rule of thumb for anything in the area of a nuclear blast in the *Starship Troopers* game is 'if it is in the radius, it is vaporised'. If a target could make it to the edge of the nuke's blast radius with a double move action at full sprint (4x or 5x if it has the Beat Feet feat), even if it has already had its turn, it receives a Reflex saving throw (DC 22). Success places them immediately at the nearest edge of the blast at –1 hit points. Failure, or the inability to move that fast, equals death.

Weapon Table

Weapon	Type	Damage	Crit.	Range/Spaces	Burst	RoF	Mag.	Size	Weight	Req. DC
Combat Knife	Close	1d4	19 – 20	20 ft./4	—	—	—	Small	1 lb.	—
Machete	Close	1d6	19 – 20	10 ft./2	—	—	—	Medium	1 lb.	5
CC-176-ER 'Shock Stick'	Close	1d8[1]	20	Reach 10 ft.	—	—	50	Large	5 lb.	5
TW-111-p 'Reaper'	Pistol	1d10	19 – 20	40 ft./8	—	S	9	Tiny	2 lb.	15
TW 121-f 'Tinderbox'	Pistol	2d8 fire	—	15 ft./3	—	S	12	Small	4 lb.	15
TW-102-s 'Peacemaker'	Pistol	2d6	20	50 ft./10	—	S	15	Small	3 lb.	—
TW-109-e 'Emancipator'	Pistol	2d8	20	40 ft./8	—	S	9	Small	4 lb.	15
TW-201-s	Rifle	2d8	20	125 ft./25	—	S	30	Large	7 lb.	15
TW-202-l 'Hawkeye'	Rifle	2d8	19 – 20	200 ft./40	—	S, A	24	Large	8 lb.	20
TW-203-a	Rifle	2d8	20	125 ft./25	Y	S, A	30	Large	7 lb.	—
SW-402 'Triple GL'	Heavy	See Text	—	50 ft./10 [3]	Y	S	3	Large	10 lb.	15
SW-403 'Thud Gun'	Heavy	See Text	—	100 ft./20 [3]	—	S	1	Large	12 lb.	18
SW-404 'Javelin'	Heavy	See Text	See Text	150 ft./30 [3]	—	S	3	Large	14 lb.	20
SW-226-f 'Hel'	Heavy	3d12 fire	—	50 ft./10	—	S	15	Large	12 lb.	18
SW-228 'Bugbroom'	Heavy	3d8[2]	18 – 20	200 ft./40	Y	S, A	90	Large	45 lb.	24
MW-5050 'Twin 50'	Mounted	4d8	19 – 20	150 ft./30	—	A	500	Huge	75 lb.	22
MW-5029 'Scythe'	Mounted	4d8[2]	18 – 20	200 ft./40	Y	S, A	120	Huge	112 lb.	24
XW-110-G1 Grenade Launcher	Other	See Text	—	70 ft./14	—	S, A	27	—	5 lb.	15
XW-137-A3 'Trench Sweeper'	Other	2d8	—	30 ft./6	—	S, A	30	—	7 lb.	20
XW-103-S7	Other	2d8	20	10 ft./2	—	—	10	—	2 lb.	10

[1] This weapon deals nonlethal damage if the operator wishes it to do so.
[2] The damage from a laser cannon or support laser is not affected by damage reduction.
[3] Indirect fire capable.

is larger, has a longer ranged while retaining most of the familiar ballistic qualities. Chambering a slightly larger round and generating more power behind it for better range, the TW-202-l sacrifices some ammunition capacity in exchange for a harder punch and better penetration.

Morita TW-203-a Assault Rifle: A field tested and combat ready improvement to the Morita TW-201-s, this version of the weapon is a more precise killing machine. Capable of a three-round burst that does not waste ammunition, the TW-203-a was developed in response to increased Skinny activity in the galaxy. The aliens do not require mass firepower to kill, making it more efficient to use three-round bursts to penetrate their unusual armour. Against bugs, the TW-203-a is just as effective as any other rifle; some troopers swear by the new weapon's burst fire as it allows them to accurately gauge how many rounds they are use against each target.

Voight & Gromann TW-121-f 'Tinderbox' Flamer: A powerful if short ranged weapon, the TW-121-f 'Tinderbox' flamer is used to clear away dense formations of enemies or burn down fortifications and terrain. A hand flamer is not

MORITA TACTICAL WEAPONS: TO ENSURE A SAFER TOMORROW

Every one of the Morita Arms Company's tactical firearms, from the TW-201-S to the latest design improvement of the TW-203-A, function in much the same way, ensuring the ease of training, use and maintenance by weapon operatives.

All Morita tactical weapons feature Morita's patented 'Dual Trigger' twin firing mechanism and the patented 'Steadi-Aim' static flash and recoil suppression system. Additionally, with the exception of the TW-202-L extended barrel variant and the TW-244-C carbine, all of Morita's tactical firearms have the capacity to mount an underslung secondary system (the FedCom XW-110-G1 grenade launcher shown here).

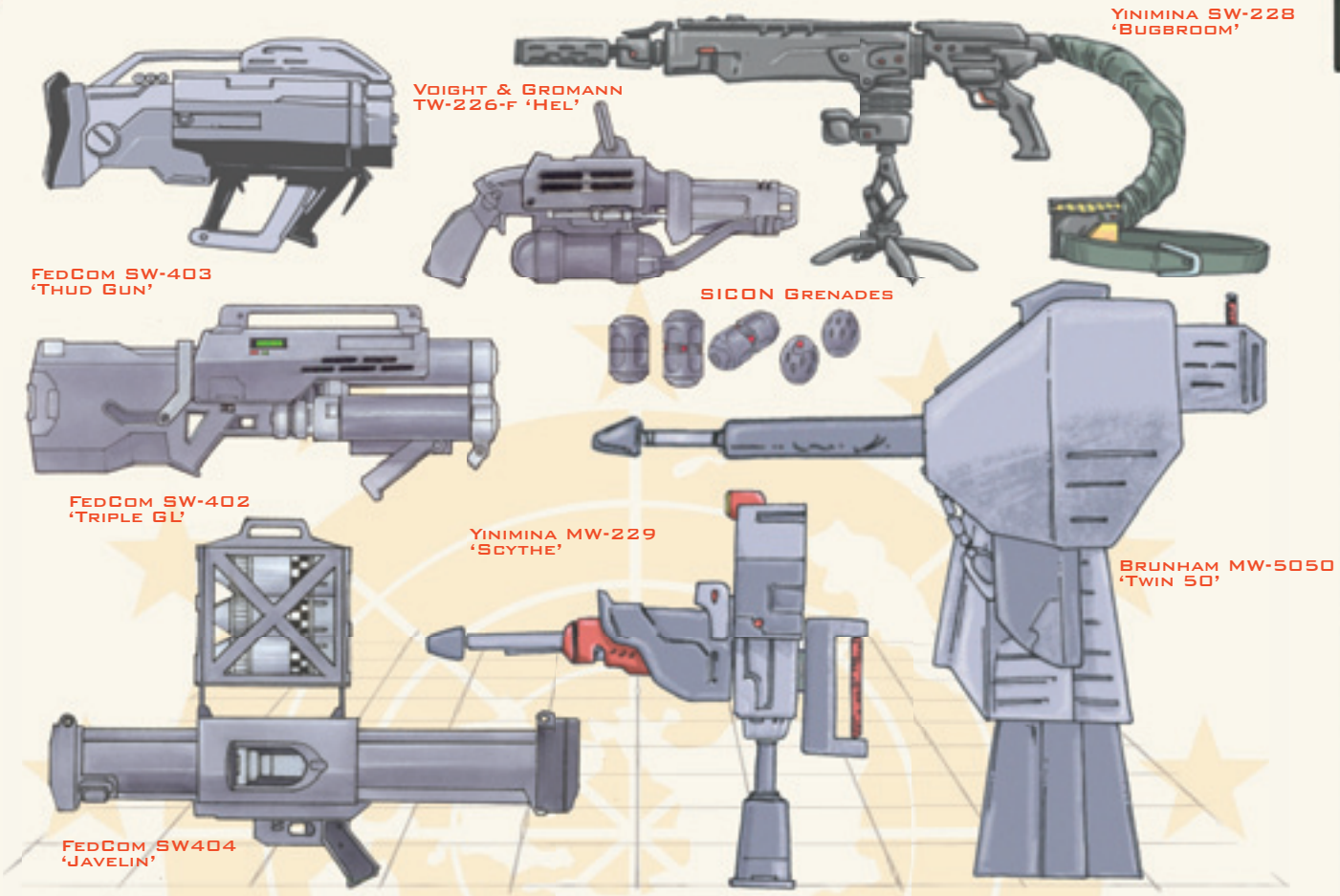


Regardless of model, the Morita tactical firearm is built around an electromagnetic accelerant rail commonly referred to as gauss technology. Using the best components sourced from the best manufacturers these accelerant rails propel a standard 7.62mm caseless ferric round over incredible ranges with tremendous force, all with less than a 0.75% drop-off in efficiency (all technical data and ratings are available in Datafile M83248-128).

This sounds too good to be true we hear you say; but the incredible efficiency of Morita Arms Company's tactical weapons lies in the magnetic integrity of the high-powered gauss barrel. The barrels of all Morita tactical weapons feature between two and four gauss rings (number dependent on specific model, see Technical Datafile 109-0130-30-1 for more information). These gauss rings, one at the back of the weapon loads and initially fires each round, while another near the end of the barrel provides secondary propulsion while maintaining accuracy at ranges in excess of 1,000m.



Using standard 7.62mm munitions, Morita tactical weapons carry a standard capacity magazine capable of holding 30 rounds. Extended field magazines are also available, the Morita Arms Company does not presently have such support for the TW-202-L variant, while the TW-203-A has an extended magazine capacity of 60 rounds.



used in combat normally and does not require an attack roll. Instead, an area 15 feet by 15 feet is filled with fire every time the user fires this weapon. Targets in this area must make a Reflex save (DC 18) or take the listed fire damage. Any target affected by this attack will suffer another 1d8 fire damage for the next 1d4 rounds as it continues to burn. Living or mobile targets can spend an entire round putting out the flames to prevent this additional damage.

Voight & Gromann SW-226-f 'Hel' Heavy Flamer: A deadly upgrade in size, fuel capacity and range on the TW-121-f flamer, the 'Hel' flamer is a heavy weapon carried by special troopers trained to use its 'swath of death' to great effect. The Hel flamer fills an area 30 feet-by-30 feet with fire. Alternatively, a wall of fire ten feet thick and 45 feet wide can be fired anywhere in conjunction with the operator so long as he is adjacent to the centre of the wall on its long side. Targets in this area must make a Reflex save (DC 20) or take the listed fire damage. Any target affected by this attack will suffer another 1d12 fire damage for the next 1d4 rounds as it continues to burn. Living or mobile targets can spend an entire round putting out the flames to prevent this additional damage.

Wyman Arms CC-176-ER Combat Prod: The CC-176-ER electrokinetic prod, colloquially known as the shock stick, is a herding weapon used during capture or containment missions. Fully capable frying targets with high amperages of electricity, the shock stick is more often used on a nonlethal setting. Any target hit with a shock stick set to incapacitate must make a Fortitude saving throw (DC 10 plus the base damage done on 1d8 or 2d8 on a critical) or be struck *unconscious* and immobile for 3d10 rounds.

Because the tip of a shock stick is somewhat fragile, all of its damage is done by its electrical charge; Strength bonus damage cannot be applied without immediately breaking the electrical discharge head of the weapon thereafter. A broken or unpowered shock stick can be used as a staff in close combat; it does 1d6 damage, has a critical range of 20, and can be used as a 1d6/1d6 double weapon if the wielder has any of the Two-Weapon Fighting feats.

Yinimina MW-5029 'Scythe' Laser Cannon: A highly experimental weapon found primarily on flyers and other advanced vehicles, the MW-X29 laser cannon is a mounted weapon that requires the appropriate feat to use properly. It consists of a charging coil and focusing barrel, expending

massive amounts of energy from an ablative power core to generate a destructive beam of coherent light. This powerful pulse can 'scythe' straight through the hardest physical armour and ignores damage reduction entirely.

Yinimina SW-228 'Bugbroom' Support Laser: A refinement in laser technology that allows a coherent light cannon to be mounted on a folding tripod and carried by a single trooper, the 'Bugbroom' requires a special power pack carried or worn by the operator and 1d6 rounds to set up properly before use. Fully capable of showering an area with powerful laser fire, the 'Bugbroom' is notoriously consumptive of energy and tends to run out of power at the worst of times.

Yinimina XW-137-A3 'Trench Sweeper': With the exception of the TW-244-c carbine and the TW-202-l longarm, all assault variants of the Morita rifle have the capacity to mount an optional underslung short-range laser emitter. This weapon has a 30 foot range, cannot be fired father than this distance and ignores damage reduction of any sort. The trench sweeper can be fired in single, burst or automatic mode. Using the trench sweeper requires the Exotic Firearms Proficiency feat, characters without this feat suffer a –4 penalty to all attack rolls with this weapon. All variants of the Morita assault rifle can only carry one additional weapons system.

Grenades & Explosives

Grenades: These small ovoid metal weapons are thrown weapons, though they do no damage on their own. Their purpose is to deliver a payload into a given area and detonate as an explosive/splash weapon. The common types of grenade used in the Mobile Infantry are given here.

M-901HE High Explosive Grenade: This is a destructive grenade is commonly used to clear areas of 'enemy infestation'.

M-902F Fragmentation Grenade: Intended as a defensive weapon with a great deal of killing potential, the Frag grenade operates perfectly in that role. A munition that bursts into a dense shower of edged metal, these grenades not only present the possibility of personal harm in their area of effect but also make it difficult to see as a harmless smoke charge ignites along with its deadly payload. For a few brief but critical seconds, the M-902F gives a unit the chance to retreat from close combat while under cover. This grenade's dense smoke cloud remains in the weapon's blast radius for 1d4 rounds.

M-904C Chem Grenade: A chemical grenade is a splash weapon. It super-saturates this area, forcing a Reflex save (DC 20) to avoid its effects. Any chemical can be placed in a chem grenade; the concentration and delivery agents in a chem grenade enhance the Fortitude saving throw DC of the delivered agent by +2, making it much harder to resist.

M-909S Fog Grenade: This grenade creates a dense smoke cloud that stays in the blast radius for 1d6 rounds. Under normal conditions, this fog cloud is harmless but is impossible to see through with any form of vision, including darkvision. A fog grenade can be doctored with any chemical agent, dispersing its effects within its area to any target failing its Reflex save (DC 15). The dilution of the agent in a fog grenade reduces its normal Fortitude save by –2.

TOAD Charge: These timed explosives, or Timer Operated Atomic Devices are highly destructive, easily capable of blowing their way through a solid ferrite wall. These devices are only issued to squads known to have an engineer among their ranks, and only then when the squads P.O.A dictates, however, it is a rare engineer who has not closeted at least one of these away for a special occasion.

M-290 Flechette Round: This tiny device must be fired from an XW-110-G1 launcher system. Flechette rounds are narrow slivers of hardened steel bound in a grenade casing. When fired, the casing is discarded while the rounds travel at ballistic speeds towards a target. They have excellent penetration and can slice through chitin and armour plate with very little effort, these rounds therefore ignore all forms of damage reduction.

Grenades & Explosives Table

Weapon	Direct Hit/ Damage	Damage Type	Burst Radius	Reflex DC	Range	Size	Weight	Req. DC
M-901 HE Grenade	4d6	Explosion	15 ft.	18	40 ft.	Diminutive	1 lb.	17
M-902F Frag Grenade	1d12	Explosion	20 ft.	15	40 ft.	Diminutive	2 lb.	15
M-904C Chem Grenade	—	—	10 ft.	20	40 ft.	Diminutive	1 lb.	12
M-909S Fog Grenade	—	—	30 ft.	15	40 ft.	Diminutive	2 lb.	10
M-290 Flechette Round	1d10	—	10 ft.	20	As Launcher	Fine	—	16
M-291 Fragmentation Round	2d6	Explosion	15 ft.	15	As Launcher	Fine	—	—
M-298 HE Round	3d6	Explosion	10 ft.	15	As Launcher	Fine	—	5
TOAD Charge	3d10	Explosion	30 ft.	22	Placed	Small	2 lb.	18

M-291 Fragmentation Round: This tiny device must be fired from an XW-110-G1 launcher system. Fragmentation rounds work on much the same principles as flechette rounds. The only real difference is that fragmentation rounds travel to the target before exploding into deadly shards. This forms a lethal area around the point of impact and can take out a number of enemies instead of concentrating on one target. This spread of effect does make them somewhat less effective than a flechette round, though the area effect is usually worthwhile.

M-298 HE Round: This tiny device must be fired from an XW-110-G1 launcher system and packs an incredible punch for its size. A built-in safety system ensures that if it is fired against a target less than 40 feet away from the launcher it will not arm or explode. Modifying or bypassing the safety features of these devices requires a Repair check (DC 20), failure causes the round to detonate.

POWER SUITS

The standard issue M-1A4 suit issued to members of the Mobile Infantry, power armour is the greatest ally and closest friend a trooper can have. In the words of Johnnie Rico of Rasczak's Roughnecks:

'Powered armour is one-half the reason we call ourselves 'Mobile Infantry' instead of just 'infantry'. Our suits give us better eyes, better ears, stronger backs (to carry heavier weapons and more ammo), better legs, more intelligence, more firepower, greater endurance, less vulnerability.

'A suit is not a space suit – although it can serve as one. It is not primarily armour – although the Knights of the Round Table were not armoured as well as we are. It is not a tank – but a single M. I. private could take on a squadron of those things and knock them off unassisted if anybody was silly enough to put tanks against the M. I.

'A suit is not a ship but it can fly, a little – on the other hand neither spaceships nor atmosphere craft can fight against a man in a suit except by saturation bombing of the area he is in (like burning down a house to get one flea!)

'We are the boys who go to a particular place, at H-hour, occupy a designated terrain, stand on it, dig the enemy out of their holes, force them then and there to surrender or die.'

With a suite of servos, electronics and augmentation equipment as advanced as human science can create, a power suit turns its wearer into something inhuman. Tireless, protected from the elements and shielded against all but the most serious forms of harm, it is easy for a Mobile Infantry trooper to feel like a god among men when using one. It is only the sudden swipe of a bug mandible or the disorienting blast of a Skinny beamer that brings him crashing down to reality again.

Benefits & Drawbacks of Power Suits

M-1A4 powered suits and their command variants, M-1C8 suits, grant a +4 bonus to the wearer's Strength score, a +1 bonus to all ranged attack rolls and a +1 bonus to the wearer's to Initiative checks. These suits also allows a wearer to engage in hand-to-hand combat without granting a free attack to his opponent. Both suits have a battery life span and air supply for eight 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 nine hours in hostile environments (space, underwater and so on).

Both standard suits of powered armour add a +9 bonus to the wearer's Defence Value and provide a damage reduction of 4, reducing all melee and ranged attacks of any kind by four points. 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.

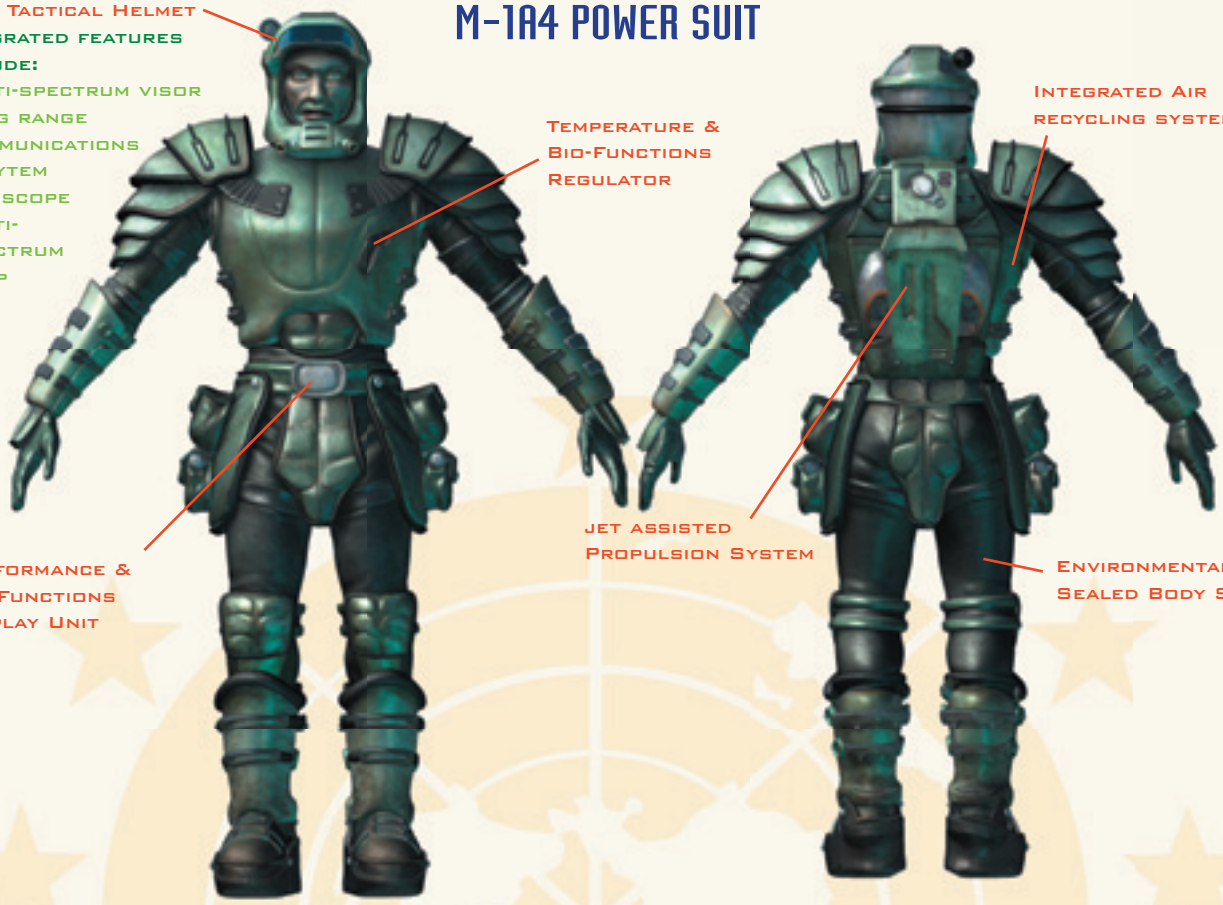
Powered suits cause its wearer to suffer a –8 penalty to Perception checks, a –3 penalty to Acrobatics and Stealth checks. Wearers without the Power Suit Proficiency feat only gains a +3 bonus to their Defence Value.

Integral Equipment

A power suit (both standard and command) includes the following equipment items as built-in devices that cannot be mislaid or lost.

Visor: Also called a snooper because of its various visual and aural enhancing modes, the visor is a wrap-around piece that can be raised or lowered with a shake of the wearer's head. Operated by staring at certain reticules and blinking, the visor is a standard part of the M3-a tactical helmet and a vital part of a trooper's combat kit. It grants infrared, ultraviolet, Low-Light Vision and Darkvision out to a range of 200 feet each. These modes are better explained in the Arachnid chapter, but they essentially allow a trooper to make out his surroundings despite any distractions and obstructions that may be present. A working visor also negates four points of the Perception penalty caused by wearing power armour; this makes a proficient user capable of applying his full normal bonus to Perception checks.

M-1A4 POWER SUIT



M-1S7 STRYKER SUIT



Periscope: Attached over the left audio sensor of the M3-a tactical helmet and activated by raising one's eyebrows in a quick, tight expression, this thin visual stalk raises to a height of two feet, allowing a trooper to see over the walls of a fortification. The periscope also allows a trooper, if he has a weapon capable of doing so, to make indirect fire attacks without having to count Medium-sized obstructions within five feet as cover for his target.

Communicator: Built into the M3-a tactical 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 before a mission. Changing or setting a channel requires a Computer Use check (DC15, 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. The helmet lamp has four coloured lenses in red, green, blue and amber, interchangeable by blinking rapidly, for use during different 'marking' missions. It also has an ultraviolet bulb that is only visible in the ultraviolet spectrum.

Environmentally Sealed Bodysuit: There is no way for gases, liquids or other contaminants to get at a trooper inside 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; they are the reason a trooper can survive in deep submersion or in the void of space.

Air Supply: A reserve air supply is built into the chest plate of a power suit. This extends the eight hour supply in the trooper's 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 at a SICON outpost or aboard a Fleet vessel.

Jump Jets: The reason for the word 'bounce' in a trooper's terminology, jump jets are situated in both a trooper's boots and his armour as a collapsing backpack unit. Using jump jets, troopers can fly over a limited area and reach elevations of up to 200 feet. Jump jets use fuel and can only carry a trooper for 1,000 feet (200 spaces) before needing to be recharged. This allotted distance can be spent in any increment up to 90 feet per round, such as 20 jumps of 50 feet or whatever a trooper needs during a mission. Jump jets do not allow a trooper to hover or fly, they simply enhance the trooper's jumps. If a trooper is hit mid-jump the suit allows the trooper to land safely, thus not taking further damage from falling. A trooper in mid-jump is classed as flat-footed when determining an opponents attack roll.

Temperature and Biological Regulator: Powered armour 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 a tactical helmet. Temperature regulators can only operate for 24 hours before their power cells and chemical supplies are depleted but while they are active, a trooper 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: All forms of power suit have a small computer attached to the front of their main belts. 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 transmits this information to a command suit's visor 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.

Command and Control Suite: M-1C8 Command suits also incorporate a special five channel communication rig

Illumination

Without light or some other way of seeing opponents, combat becomes a very difficult guessing game against bugs and their superior senses. Any target in a dark area that cannot be seen because of a lack of visible light or other means (infrared, ultraviolet and so on) of illumination is missed 50% of the time in ranged combat and 25% of the time in close combat. Before an attack roll can even be made against a concealed target, the attacker must guess where his target is; an incorrect guess negates the attack entirely unless it has a blast radius.

All forms of illumination have a 'corona', an area just outside its area that is partially lit. Any creature or target in the area right outside a lit area are in shadow and have a 25% chance of being missed in ranged combat and a 10% chance of being missed in melee. Attackers do not need to guess where there they are, however.

with a ten mile horizontal range that grants a +1 bonus when making Computer Use rolls for establishing communications and dealing with interference. This is a superior rig that adds considerable weight to the suit, but its profile is part of the armour itself and does not make a visible difference.

STRYKER SUITS

There are places in the galaxy a standard power suit cannot go. For these dense, inhospitable worlds, the M-1S7 Stryker suit has been designed. Essentially a scaled down version of the power suit with most of the servo-assistance removed to take out the majority of its power consumption and bulk, the Stryker is a lightweight armour intended for reconnaissance and light combat duty only. The Mobile Infantry is more than happy to blast away terrain and obstructions on a jungle world to allow use of full power armour if the need arises.

Benefits & Drawbacks of Stryker Suits

M-1S7 Stryker suits grant a +1 bonus to the wearer's Initiative checks and allows him to engage in hand-to-hand combat without granting a free attack to his opponent

Stryker suits add a +5 bonus to the wearer's Defence Value and provide a damage reduction of 2, reducing all melee and ranged attacks of any kind by two points. 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 Stryker suit adds +4 to Perception checks (this bonus comes from the snooper listed below and is negated by the suit's inherent penalty if the wearer is not proficient in a power suit's use).

A Stryker suit causes its wearer to suffer a –4 penalty to Perception checks, 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

A suit of Stryker armour includes the following equipment items as built-in devices that cannot be mislaid or lost.

Visor: The visor is a standard part of the M3-o (designation for the open faced helmet on a Stryker suit) tactical helmet and a vital part of a trooper's combat kit and functions exactly as its close-faced variant. A working visor on a Stryker suit also adds a bonus to Perception checks as noted above; this makes a proficient user capable of applying his full normal bonus to Perception checks in addition to this bonus.

Communicator: Built into the M3-o tactical helmet is a high-band communications rig which functions in exactly the same way as its close-faced counterpart.

Helmet Light: Built into the M3-o tactical helmet, this flashlight functions in exactly the same way as its close-faced counterpart.

Rebreather: This tiny device can provide up to two hours of breathable air though the mouthpiece integrated into the cheek-pieces of the M3-o tactical helmet. Troopers typically use this device under water or if exposed to other hazardous environments. This unit is completely expended after one use and must be replaces from stores at any SICON outpost or aboard a Fleet vessel. It should be noted that the Stryker suit is not sealed suit and a caustic atmosphere will still harm a trooper in a Stryker suit even if he is able to breathe while *dying*.

Jump Jets: Jump jets on a Stryker suit use fuel very efficiently and can carry a trooper for 3,000 feet (600 spaces) before needing to be recharged. Otherwise they function exactly as their heavier counterpart.

Temperature Controlled Bodysuit: This skin-tight all-in-one body glove protects its wearer from the elements and hostile weather conditions by regulating their body temperature. Temperature regulators can only operate for 12 hours before their power cells are depleted but while they are active, a trooper can ignore the first three points of fire or cold damage suffered each round and gains a +2 bonus to all Fortitude saving throws brought on by temperature extremes.

Belt Readout: Built into the waistband of the body glove, this unit functions in exactly the same way as its heavier counterpart.

GENERAL EQUIPMENT

Not every device in the future is a weapon of war; this section details such sundry items, though it is by no means

Armour Table

Armour	Defence Bonus	Damage Reduction	Maximum Dexterity Modifier	Speed	Weight
M-1A4 Suit	+9	4	+4	30 ft.	190 lb.
M-1C8 Suit	+9	4	+4	30 ft.	200 lb.
M-1S7 Stryker Suit	+5	2	+8	30 ft.	50 lb.

an exhaustive list. Games Masters are encouraged to add to this list of example items from the far future as campaign play introduces new devices, tools and objects to target and destroy.

Professional Equipment

This category covers a wide variety of specialised equipment used by troopers and specialists in their relevant fields.

Some objects contain the tools necessary to use or aid certain skills. Without the use of these items, often referred to as kits, skill checks made with these skills suffer a –4 penalty. Skills and the kits they are associated with are listed below. See the descriptions of the kits for additional details. Note that kits should be restocked periodically, and most are commonly available from and SICON quartermaster.

Ammunition Bandoleer: This is a military grade mesh belt is similar to a standard issue combat belt, though is designed to be slung across the torso. The bandoleer comprises several pouches and compartments capable of storing up to six standard rifle magazines. Like the combat belt, the key benefit to a bandoleer lies in its accessibility. Reloading a weapon from a bandoleer is a free action for any character with one level or more of Mobile Infantry trooper. This can be done once per round; reloading more than one weapon in a round is a move action.

Bolt Cutter: An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks, ferrite zip ties or chain-link fences. Using a bolt cutter requires a Strength check (DC 10, 12 for ferrite).

Canteen: A two pint container of water carried by Mobile Infantry troopers, these are compulsorily carried, even on short-term deployment. Canteens are typically made of antiseptic polymers or sanitised metal; a special lining keeps water microbe-free. Used properly, they never have to be cleaned during their ten year operational life cycle.

Chemical Kit: A portable laboratory for use with the Technical (chemical) skill, a chemical kit includes the tools and components necessary for mixing and analysing acids, bases, explosives, toxic gases and other chemical compounds.

Combat Belt: This is a military grade mesh belt with several pouches and compartments for critical gear such as ammunition magazines, power cells and other small items. Combat belts can hold any one toolkit in addition to up to eight one pound or lighter objects. The key benefit to a combat belt lies in its accessibility. Getting an item from a combat belt is a free action for any character with one level or more of Mobile Infantry trooper. This can be done once per round; retrieving more than one item (or the tools needed to perform one skill check) in a round is a move action.

Communications Set: Also called a comms set for short, this is a backpack device with all the electronics and aerials needed to perform communication work over a land range of 500 miles and an full orbital range when used by a trained comms technician. When used by someone with at least one level of that speciality class, a comms set grants a +1

Kits & Tools Table

Item	Size	Weight	Req. DC
Ammunition Bandoleer	Small	1 lb.	—
Bolt Cutter	Small	3 lb.	6
Chemical Kit	Small	3 lb.	16
Demolitions Kit	Small	4 lb.	16
Disguise Kit	Small	2 lb.	12
Duct Tape	Diminutive	1 lb.	—
Electrical Toolkit			
Basic	Small	6 lb.	14
Deluxe	Medium	10 lb.	21
Evidence Kit			
Basic	Small	3 lb.	7
Deluxe	Medium	4 lb.	15
Fake Unicard	Fine	—	—
First aid Kit	Tiny	1 lb.	5
Forgery Kit	Small	1 lb.	12
Handcuffs			
Steel	Diminutive	1 lb.	7
Zip-tie (25)	Fine	—	—
Lockpick Set	Tiny	½ lb.	9
Lock Release Gun	Tiny	½ lb.	12
Mechanical Toolkit			
Basic	Medium	7 lb.	13
Deluxe	Medium	12 lb.	20
Medical Kit	Small	5 lb.	15
Multipurpose Tool	Diminutive	½ lb.	9
Pharmacist Kit	Small	4 lb.	17
Search-and-Rescue Kit	Small	5 lb.	12
Surgery Kit	Medium	4 lb.	16
Combat Belt	Small	2 lb.	—
Lizard Line	Small	3 lb.	—
Communications Set	Medium	15 lb.	15
Neodog Pannier Bags	Medium	5 lb.	10
Field Rations	Tiny	2 lb.	5
Holovid Camera	Small	2 lb.	18
Databox	Tiny	1 lb.	18
Canteen	Tiny	½ lb.	5
Unicard	Fine	—	—



bonus to Code-Breaking checks because of its efficient and powerful design.

Databox: These small, handheld computers serve as notepads, diaries, calculators, books and sketchpads. In addition to performing personal computer functions, databoxes can interface and download information from larger computers and FedNet. Databoxes provide the user with a +2 bonus to Intelligence based skill checks relating to complex calculations, Computer Use checks involving downloads of information or all Knowledge checks.

Demolitions Kit: This kit contains everything needed to use the Demolitions skill to set detonators, wire and disarm explosive devices. A demolition kit includes one remote detonator; extra detonators and explosives must be requisitioned separately.

Disguise Kit: This kit contains everything needed to use the Persuade skill, including makeup, brushes, mirrors, wigs and other accoutrements. It does not contain clothing or uniforms, however. These are rarely available as-is on the street, and more represents the type of kit a character can put together to aid in Persuade checks over the course of several smaller purchases.

Duct Tape: Even in the dark future, the myriad uses of duct tape are limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely or up to 300 pounds for 1d6 rounds. Characters bound with duct tape must make a Strength or Escape Artist check (DC 20) to free themselves. A roll provides 70 feet of tape, two inches wide.

Electrical Toolkit: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools and leads and wires.

Basic: This small kit allows a character to make Repair checks to electrical or electronic devices without penalty.
Deluxe: This kit consists of a number of specialised diagnostic and repair tools as well as thousands of spare parts. It grants a +2 bonus on Repair checks for electrical or electronic devices and allows a character to make Technical (electrical) checks without penalty. Deluxe toolkits can be gleaned by spending an hour raiding an electronic-equipped workshop or laboratory for choice pieces.

Evidence Kits: Law enforcement agencies around the world use generally the same tools to gather evidence, when they bother to do so any more. Having an evidence kit does not grant access to a full crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab.



Without an evidence kit, a character receives a –4 penalty to use the collect evidence option of the Investigate skill.

Basic: A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs and other items to gather bits of physical evidence and prevent them from becoming contaminated.
Deluxe: A deluxe kit includes all the materials in a basic kit, plus supplies for analysing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and moulds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives and cards to gather fingerprints. It grants a +2 bonus on Investigate checks under appropriate circumstances (whenever the Games Master rules that the equipment in the kit can be of use in the current situation). Using a deluxe kit to analyse a possible narcotic substance or basic chemical requires a Technical (chemical) check (DC 15). In this case, the +2 bonus does not apply.

A deluxe evidence kit can be gleaned by spending an hour raiding a fully equipped crime lab for choice pieces.

Fake Unicard: Purchasing a falsified unicard card with a forged (if erroneous) FIC (Federal Identification Code) from a black market source can produce mixed results, depending on the skill of the forger and the authenticity of the base materials used. Typically, a civilian forger has one to four ranks in the Forgery skill, with a +2 ability modifier. When a character purchases a fake unicard, the Games Master secretly makes a Forgery check for the forger, which serves as the DC for the opposed check when someone inspects the fake unicard. The Requisitioning DC of a fake unicard is 10 + the forger's ranks in the Forgery skill. Once a fake unicard has been spotted, it is rendered effectively useless if its forged FIC is reported and removed from the system.

Unicards can be upgraded to provide driving permissions in the Federation at a Forgery DC increase of +5. These are legitimate enough to start most vehicles once their ownership security has been breached, since vehicles in the Federation are hardwired to require a driver's permit to use assuming someone does not disable this system (Technical (electronics) check (DC 23) to accomplish).

Field Rations: Described by most troopers as one step better than starving to death, these packs contain all the vital calories, nutrients and minerals needed by an athletic man or woman to sustain them for a single day. Virtually flavourless and completely self-contained in the form of white, chalky bars, they are usually a trooper's last option for food if there is any other choice available. Each ration pack

provides a trooper with enough basic nutrients to keep him alive for one day.

First Aid Kit: This kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a *dazed*, *unconscious* or *stunned* character by making a Treat Injury check (DC 15). A first aid kit can be used only once. Treat Injury checks made without a first aid or medical kit always incur a –4 penalty.

Forgery Kit: This kit contains everything needed to use the Forgery skill to prepare forged items. Depending on the item to be forged, a character might need legal documents or other items not included in the kit. This skill is important, as are the items in this kit, but they are nearly useless in the hands of someone without the Forgery skill to implement some level of authenticity for the forged items in various Federal databases and private information storage systems.

Handcuffs: Handcuffs are restraints designed to lock two limbs – normally the wrists – of a prisoner together. They fit any Medium or Small creature that has an appropriate body structure.

Steel: These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30, and require a Sabotage check (DC 25) or Escape Artist check (DC 35) to remove without the key.
Zip-Tie: These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 0, 4 hit points, and a break DC of 25. They can only be removed by cutting them off (Sabotage and Escape Artist checks automatically fail). There are flexible ferrite versions are available, ferrite zip-ties have hardness 1, 9 hit points, and a break DC of 28.

Holovid Camera: A slightly bulky one-handed camera capable of both taking audio/visual input and broadcasting it to any communications or storage medium within a 100 yard range, a holovid camera is typically used in the field to record firefights and important images for later broadcast over FedNet. Holovid cameras have four hours of internal recording memory and can be connected to computers for even more storage capacity.

Lizard Line: A cable dispenser with a built in launcher that allows troopers to extend the line anywhere within its maximum length (150 feet), these items are used for climbing, rappelling and many other uses that only occur to troopers in the heat of battle. The grapple tip on the end of a lizard line does not deal appreciable damage and the line dispenser cannot be used as an effective weapon, but it will go effectively where a trooper wishes it to and its automatic rewind is strong enough to pull him up a sheer surface with his full gear at a rate of 20 feet per round. Lizard lines cannot anchor in surfaces harder than stone.

Lockpick Set: A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make Sabotage checks to open mechanical locks (deadbolts, keyed entry locks and so forth) without penalty. Lockpick sets also include small electronic items designed to achieve the same effect with powered locks.

Lock Release Gun: This small, pistol-like device automatically disables cheap and average mechanical locks operated by standard keys (no skill check necessary). Release guns are completely useless against electronic locks, usually ruining them and rendering them fused closed if used on them.

Mechanical Toolkit: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners and even power tools.

Basic: This kit, which fits in a portable toolbox, allows a character to make Repair checks to repair mechanical devices without penalty. A basic toolkit can also be distributed evenly around a tool belt, allowing its weight to be carried without applying to a character's overall encumbrance.
Deluxe: This kit fills a good-sized shop cabinet. It includes a broad variety of specialised hand tools and a selection of high-quality power tools. It grants a +2 bonus to Repair and Technical (mechanical) checks for mechanical devices and allows a character to make Technical (mechanical) or Technical (structural) checks without penalty. A deluxe mechanical toolkit can be gleaned by spending an hour raiding a fully equipped workshop or garage for choice pieces.

Medical Kit: About the size of a large tackle box or storage case, this is the sort of kit commonly carried by military field medics. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a *dazed*, *unconscious* or *stunned* character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilise a *dying* character (see the Treat Injury skill). Skill checks made without a first aid or medical kit incur a –4 penalty.

Multipurpose Tool: This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers and wire cutters. The whole thing unfolds into a pair of pliers. A well-

made multipurpose tool can lessen the penalty for making Technical (mechanical), Technical (electrical) or Technical (structural) checks without appropriate tools to –2 instead of the normal –4. The tool is useful for certain tasks, as determined by the Games Master, but may not be useful in all situations. Very few mechanically inclined civilians or citizens alike step outside without one of these tucked into a pocket somewhere.

Neodog Pannier Bags: These pairs of containers are constructed of a lightweight polymer and mounted on a webbing harness. Each container is capable of holding ten pounds worth of gear. Often used to make the neodog self-sufficient by carrying water and food, there is also enough room in these bags for additional ammunition and other incidentals as desired by the animal's handler.

Pharmacist Kit: A portable pharmacy for use with the Technical (chemical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyse and dispense medicinal drugs. A pharmacy kit includes a number of consumable items and must be replaced at full cost after six uses.

Search-and-Rescue Kit: This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight space-saving blanket, a standard flashlight, 50 feet of durable nylon rope, two smoke grenades and one signal flare. In the Mobile Infantry, troopers usually wear their life-saving search-and-rescue kit on their belt right next to their sidearm.

Unicard: This item is ubiquitous in the future of the Federation; everyone has one from Mobile Infantry troopers all the way down to criminals awaiting execution (not that they wait very long). This card is issued as soon as a live birth is registered, a process that takes less than three minutes and can only be performed at licensed Federal Birth Centres (but then, legal infant deliveries can only be performed at these centres in any case). A unicard contains a civilian or citizen's name, his Federal Identification Code, family information, education and work experience and biometric description complete with gene scan. Unicards must be updated through a kiosk in any major town or city once every five years.

CYBERNETICS

While the distant future of *Starship Troopers* is quite advanced, the science of limb and organ replacement is not as well developed as one might think. Most prosthetic units are of the non- or partially powered variety, but medical associations have approved certain electronic regulators for life-threatening conditions. The artificial heart is the most recognised example. Other common examples include pacemakers and artificial kidneys. Nearly all such cybernetic attachments are simply designed to keep their recipients alive and reasonably healthy by linking computer microchips to the human nervous system. This 'cyborg chip' is the foundation for all cybernetic components. Prosthetics and artificial organs tend to be oversized, function at the minimum possible level of dependability, but not remarkably impressive on form or ability. Replacement arms are not incredibly strong, replacement legs do not offer superior movement speeds, and artificial organs do not possess special abilities as imagined in some forms of science fiction.

That said, replacement limbs and organs are in their way completely perfected. They operate on their own, utilising neural connections, which require no external controls, and perfectly (more or less) simulate the function of the body part they superficially resemble. A character with cybernetics may look a little strange and bulky, but they have no significant impairments other than needing a mechanic when their metal arm gets injured or similar technical issues.

SICON now offers at least baseline prosthetics to compensate for disabling injuries, such as the loss or partial loss of a limb, though the military does not promote elective cybernetic surgery. Their concern is overall health – not 'cosmetic' enhancement. Therefore, it is generally safe to assume that if a critically injured character with a missing limb can get to proper medical attention before expiring, replacements can and will be made available. In the Mobile Infantry, losing one arm and having it replaced is a sign of serious combat duty and is worthy of great respect. Losing one or both legs is usually enough for a medical discharge with honours and a one-way ticket to citizenship back home.

Of course, a trooper never *has* to accept a medical discharge. Some of the greatest heroes of the Federation have suffered massive injuries, taken their metal, and gone on to wage war against the enemies of humanity despite their losses. Such is the stuff of legends…

Cybernetic Replacements

Cybernetic replacements are prosthetic or artificial units intended to replace lost limbs and damaged organs. Common replacements provide no benefits other than duplicating the essential functions of their biological counterparts, and they present little strain on the beneficiary's overall well being. In appearance, a cybernetic replacement can be recognisably artificial or virtually indistinguishable from the real thing.

Construction & Repair

Cybernetic attachments while relatively simple, remain complex instruments with both electrical and mechanical

components. Repairing a damaged or non-functional cybernetic attachment requires ten hours of work and a successful Repair check (DC 25). A character needs both an electrical toolkit and a mechanical toolkit to facilitate repairs. Without one or the another, a character takes a –4 penalty on the check; without both kits, the penalty increases to –8.

Installation & Removal

Installing or removing a cybernetic replacement requires a successful Treat Injury check. A character with the Surgery feat suffers no penalty on the check.

Removing a cybernetic attachment without proper surgery causes lasting physical trauma to the patient's body, dealing 1d4 points of permanent Constitution drain.

Number of Cybernetic Attachments

A living creature can only have so much of their body replaced by cybernetic components. A living creature may have a maximum number of cybernetic attachments equal to 1 + the creature's Constitution modifier (minimum 0).

A creature may have more cybernetic attachments installed on its body than it can bear. However, the creature gains one negative level per cybernetic attachment that exceeds its maximum allowed. For each negative level, the creature takes a –1 penalty on all skill checks and ability checks, attack rolls, and saving throws and loses one effective level or Hit Die whenever level is used in a die roll or calculation. Further, a character with psychic powers loses the ability to manifest one power. The side effects caused by having too many cybernetic attachments are permanent and cannot be reversed by the removal of offending attachments.

Electrical Vulnerability

A creature with one or more cybernetic attachments takes 50% more damage from any attack that deals electrical damage.

Susceptibility to Attack

External cybernetic attachments are subject to attacks as if they were objects worn by their recipients.

Damaging Cybernetics

Damage wreaks havoc with cybernetic attachments. Whenever a creature with cybernetic attachments has one of those attachments targeted by an attack, the Games Master should roll percentile dice and consult the Damage Effects table to determine what happens.

Damage Effects Table

d% Roll	Effect of Failed Fortitude Save
01–30	Normal Effect
31–60	Attachment Disabled
61–80	Normal Effect and Attachment Disabled
81–100	Attachment Damaged and Side Effect

Normal Effect: The character immediately drops to –1 hit points and is *dying*.

Attachment Disabled: One cybernetic attachment (determined randomly or chosen by the Games Master) ceases to function until repaired (see Construction and Repair, above). The character suffers the effects of the disability for as long as the attachment remains disabled.

Attachment Damaged: One cybernetic attachment (determined randomly or chosen by the Games Master) continues to function but develops an unpleasant side effect that persists until the attachment is repaired (see Construction and Repair, above).

Side Effects Table

d% Roll	Side Effect
01 – 08	*Blurred Vision:* Character suffers a 20% miss chance on all attacks.
09 – 17	*Constant Trembling:* Character takes a –2 penalty on Dexterity-based skill checks.
18 – 25	*Cybernetic Rejection:* Character suffers 1d4 points of Constitution damage per day.
26 – 34	*Dizziness:* Character takes a –1 penalty on attack rolls, saving throws, ability and skill checks.
35 – 42	*Impaired Hearing:* Static distortion imposes a –2 penalty on all Listen checks.
43 – 50	*Impaired Vision:* Distorted images impose a –2 penalty on Spot checks.
51 – 59	*Insomnia:* Character can only sleep for minutes at a time and gains insufficient rest to heal naturally.
60 – 67	*Muscle Cramps:* Character moves at half speed.
68 – 76	*Muscle Fatigue:* Character takes a –2 penalty on Strength-based skill checks.
77 – 84	*Power Surge:* Character is *shaken* for one round if wounded; a successful Fortitude save (DC 12) negates.
85 – 93	*Psychosis:* Character suffers 1d4 points of Charisma damage per day, lapsing into a coma if the score drops to zero.
94 – 100	*Sensory Overload:* Character is *stunned* for one round if wounded; a successful Fortitude save (DC 15) negates.

Side Effect: The character suffers a debilitating side effect as the result of a damaged attachment. Various side effects are presented on the Side Effects table.

Cybernetic Replacements

The most basic replacement limbs and organs do not bestow any special benefits, but they suffer the usual drawbacks (see above). They do not add measurably to the recipient's weight.

Each replacement description includes the following information:
Benefit: What the cybernetic replacement allows its recipient to do.
Type: Replacements can be external or internal.
Hardness/Hit Points: The hardness and hit points of the replacement. Internal replacements do not have hardness.

Artificial Organ: An artificial organ fully replaces a defective or destroyed biological organ, such as a heart, lung, eye or ear.
Benefit: The artificial organ duplicates the function of its biological counterpart. It provides no special game benefits.
Type: Internal
Hardness/Hit Points: –/2
Requisition DC: 19

Bionic Eye: An artificial ocular implant which fully replaces a defective or destroyed organ and which mirrors the benefits of a 'snooper'.
Benefit: The artificial organ duplicates the functions of a visor fitted to the M-3a tactical helmet.
Type: Internal
Hardness/Hit Points: –/2
Requisition DC: 20

Integrated Weapon Mount: The recipient has a weapon integrated into their prosthetic limb. The weapon extends from the prosthesis and is visible when in use.
Benefit: The recipient has a combat knife (1d4+Str modifier damage) or small laser (1d4+Dex modifier damage) integrated into their prosthetic, typically in an arm. Attempts target the attached weapon automatically fail, and the weapon itself cannot be attacked unless it is extended. Extending or retracting the weapon is a free action.

Spotting an integrated weapon mount requires a successful Perception check opposed by the wearer's Sleight of Hand check.
Type: Internal
Hardness/Hit Points: 10/5
Requisition DC: 18 (does not include Requisition DC of weapon to be fitted)

Prosthetic Arm: A prosthetic arm fully replaces a lost or destroyed biological arm. The prosthetic arm may begin at the shoulder, elbow or wrist.
Benefit: The prosthetic arm duplicates the function of its biological counterpart. It provides no special game benefits.
Type: External
Hardness/Hit Points: 3/5
Requisition DC: 15

Prosthetic Leg: A prosthetic leg fully replaces a lost or destroyed biological leg. The prosthetic leg may begin at the thigh, knee or ankle.
Benefit: The prosthetic leg duplicates the function of its biological counterpart. It provides no special game benefits.
Type: External
Hardness/Hit Points: 3/7
Requisition DC: 15



Prosthetic Arm

Prosthetic Leg

GARAGE

Of all the vehicles in the Mobile Infantry, from skimmers to armoured personnel carriers used in some urban areas, the one that has captured the hearts and minds of Federation citizens is the Marauder powered suit. Massive enough to qualify as a vehicle rather than armour in the traditional sense, it is everything a power suit is and more. It carries massive firepower, allows mobility on a scale even greater than normal power suits and can deaden blows that would pulverise a regular trooper.

Of course, other vehicles have their place on the modern battlefield. While drop capsules are the preferred method of deploying troopers, there are times when other methods are required. Drop ships are the next logical choice: being able to move from orbit to ground in a matter of minutes, they are almost as fast as cap dropping, can carry far more gear and are nearly as reliable. Once on the ground, troopers can take advantage of Pegasus skimmers and the Gecko personal tanks if the situation calls for such equipment.

USING VEHICLES

Although they are perhaps less glamorous and impressive than Marauders, more traditional vehicles are still common in the wars of the Federation. They range from the smallest Unmanned Aerial Vehicles, used as scouts to the colossal troop transports used to take trooper squads to their destinations in deep space. Using any type of vehicle, including any of alien origin without proper training and familiarisation incurs a –4 penalty to all rolls and checks made to use the item.

Actions Within Vehicles

The occupants of any vehicle are divided into two categories – crew and passengers. Crew are necessary to ride, drive or pilot a vehicle, fire its weapons and, in the case of larger vehicles, monitor vital subsystems and maintain power plant output. Passengers are merely along for the ride, though they may take over crew positions and fire weapons from the vehicle if they wish.

Initiative checks are made for a vehicle as a single entity, using the modifier of the commanding pilot (this is simply the driver in a Marauder suit). As non-vehicles get their own Initiative scores, this can make combat somewhat confusing, but it makes things much simpler than if every pilot, crewman and passenger in each vehicle got their own scores.

It should be noted that a vehicle does not require actions to move, as every round it will automatically move its current speed. However, it requires a crewman to speed up, slow down or perform specific manoeuvres. Combat actions specific to vehicles are detailed later in this chapter.

Vehicle Speed

Every vehicle has a speed score. This is simply the maximum number of squares the vehicle is capable of moving every round. A vehicle's current speed can be anything between zero and its speed score. Half of this Speed score indicates the distance a vehicle can move in tactical combat.

Note that due to their predictable motion, traditional vehicle types such as Skimmer, Starship and Submersible do not get their pilot's Defence modifier to their Defence Values, as Air and Walker vehicles do. Marauders and other walkers, while they use the same movement scale as other vehicles, are more versatile -- they have no need to accelerate and decelerate, but can instead walk or run as desired in each combat round.

It should be noted that starships have no actual maximum speed, as they can simply continue accelerating through the void. However, starships capable of entering the atmospheres

Vehicle Speed Conversions Table

Speed	mph	Speed	mph	Speed	mph
10	4	210	78	450	155
20	8	220	82	500	186
30	11	230	86	550	205
40	15	240	89	600	224
50	19	250	93	650	242
60	22	260	97	700	261
70	26	270	101	750	279
80	30	280	104	800	298
90	34	290	108	900	335
100	37	300	112	1,000	373
110	40	310	116	1,250	466
120	44	320	119	1,500	559
130	48	330	123	1,750	652
140	52	340	127	2,000	745
150	56	350	130	2,500	932
160	60	360	134	3,000	1,118
170	63	370	138	3,500	1,304
180	67	380	142	4,000	1,490
190	71	390	145	4,500	1,676
200	75	400	149	5,000	1,863

of planets will have a speed score listed – this is the maximum speed they can reach while within an atmosphere.

Vehicle Scales

For the vast majority of scenarios, Games Masters and players will find these vehicle rules quick and easy to use, and miniatures or counters will not be required to track their position. However, many gaming groups enjoy using miniatures and complicated chase or combat scenes will be made a lot easier if everyone knows exactly where every vehicle is and what it is doing.

The majority of vehicles found throughout the Federation are capable of moving at incredible speeds. Because of this, players will find it convenient to use these scales for movement and combat involving vehicles. The scale for characters is five feet per square, however, this must be increased for vehicles or else very large miniatures will be required and maps will be far larger than most gaming tables! A variable scale is therefore used for characters, vehicles and spacecraft, as shown in the Scale table.

Scale Table

Type	Scale
Character	1 sq. = 5 ft.
Submersible, Surface and Walker	1 sq. = 50 ft.
Air and Skimmer	1 sq. = 500 ft.
Starship	1 sq. = 5,000 ft.

Skills & Control Modifiers

There are three skills used to operate vehicles in *Starship Troopers*; Drive, Pilot and Ride, all are used extensively throughout this chapter.

The speed at which a vehicle is travelling imposes a modifier to all Drive, Pilot or Ride checks used to operate it. The faster a vehicle is travelling, the more difficult it is to control and the less accurate any manoeuvres attempted will be. On the other hand, some vehicles are specifically designed for high speed manoeuvring and so may still be quite agile even when moving at top speed.

Two modifiers are always applied to Drive, Pilot or Ride checks when a character is operating a vehicle – the vehicle's Handling score and the control modifier detailed on the Control Modifiers table. It should be noted that for most Air vehicles, moving at slow speeds is actually more difficult than at high speeds.

Vehicles which use the Ride skill to operate, however, use the Drive check modifiers below and have a top end speed of 2,000. Beyond this speed, the Ride skill simply breaks down and a Mishap automatically occurs.

Control Modifiers

Speed	Drive/Ride Check Modifier	Pilot Check Modifier
100 – 500	+0	–8[1]
501 – 1,000	–2	–6[1]
1,001 – 1,500	–4	–4[1]
1,501 – 2,000	–6	–2[1]
2,001 – 3,000	–8	+0
3,001 – 4,000	–10	–2
4,001 – 8,000	–12	–4
8,001 or more	n/a	–6

[1]This penalty does not apply to VTOL (Vertical Take-Off or Landing) capable vehicles.

Changing Speed

A character in control of a vehicle can change its speed once each round as a free action by up to the acceleration or deceleration scores listed in the vehicle's description. The vehicle's current speed in metres per melee round is automatically increased or decreased by any number up to these two scores.

In space there is no maximum acceleration, but ground vehicles may not exceed a speed of 1,000 and aircraft in an atmosphere may not exceed a speed of 8,000. There are certainly cases of both vehicle types being capable of exceeding these speeds, but assume these are top end limits built into military craft for safety reasons and as a compensation for the limitations of human pilots and control surfaces.

Example: A Pegasus combat skimmer has an acceleration score of 50 and deceleration of 50. If it is travelling at speed 120, it may either decelerate down to speed 70, accelerate up to speed 170 or any other speed in-between as a free action by the driver.

Manoeuvres

In addition to changing speeds characters operating vehicles can also attempt a wide range of manoeuvres. All manoeuvres are considered to be move actions and in a single round, a character operating a vehicle can either perform one manoeuvre along with a standard action (such as an attack) or two manoeuvres. Manoeuvres can be attempted at any point during a vehicle's movement.

Manoeuvres require a Drive, Pilot or Ride check, as appropriate for the type of vehicle, and both the vehicle's handling and Control Modifiers are applied. The various manoeuvres possible in vehicles and the DC required to

complete them are detailed below. not all vehicles can perform all manoeuvres.

Vehicle Manoeuvres Table

Manoeuvre	Drive/Pilot/Ride Check DC
Avoid Colossal Hazard	40
Avoid Diminutive Hazard	2
Avoid Fine Hazard	0
Avoid Gargantuan Hazard	35
Avoid Huge Hazard	30
Avoid Large Hazard	25
Avoid Medium Hazard	20
Avoid Small Hazard	15
Avoid Tiny Hazard	10
Climb/Dive	0
Emergency Deceleration	15
Immelmann Turn	20
Jink	20
Jump	15 – 25+
Landing	10
Loop	20
Ram	Target's DV
Regain Control	10[1]
Take Off	5
Take Off From Carrier or Starship	10
Turn	0
Turn, Extreme	20
Turn, Handbrake	25
Turn, Sharp	15
Hard Climb/Dive	15

[1] In addition to the vehicle's Handling and Speed scores, this check is also modified by the severity of the Mishap, as detailed later.

Avoid Hazard: Wrenching at his controls, the character operating the vehicle manoeuvres wildly to avoid an obstacle in his path. The DC of the check is based on the size of the hazard, as shown on the table above.

Climb/Dive: In the main, it is not necessary to track the altitude of atmospheric vehicles in the game – so long as the distance between two fighting vehicles is known, combat can proceed without further complication. However, it can sometimes be an issue when an aircraft is involved in combat with a vehicle on the ground. In this case, the character operating the Air vehicle simply declares what altitude he is at, in terms of feet, at the beginning of the combat. By climbing or diving, a vehicle moves forward at half of its speed and either gains or loses altitude, as appropriate, by the same amount. Only aircraft can perform this manoeuvre.

Emergency Deceleration: By riding the brakes or thruster jets, a character may dramatically slow his vehicle in order to avoid disaster. A successful emergency deceleration will allow a vehicle to decelerate by twice its normal Deceleration score in a single round. This manoeuvre may only be attempted by a vehicle once per round.

Immelmann Turn: By climbing or diving vertically, then rolling before pulling level again, a vehicle can effectively change its direction to any facing.

Jink: As a full-round action, a character may 'jink' his vehicle, taking extreme evasive action in an attempt to throw off any attack. He gains a +4 bonus to DV (+8 against guided missiles of any kind) until his next action.

Jump: A vehicle can attempt to jump over an obstacle, such as another vehicle or a ravine. The Games Master sets the DC for the control check as he feels appropriate to the distance and obstacle being crossed, but it should be noted that the Control Modifier of the vehicle is used as a bonus when jumping, not a penalty. If successful, the vehicle makes the jump successfully, but a second control check is immediately required in order for the character to control the vehicle when it lands. The Control Modifier applies as normal to this second check.

Landing: This manoeuvre is used to land a vehicle on a flat surface, such as a runway, landing strip or carrier ship. Hard landings are also possible if the ground is not perfectly smooth or if any terrain but flat ground is in the landing area, but these impose a further –5 penalty to the check.

Loop: The vehicle executes a full loop over the course of the round. Though its speed need not change, the vehicle will effectively not move on a map. Surface vehicles may not attempt a loop.

Ram: Though this is a highly dangerous manoeuvre, a character may intentionally attempt to ram another vehicle (see Ramming and Collisions for more details).

Regain Control: A character must succeed at this manoeuvre in order to negate the effects of a Mishap. The penalty for the Mishap is always applied to the check, as well as the vehicle's Handling score and Control Modifier.

Takeoff: This manoeuvre is used in order to launch from the ground or other suitable surface such as the roof of a particularly large building.

Takeoff from Carrier or Starship: This manoeuvre is like a standard takeoff but is slightly more difficult due to the very short runway and the unusual experience of being 'shot' out of a catapult rather than the more typical takeoff.

Turn: By making a turn, the character can change the facing of his vehicle by up to 45°.

Turn, Extreme: Wrenching hard at the controls, a character may turn his vehicle violently. A successful extreme turn will allow a vehicle to turn up to 135°, instead of just 45°.

Turn, Handbrake: A successful handbrake turn will spin a vehicle around up 180° to face the opposite direction of travel, while coming to a complete stop (speed 0). Air and Starship vehicles may not attempt a handbrake turn.

Turn, Sharp: A successful sharp turn will allow a vehicle to turn up to 90°, instead of just 45°.

Hard Climb/Dive: Upon successful completion of this manoeuvre, the vehicle will climb or dive at an angle of between 45° and 90°. The character operating the vehicle may choose how much of the vehicle's speed will be expended to gain or lose altitude, but it must be more than half of its current speed.

Mishaps

Whenever a character fails a control check while operating a vehicle, he will start to lose control. The vehicle may skid, spin or collide into an obstacle, which may prove deadly to the character and his passengers. It will also be much more difficult to manoeuvre a vehicle while it is out of control and the character operating it must attempt to regain control. When a Drive, Pilot or Ride check is failed, note the amount by which it was failed by and consult the Vehicle Mishaps table to determine what happens to the vehicle.

Vehicle Mishaps

Control Check Failed By	Effect	Control Check Penalty
5 or less	Slip	–2
6 – 10	Slide	–4
11 – 15	Skid	–6
16 – 18	Spin	–8
19 – 20	Roll	–10
21 or more	Collision	See Collisions and Ramming

Slip: The vehicle starts to slip sideways, lose traction or begins to swerve slightly. The vehicle completes the manoeuvre being attempted but any further control checks are made with a –2 penalty until control is regained.

Slide: The vehicle slides violently and teeters on the edge of being completely out of control. The vehicle only moves half of its current speed (though its actual speed does not change) and the manoeuvre is only partly completed. For example, any extreme or sharp turn will only result in a normal turn or a hazard will be clipped or sideswiped. If a jump was being attempted, the vehicle will not quite make the distance. Any further control checks are made with a –4 penalty until control is regained.

Skid: The vehicle's speed drops by 50 and it skids one square to the left or right (determined randomly or at the Games Master's discretion). If this brings it into the same square as another vehicle or object, it collides (see below), and if any manoeuvre was being attempted, it fails completely. The vehicle's speed continues to drop by ten and move one square to the side each round until control is regained, the vehicle stops or it crashes into something. Any further control checks are made with a –6 penalty until control is regained.

Spin: The vehicle goes into an almost uncontrollable spin, its speed will dropping by 50 and moving in a random direction every round until control is regained, the vehicle stops or it crashes into something. Any further control checks are made with a –8 penalty until control is regained.

Roll: The vehicle tumbles, taking damage. At character scale, the vehicle rolls in a straight line in its current direction for a number of squares equal to the turn number for its speed, then ends its movement. At the end of the vehicle's roll, reorient the vehicle perpendicular to its original direction of travel (determine left or right randomly). At any other scale, the vehicle rolls one square before stopping and reorienting. At any scale, a vehicle takes damage equal to 2d6 x the character scale turn number for its speed (use the turn number from character scale even at chase scale). The vehicle's occupants take damage equal to 2d4 x the character scale turn number for its speed (Reflex save, DC 15, for half damage).

Collisions & Ramming

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (DC 15) to reduce the damage by half.

Resolving Collisions

The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to the Collision Speed and Collision Size tables.

Collision Speed Table

Highest Speed	Damage Die Type
¼ Speed	d2
½ Speed	d4
¾ Speed	d8
Full Speed	d12

Collision Size Table

Smallest Object or Creature Size	Number of Dice
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium	4
Small	2
Tiny	1
Smaller than Tiny	0

After finding the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. For vehicles moving in reverse, consider the back end to be the vehicle's 'front' for determining the collision multiplier. Consult Collision Direction Table for a multiplier.

Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum number of squares for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other vehicle or object aside, if possible, and continues until it has moved the minimum number of squares for its new speed category.

Collision Direction Table

Colliding Vehicle's Target	Multiplier
A stationary object	x 1
A moving vehicle, striking head-on or 45 degrees from head-on	x 2
A moving vehicle, striking perpendicular	x 1
A moving vehicle, striking from the rear or 45 degrees from the rear	x ½
A vehicle being sideswiped	x ¼

The operator of the vehicle that caused the collision must immediately make a control check (DC 15) or suffer an automatic Mishap. The operator of the other vehicle must succeed on a control check (DC 15) at the beginning of his next action or lose control of his vehicle.

Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle. Each of the occupants may make a Reflex save (DC 15) to take half damage.

Damage to Vehicle Occupants Table

Cover	Damage
None	Same as damage taken by vehicle
One-Quarter	One-half damage taken by vehicle
One-Half	One-quarter damage taken by vehicle
Three-Quarters or more	None

VEHICLES IN COMBAT

If a vehicle is armed and listed as requiring a gunner, the pilot may not engage its weaponry unless the vehicle's description specifically states that he is in control of one or more weapon systems. Weapons mounted to any vehicle other than a Marauder suit require the Mounted Weapon Proficiency feat to use adequately. Riding vehicles are an exception to this; the rider of such a vehicle can always use one of its weapon systems once a round as its primary gunner.

Base Attack Bonus & Number of Attacks

The crewman primarily in charge of using a vehicle's weapons is the one to contribute his base attack bonus to the weapon system in question. Because mounted weapons require a full-attack action to use and only strike once, a single gunner can typically only fire once a round, regardless of his normal number of attacks. Mounted weapon attacks use the operator's Dexterity bonus for attack rolls. Starship weapons use the Intelligence bonus.

Weapon Ranges

The stability and ease of use of a mounted weapon on a vehicle reduces the normal –4 penalty to attack at long range to only –2. This reduction carries on into the extreme range category if a gunner has the Far Shot feat, making Far Shot attacks at a –4 instead of a –8 in total (–2 for long, –2 for extreme).

Marauder Exception

A Marauder is built for rapid response and allows its operator to use any of its weapons as an attack action. This allows the driver of a Marauder suit to use each weapon once in a given round up to his number of attacks. Unfortunately,

weapon reload and activation times still limit each to a single attack (though this may be autofire or a three-round burst if possible) each round. This forces a Marauder pilot to attack with mixed weapon types if he is capable of more than one attack a round.

The servos and power behind an M-8 Marauder suit's manipulator arms allows it to make thrown attacks out to long range whereas most thrown weapons cannot be made past their normal range. The usual –4 penalty for a long range attack still applies.

A character operating a Marauder suit suffers a –2 penalty to all attack and skill checks and cannot make more than one attack each round and must use the full-attack action to accomplish even that! This simulates the basic training in Marauder suits that all troopers receive. Members of the Mobile Infantry with the Marauder Mastery feat can take their full number of attacks without suffering the –2 penalty listed above.

VEHICLES & DAMAGE

Vehicles can take damage from attacks like anything else, but their sturdy construction makes them much harder to damage significantly with anything less than a heavy weapon. Vehicles come in two resilient forms – hard armoured and soft armoured. Sort armoured vehicles take damage just like characters do and can be hurt by anything other than a disease or poison. Hard armoured vehicles are far more enduring; they only take damage from acid, explosions, rifle, heavy and mounted weaponry. Pistols and close combat weapons are simply too weak to penetrate their construction. Arachnids are phenomenally strong and lethal. Their close combat attacks can penetrate hard armoured vehicles just as easily as they rend apart softer prey.

Vehicle Hit Locations

Any successful attack against a vehicle has to roll on the appropriate vehicle chart to see where it has struck and what additional effects may happen to the vehicle accordingly. Destroyed locations are rerolled.

These charts are optional and can be ignored if the flow of combat is easier with simple hit point reduction and straight combat damage. They do lend a certain cinematic flair to heavy combat and should be used if a Games Master is willing to take the extra step during each round.

Wheels/Tracks/Wings/Arms/Legs: This hit threatens to impair the mobility of the vehicle or destroy a major part of its functionality. The damage is reduced by half, but if this value is equal to or greater that the vehicle's listed hit points for that location type, the affected part is destroyed. Any weapons or equipment in that location are immediately ruined and lost. If the vehicle is a Surface or Walker type, a lost leg, wheel or track cuts the Vehicles Speed in half and imposes a –6 penalty to its Defence Value. A lost arm has no direct effect other than ruined equipment.

An Air or Skimmer vehicles with a lost wing crashes immediately if it is in atmosphere or loses the ability to make turns to the affected side if it is in space. Starship or Submersible vehicles have nose and tail locations instead and suffer a –4 penalty to all Pilot checks if either is lost. If both are lost, Pilot checks to manoeuvre the affected vehicle are impossible.

Engine/Power Plant: These hits are especially crippling as they can leave an affected vehicle helpless while the vast majority of it is intact. An engine hit does not do any harm to the vehicle's hit point total, but if it penetrates the vehicle's damage reduction it forces the pilot to make a save for his vehicle. Roll 1d20 + the vehicle's damage reduction. The DC of the check is equal to the actual damage that would have been done after DR (maximum of DC 30); failure

Ground Vehicles Table

1d20	Location
1–3	Front Wheels/Tracks
4–6	Rear Wheels/Tracks
7	Engine
8–12	Weapon/Equipment
13–19	Chassis (hit points)
20	Crew Compartment

Air, Skimmer, Starship & Submersible Vehicles Table

1d20	Location
1–3	Nose or Left Wing
4–6	Tail or Right Wing
7–8	Engine
9–12	Weapon/Equipment
13–19	Chassis (hit points)
20	Crew Compartment

Walker Vehicles Table

1d20	Location
1–5	Left Leg/Arm
6–10	Right Leg/Arm
11	Power Plant
12–13	Weapon/Equipment
14–19	Torso
20	Cockpit

leaves the vehicle completely helpless as all of its power is lost. Air, Skimmer and Submersible vehicles remain on their present course and speed, crashing if they are in an atmosphere. Starship vehicles remain on their present course and speed, crashing if they encounter an atmosphere or other stellar hazard. Surface and Walker vehicles crash if they are travelling at Speed 200 or over; otherwise they grind to an immediate halt.

Weapon/Equipment: This result does not deal any direct damage to a vehicle, but if the attack does ten points or more after taking the vehicle's damage reduction into account, the affected weapon is disabled. These can usually be repaired but if the attack does 20 points or more above damage reduction it is permanently destroyed. Determine which weapon or piece of vehicle equipment is potentially affected at random with each item given an equal chance.

Chassis/Torso: Attacks to this area of a vehicle are simply treated as attacks to the vehicle's overall hit points. Damage reduction is applied to the chassis/torso hit points and no special effects occur unless a vehicle is reduced to zero hit points in that location at which point it is destroyed. Excess damage past this point is applied directly to all crew inside, with each crew member and passenger. In this instance, armour worn by crew members and passengers will count its DR against the blast.

Cockpit/Crew Compartment: Vehicles are notoriously poorly defended against direct strikes to the cockpit or cab. This attack affects a vehicle crew's hit points first. Once these are gone, any excess or additional attacks to this location affect the operator instead. The crew's armour applies against this damage as does half the vehicle's damage reduction, however, all crew and passengers are considered flat-footed.

MOBILE INFANTRY VEHICLES

The following vehicles are a selection commonly utilised by the Mobile Infantry. Each one is an example of many others like it and should be used by Games Masters either as they appear here or as examples of how to design speciality vehicles for their own campaigns.

'The Mobile Infantry has seen fit to give you a Marauder suit to use in today's field action. If you have the audacity to get your blood all over it, be certain that you will be cleaning it up yourself. Do you get me, private!?!'

– Unnamed Drill Sergeant

Vehicles are classified by a the following information:
Size: Ranging from small one-man ground cars to the immense Starships of the mighty SICON Fleet spread throughout the galaxy, vehicles tend large. These size categories extend to cover the truly massive vehicles found in the Federation, as shown on the Vehicle Sizes table.

Vehicle Sizes

Size Category	DV modifier	Length
Fine (F)	+8	6 in. or less
Diminutive (D)	+4	6 in. – 1 ft.
Tiny (Ti)	+2	1 – 2 ft.
Small (S)	+1	2 – 4 ft.
Medium (M)	+0	4 – 8 ft.
Large (L)	–1	8 – 16 ft.
Huge (H)	–2	16 – 32 ft.
Gargantuan (G)	–4	32 – 64 ft.
Colossal (Co)	–8	64 – 128 ft.
Immense (I)	–10	128 – 256 ft.
Vast (V)	–12	256 – 512 ft.
Tremendous (Tr)	–14	512 – 1,024 ft.
Capital (Ca)	–16	1,024 – 2,048 ft.
Super-Capital (SC)	–20	2,048 ft. or more

Type: The general classification of the vehicles, typically one of the following:

Air: Covering all atmospheric capable aircraft, this type of vehicle generally requires use of the Pilot skill to control.
Surface: Covering all wheeled and tracked vehicles, this type of vehicle describes those which are in contact with the surface of a planet while in operation. These vehicles typically require the use of the Drive skill to operate.
Skimmer: Covering all ground-effect vehicles, this type of vehicle typically requires the use of the Pilot skill.
Submersible: Covering all vehicles which travel beneath the surface of water. These vehicles typically require the use of the Pilot skill to operate.
Starship: Covering all space-capable vehicles. These vehicles typically require the use of the Pilot skill.

Defence Value (DV): The Defence Value of the vehicle.

Crew Capacity (CC): The standard crew compliment of the vehicle, followed by the gunners (in addition to the crew), followed by the number of passengers the vehicle can accommodate.

Hit Points by Location: The hit points attributed to the vehicles various locations, typically consisting of the following; arms, chassis, crew, legs, tracks, wheels and wings.

The crew location gives average hit points for the vehicle's crew if the vehicle is not under player control.

Damage Reduction (DR): The damage reduction score of the vehicle's locations, followed, in parentheses, by the number of these locations present on the vehicle.

Speed (Spd): The maximum distance the vehicle can move per round.

Acceleration/Deceleration (Acc/Dec): The increments by which the vehicle can increase or decrease its Speed.

Handling (Han): The modifier applied to the vehicle controller's Drive, Pilot or Ride checks to operate the vehicle.

Cargo: The maximum mass of cargo that can be carried by the vehicle.

Equipment: The typical equipment fitted to or into the vehicle. This equipment is typically integrated and its removal from the vehicle will cause it to cease functioning.

Weapons: The number and type of weapons systems the vehicle has mounted, followed, in parentheses, by the weapon's fire arc, range, damage and any special rules for its use.

Weight: The vehicle's physical weight.



F90-2 Pegasus Combat Skimmer

Bullfrog Combat Dingy

The Bullfrog combat dingy is a small inflatable raft that can serve a variety of functions when deployed in the field, from emergency escape for downed troopers to transport of Covert Ops troopers. While unarmed and unarmoured, there is many a trooper who owes their lives to one of these vessels.

Medium Soft-armoured Surface Vehicle; **DV:** 12; **CC:** 1 driver, 5 passenger; **Chassis:** 20 hp; **Inflatable Skirts:** 5 hp; **Crew (open)** 0 hp; **DR:** chassis 5, inflatable skirts 2, crew 0; **Spd** 200; **Acc/Dec:** 20/20; **Han:** +3; **Cargo:** 500 lb.; **Weapons:** None; **Equipment:** None; **Weight:** 0.5 tons

F90-2 Pegasus Combat Skimmer

SICON recognises the need for both high-speed response and air support for the Mobile Infantry, with this in mind, the F90-2 Pegasus combat skimmer has been developed. Capable as serving as a mobile command centre in much the same way as the GK-12 Gecko APC, the Pegasus is considerably faster, more manoeuvrable and is smaller than many Fleet fighter craft. While the Pegasus does not have any mounted weapons systems it does have the capacity to carry two Piranha jet skis or two Sprite reconnaissance skimmers, as well as a Bullfrog combat dingy. The F90-2 Pegasus combat skimmer is becoming the workhorse of many a Mobile Infantry squad.

Huge Soft-armoured Skimmer Vehicle; **DV:** 13; **CC:** 1 driver, 10 passengers; **Chassis:** 100 hp; **Engine:** 20 hp; **Crew (open):** 0 hp; **DR:** chassis 5, engines (2) 2, crew —; **Spd:** 500; **Acc/Dec:** 50/50; **Han:** +4; **Cargo:** 500 lb.; **Weapons:** None; **Equipment:** Geosynchronous location sensor (adds +1 to Pilot checks) Surface surveillance radar (senses other vehicles and terrain features within 200 ft.), two Sprite reconnaissance skimmers or two Piranha jet skis mounted on forward ailerons, one Bullfrog combat dingy mounted beneath cockpit; **Weight:** 6 tons

GK-12 Gecko Armoured Personnel Carrier

Sometimes referred to in the Mobile Infantry as a poor man's Marauder suit, the GK-12, or Gecko, as it is affectionately known, is primarily used to move troopers quickly from one hotspot to another nearby. Lacking any serious firepower, the GK-12 can often be found serving as a mobile command point for troopers on extended missions or with P.O.A.'s that necessitate a large number of short trips, journeys that would be impractical for Fleet to perform. Geckos are much cheaper to build, maintain and replace than Marauder suits and attack aircraft, thus their prevalence, and goes a long way towards explaining their continued use by SICON.

Large Hard-armoured Surface Vehicle; **DV:** 12; **CC:** 1 driver, 1 gunner, 8 passengers; **Chassis:** 90 hp; **Tracks:** 10 hp; **Crew:** 8 hp; **DR:** chassis 10; crew 4; tracks (6) 4; **Spd:** 200; **Acc/Dec:** 10/10; **Han:** +1; **Cargo:** 1,500 lb.; **Weapons:** Twin machine gun (front, 300 ft., 4d8 x2 crit, driver can operate these as one weapon and do so while driving as a –4 penalty to both the attack roll and any Drive checks made the same round); **Equipment:** Geosynchronous location sensor (adds +1 to Drive checks), Surface surveillance radar (senses other vehicles and terrain features within 200 ft.); **Weight:** 4 tons

MAC Hauler/Transport Truck

A very common vehicle designed for a very common duty, the MAC hauler is found on many shapes and sizes throughout the Federation doing the same thing day in and day out – carting supplies and materials from one end of a planet to the other. Built to last and economical enough to be affordable to virtually any size business, they are reliable enough to be one of the only civilian made vehicles ever to be adopted into SICON service. As such, troopers become very familiar with the sight of MAC haulers on military bases and may well have had some of their official driver training behind the rudimentary controls of one.

Huge Hard-armoured Surface Vehicle; **DV:** 12; **CC:** 1 driver, 1 passenger; **Chassis:** 80 hp; **Wheels:** 12 hp; **Crew** 6 hp; **DR:** chassis 8, crew 4, wheels (6) 2; **Spd:** 60; **Acc/Dec** 3/6; **Han** –2; **Cargo** 2000 lb.; **Weapons:** None (but stable enough to mount one); **Equipment:** Geosynchronous location sensor (adds +1 to Drive checks), ground surveillance radar (detects other vehicles within 60 ft.); **Weight** 4 tons

Poseidon Armoured Water Cruiser

A vehicle with limited deployment potential because of its design, the Poseidon is nonetheless a vital craft when the Mobile Infantry has to tackle an objective on a water world or in aqueous environments. Lightly armoured and only usable to a depth of 500 feet without additional modifications, this amphibious military vehicle can operate as both a boat and a submarine, taking a full squad of armoured troopers and a pair of Marauder suits into environments they could not otherwise reach. The Poseidon is not a common vehicle in the Mobile Infantry's arsenal but every platoon typically has one available for emergency use.

Huge Hard-armoured Submersible Vehicle; **DV:** 16; **CC:** 1 driver, 8 passengers; **Chassis:** 80 hp; **Fins:** 10 hp; **Crew** 10 hp; **DR:** chassis 5, crew 5, wings 5; **Spd** 200; **Acc/Dec:** 20/10; **Han:** +2; **Cargo:** 4,000 lb. (typically reserved for equipment and a pair of Marauders; **Weapons:**

Piranha Combat Jet Ski



Hull-mounted 'Hel' Flamer (turret, 50 ft., 3d12 fire, this system retracts into the hull of the vehicle before diving); **Equipment:** Geosynchronous location sensor (adds +1 to Pilot checks), surveillance sonar (senses other vehicles and objects within 600 ft., periscope (50 ft. height, allows normal Perception checks above water), environmentally sealed; **Weight:** 6 tons

Piranha Combat Jet Ski

While few Mobile Infantry troopers are comfortable passengers, most appreciate the freedom, speed, manoeuvrability and response time of a Piranha jet skis. These vehicles are swift and well-armed – two things the Mobile Infantry appreciate above all other virtues. These vehicles are commonly mounted in pairs to the forward ailerons of a Pegasus combat skimmer.

Medium Hard-armoured Surface Vehicle; **DV:** 17; **CC:** 1 driver, 1 passenger; **Chassis:** 40 hp; **Skis:** 6 hp; **Crew (open)** 0 hp; **DR:** chassis 5, crew 0, skis 3; **Spd** 800; **Acc/Ded:** 40/80; **Han:** +5; **Cargo:** 50 lb.; **Weapons:** Twin rocket launchers (front, 150 ft., 3d10, driver can operate these as one weapon and do so while driving as a –4 to both the attack roll and any Ride checks made the same round); **Equipment:** Geosynchronous location sensor (adds +1 to Ride checks), Surface surveillance radar (senses other vehicles and terrain features within 120 ft.), Homing sensor (vehicle can return to a homing unit within ten miles without a driver); **Weight:** 0.5 tons

Sprite Reconnaissance Skimmer

While few Mobile Infantry troopers enjoy driving a Gecko into combat, most appreciate the speed and manoeuvrability of a Sprite skimmer. A ground-effect vehicle with a set of three thrusters that maintain a height of two feet over the terrain below at all times. While many officers dream of mounting their entire squad on these incredibly swift and

well-armed vehicles, their per-unit cost make this unfeasible for all but the most decorated or deserving.

Medium Hard-armoured Riding Ground Vehicle; **DV:** 17; **CC:** 1 driver, 1 passenger; **Chassis:** 40 hp; **Hover Pods:** 6 hp; **Crew (open)** 0 hp; **DR:** chassis 5, crew 0, hover pods 3; **Spd** 800; **Acc/Dec:** 40/80; **Han:** +5; **Cargo:** 50 lb.; **Weapons:** Twin rocket launchers (front, driver can operate these as one weapon and do so while driving as a –4 to both the attack roll and any Drive checks made the same round); Twin rocket launchers (front, 150 ft., 3d10, driver can operate these as one weapon and do so while driving as a –4 to both the attack roll and any Ride checks made the same round); **Equipment:** Geosynchronous location sensor (adds +1 to Ride checks), Surface surveillance radar (senses other vehicles and terrain features within 120 ft.), Homing sensor (vehicle can return to a homing unit within ten miles without a driver); **Weight:** 0.5 tons

M-8 Marauder Assault Armour

The Marauder M-8, also called the Ape suit, is a tactical suit of extremely powerful armour, mechanically assisted and equipped with weapons, computer systems and sensors that place it in the effective realm of an entire squad of Mobile Infantry troopers all by itself. Its name comes from its large arms and relatively short, wide legs which give it a very simian profile both when standing at parade rest and when lumbering towards a target to deliver a much needed order of pain and destruction.

The M-8 suit is derived from the M-9 Walker and incorporates all of its technical advancements while featuring many scientific achievements made from watching the Chickenhawk in battle and determining how its performance profile could be improved. Even the most optimistic of technologists would have to admit that the Ape is only a mixed success in this regard. While it is certainly better armoured and carries improved firepower on a more stable combat frame, it does not have a modular design and cannot be repaired as readily. Time in the field may eventually negate the latter disparity with the M-8, but the tactical flexibility issue will likely never be resolved.

All Marauder suits have the same serious design flaws. They take 26 hours to take from 'cold' storage to 'warm' active service. Once ready to take the field, they can only operate for eight hours on their power cells before all their systems go dead and they are rendered immobile. Field engineers assigned to Marauder suits always bring replacement cells when they can, but this can still leave a Marauder driver helpless and immobile in enemy territory.

'Those R&D are a lot smarter than most folks give them credit for. The only way any M.I. squad worth the name would ever accept a new Marauder suit was to make it look like an Ape. I doubt that was an accident. Look alive, you apes! That bug nest won't nuke itself!'

Marauder weapons systems can only be fitted to Marauder suits and are not used by other vehicle types because of their specialised engineering and design. Marauder weapons are difficult to service, operate on the suit's internal battery power and are high-firepower models meant to deal a lot of damage quickly to maximise the Marauder suit's combat potential.

Large Hard-armoured Walker Vehicle; **DV:** 10 + Marauder driver's Defence Bonus; **CC:** 1 driver; **Chassis:** 160 hp; **Arms:** 40 hp; **Legs:** 50 hp; **Crew:** 15 hp; **DR:** chassis 14, crew 7, arms 8, legs 8; **Spd:** 70; **Acc/Dec** 10/20; **Han:** +2; **Cargo:** 20 lb.; **Weapons:** See M-8 Weapons table; **Equipment:** Geosynchronous location sensor (adds +1 to Pilot checks), Surface/Air surveillance radar (senses other vehicles within 600 ft.), salvo switch (driver can fire all craft weapons as a single attack at a single target), environmentally sealed, integrated lizard line (500 ft. in length and capable of lifting 13 tons), driver's power armour capabilities (cannot be ruined as the result of an equipment hit), jump jets (1,200 ft., 100 ft. maximum per jump); **Strength**: 40; **Weight** 10 tons

Brunham MW-206 Light Rotary Cannon: A refinement of rotary machinegun technology, the MW-206 is a light version of the MW-265 'Electric Eight' weapon that graces the M-9 Marauder suit. It sacrifices stopping power for a much longer range, allowing the M-8 to engage targets at a greater distance before closing into hand-to-hand combat. The light rotary cannon chambers the same grade of ammunition as the MW-265 'Electric Eight', allowing its munitions to be interchanged in an emergency.

FedCom MW-209 'Trip Hammer' Grenade Launcher: A twin barrelled grenade launcher, this weapon is extremely effective at targeting distant mission objectives with a normally short-ranged attack. The 'Trip Hammer' fires two standard grenades (of any type) at once and propels them with remarkable speed and force. They cannot be used against targets within 30 feet as they will fail to arm properly. Roll to hit for each grenade separately; if they deviate they

M-8 Weapons Table

Weapon	Type	Damage	Crit.	Range/Spaces	Burst	RoF	Mag.	Size	Hardpoint
Twin TW-203-a Morita 'Ape Special'	Mounted	3d8	20	125 ft./25	Y	S, A	30	Large	Both Hands
Twin SW-226-f 'Fireballs'	Mounted	5d12 fire	—	50 ft./10	—	S	15	Large	Both Hands
MW-206 Light Rotary Cannon	Mounted	4d8	20	90 ft./18	Y	A	300	Large	Left Shoulder
MW-209 'Trip Hammer' Grenade Launcher	Mounted	See text	—	100 ft./20	—	—	8	Large	Left Forearm
SW-422 'Y Rack' Missile Launcher	Mounted	10d6 explosion	—	300 ft./60	—	—	8	Large	Back

will do so as if thrown up to five range increments (see Grenades and Explosives on pg. 92).

FedCom SW-422 'Y Rack' Missile Launcher: These weapons are built onto the back of an M-8 Marauder suit. This weapons system fires either a single or a pair of missiles (driver's choice) at any point within the range of the Marauder's forward fire arc. Care must be taken not to be caught in the explosion(s). 'Y Racks' do not deviate and *cannot* be used while jumping. A driver may choose not to use a 'Y Rack' at all if he wishes.



M-8 Marauder 'Ape'

Twin Morita TW-203-s 'Ape Special': This special adaptation of the Morita assault rifle takes the operative parts of two TW-203-a weapons and builds them into the arms of an M-8 walker. These weapons are mounted in the hands of an Ape Marauder and are used in tandem against targets. An M-8 using only one hand for an attack follows all the same rules as a TW-203-a Morita rifle on pg. 89. No underslung options are available for these variants of the Morita rifle. These weapons can be fitted in place of the twin Voight & Gromann SW-226-f 'Fireball', but the two systems cannot be mounted on the same M-8 Marauder suit.

Twin Voight & Gromann SW-226-f 'Fireball': This special adaptation of the Voight & Gromann SW-226-f 'Hel' flame thrower takes the operative parts of two SW-226-f weapons and places them into the arms of an M-8 walker. These weapons are mounted in the hands of an Ape Marauder and are used in tandem against targets. An M-8 using only one hand for an attack follows all the same rules as a SW-226-f 'Hel' flame thrower on pg. 89. Used in tandem, the 'Fireball' flamer fills an area 60 feet-by-60 feet with fire. Alternatively, a wall of fire 20 feet thick and 90 feet wide can be fired anywhere in conjunction with the Marauder so long as he is adjacent to the centre of the wall on its long side. Targets in this area must make a Reflex save (DC 20) or take the listed fire damage. Any target affected by this attack will suffer another 1d12 fire damage for the next 1d4 rounds as it continues to burn. Living or mobile targets can spend an entire round putting out the flames to prevent this additional damage. These weapons can be fitted in place of the twin Morita TW-203-s 'Ape Special', but the two systems cannot be mounted on the same M-8 Marauder suit.

M-9 Marauder Assault Armour

The Marauder M-9, also called the Chickenhawk, is a tactical suit of extremely powerful armour, mechanically assisted and equipped with weapons, computer systems and sensors that place it in the effective realm of an entire squad of Mobile Infantry troopers all by itself. Its awkward gait, the reason for its nickname among troopers, is very quick and it can cover a lot of ground in a short amount of time. The Mobile Infantry drivers selected to operate the M-9 soon stop deriding when they discover just how much destructive power the suit puts at their finger tips.

While not as well armoured or heavily armed as the M-8 Marauder, the Chickenhawk does have the distinct advantages of commonality and original equipment. As the first generation of Marauder technology (though only by a few months of development time), it has a great deal more flexibility than its more 'advanced' counterpart in terms of payload, repair parts and modular layout. An M-9 suit can be tailored to a given mission design more easily than an M-8, meaning that high profile encounters involve M-9s more often than they do M-8s and damaged Chickenhawks are more easily repaired. The Marauder suits are also rendered completely useless if they fall onto their back. The short manipulator arms of the M-9 and the awkward jointing of the M-8's shoulder assembly prevent them from rolling themselves over and thus downed Marauders require their squadmates to lift them up.

Modular or not, all Marauder suits have the same serious design flaws. They take 26 hours to take from 'cold' storage to 'warm' active service. Once ready to take the field, they can only operate for eight hours on their power cells before all their systems go dead and they are rendered immobile. Field engineers assigned to Marauder suits always bring replacement cells when they can, but this can still leave a Marauder driver helpless and immobile in enemy territory.

'Spare me the lecture about how much punishment a Marauder can dish out and suck up. I'll get in one of those lumbering death traps the moment the Lieutenant orders me to and not one blasted second before!'

– Unnamed Mobile Infantry Trooper

Marauder weapons systems can only be fitted to Marauder suits and are not used by other vehicle types because of their specialised engineering and design. Marauder weapons are difficult to service, operate on the suit's internal battery power and are high-firepower models meant to deal a lot of damage quickly to maximise the Marauder suit's combat potential.

Large Hard-armoured Walker Vehicle; **DV:** 11 + Marauder driver's Defence Bonus; **CC:** 1 driver; **Chassis:** 120 hp; **Arms (if present):** 20 hp; **Legs:** 40 hp; **Crew:** 12 hp; **DR:** chassis 12, crew 6, arms 5, legs 6; **Spd:** 150; **Acc/Dec:** 10/20; **Han:** +2; **Cargo:** 20 lb.; **Weapons:** Four modular hardpoints (chest, left and right shoulders and back); **Equipment:** Geosynchronous location sensor (adds +1 to Pilot checks), Surface/Air surveillance radar (senses other vehicles within 600 ft.), salvo switch (driver can fire all craft weapons as a single attack at a single target), 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 (1,200 ft., 100 ft. maximum per jump); **Strength:** 30; **Weight:** 12 tons

M-9 Modular Weapon Table

Weapon	Type	Damage	Crit.	Range/Spaces	Burst	RoF	Mag.	Size	Hardpoint
Manipulator Arms[1]	Mounted	1d6[1]	20	—	—	—	—	Large	Chest
MW-265 'Electric Eight'	Mounted	5d8	20	60 ft./12	Yes	A	300	Large	Shoulder
SW-219-f 'Inferno' Support Flamer	Mounted	3d12	—	90 ft./18	—	S	30	Large	Chest
SW-411 'Spud Gun' Grenade Launcher	Mounted	See text	—	150 ft./30 [2]	—	—	8	Large	Shoulder
SW-414 'Rapier' Missile Launcher	Mounted	See text	—	See text	Y	—	18	Large	Back
SW-490 'Blizzard' Missile Launcher	Mounted	See text	—	See text	Y	—	18	Large	Back

[1] An attack with claw arms is a paired attack, two attack rolls with each one doing the listed damage if it hits.
[2] This weapon is capable of indirect fire as described on pg. 81.

Brunham MW-265 'Electric Eight': A rotary cannon with eight spinning barrels and massive ammunition feed system capable of supplying the weapon for what seems like endless rounds of firing, the 'Electric Eight' is a common M-9 Marauder suit option because of its tactical flexibility and high kill rates.

FedCom SW-411 'Spud Gun' Grenade Launcher: A quad barrelled grenade launcher, this weapon is extremely effective at targeting distant mission objectives with a normally short-ranged attack. The 'Spud Gun' fires up to four standard grenades (of any type) at once and propels them with remarkable speed and force. They cannot be used against targets within 30 feet as they will fail to arm properly. Roll to hit for each grenade separately; if they deviate they will do so as if thrown up to five range increments (see Grenades and Explosives on pg. 92).

FedCom SW-414 'Rapier' Missile Launcher: In place of the 'Blizzard' system, M-9's can be fitted with the SW-414 'Rapier' anti-aircraft missiles launcher. This system's guidance software grants its payload a +12 bonus to the operators attack rolls, but only against Air vehicle targets. Using a 'Rapier' to attack any other type of vehicle negates the benefits of this system's guidance software. Each missile in a salvo is rolled separately and, if it hits, deals 4d6 explosive damage in a ten foot blast radius and may be used to fire indirectly and described on pg. 81.

FedCom SW-490 'Blizzard' Missile Launcher: The 'Blizzard' missile pack comes with 18 primed missiles which must be fired together as a single attack. Missiles have their own guidance software, which provides a +8 bonus to attack rolls. Each missile in a salvo is rolled separately and, if it hits, deals 6d6 explosive damage in a ten foot blast radius and may be used to fire indirectly and described on pg. 81. Missiles that miss deviate like weapons thrown over five range increments, but travel 1d10 squares in that direction.

Manipulator Arms: These are a close combat option on a model that otherwise is not very effective at close range. They are also used for engineering, fine manipulation and cargo loading, as the Chickenhawk is an efficient hauler during combat drops. Even if a Marauder driver never intends to use them in battle, virtually every M-9 operator in the Mobile Infantry stocks a set of manipulator arms for use between engagements for a number of utilitarian reasons. Manipulator arms can also perform manipulation work and carry 500 lb. of cargo each. Manipulator arms as an option also include a SW-219-f 'Inferno' support flamer rig that connects just under the arm assembly.

Marauders & Power Management

As standard, Marauder suits only have a active power cycle of eight hours. This time period is of course not exact as many energy cells are erratic even in the far future. On extended campaigns, eight hours is rarely enough time to complete a mission. While Marauders are only typically sent on lightning strikes, surgical attack missions and short-term duties, they are occasionally assigned to longer operations and need more of a run time than they have as standard.

To alleviate this obvious problem, SICON has provided an extended power pack that can be fitted to Marauders via their integral hardpoints. These packs double the field time of an active Marauder. This addition comes at the cost of a heavy weapon – either the 'Y Rack', on an M-8, or the 'Blizzard' or 'Rapier' launchers on an M-9.

Voight & Gromann SW-219-f 'Inferno' Support Flamer: This weapon is a major upgrade of the 'Hel' flamer and generated the same width of blast but an extended range. A powerful offensive option, it tends to be used on Chickenhawks expected to see a great deal of close combat.

M-9 Marauder 'Chickenhawk'



COMBAT

'Listen up! I am about to tell you everything you need to know about combat. Kill your enemy before it kills you. Always hit first. Do not let your guard down. Never quit. The Mobile Infantry has not authorised you to die, so don't do it! That is all you need to know. Any questions?'

—Sergeant Zim, Instructor at Camp Arthur Currie

With apologies to Sergeant Zim, combat is a little more complicated than that, though not much more so. Combat is, ultimately, another form of task resolution not dissimilar to skill checks or saving throws. In combat, various bonuses and penalties are assigned to a d20 roll which is then checked against a Difficulty Class equal to a target's Defence Value. If the modified roll is equal to or higher than the target's Defence Value then they are hit and take damage. If the roll is less than the target's Defence Value, the attack misses.

There are a few variations to this, but the formula for combat remains the same as it does for skills and saving throws, which are repeated here for ease of reference.

Skill Check Resolution: 1d20 + skill modifier (Skill modifier = skill ranks + ability modifier + miscellaneous modifiers)

Saving Throw Resolution: 1d20 + save modifier (Save modifier = base saving throw bonus + ability modifier + miscellaneous modifiers)

Combat Resolution: 1d20 + attack modifier (Attack modifier = base attack bonus + ability modifier + miscellaneous modifiers)

In each case, miscellaneous modifiers come from class features (such as Weapon of Choice), feats (such as Iron Will or Skill Focus), or circumstances that occur during game (a target falls *prone* or a trooper benefits from cover). While the latter usually have to be recalculated from round to round during combat, the others remain constant and can be factored in quite quickly during play.

Combat usually runs in the following way.

- Each combatant starts the battle flat-footed. Once a combatant acts, he is no longer flat-footed. *Battlefield Exception:* When everyone involved in a combat knows that a battle is about to begin and spend more than one minute in full view of each other, no one is flat-footed during the first round (except to an attack that comes from outside the visible opponents).
- The Games Master determines which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round precedes a regular combat round. The combatants who are aware of their opponents can act in the surprise round, so they roll for Initiative. In Initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one move or attack action. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
- Combatants who have not yet rolled Initiative do so. All combatants are now ready to begin their first regular round. If creatures enter a combat already in progress, they must wait for this step to come around again to act.
- Combatants act in Initiative order. Initiative is calculated as detailed below.
- When everyone has had a turn, whether they take advantage of it or not, the round ends, a new one begins and the combatant with the highest Initiative acts again. The previous two steps then repeat until combat ends.

INITIATIVE

At the start of a battle, each combatant makes a single Initiative check. An Initiative check is a Dexterity check. Each character applies his Dexterity modifier and other special modifiers (such as the Improved Initiative feat) to the roll. The Games Master finds out what order combatants (including enemies and allies controlled by the Games Master) are acting in, counting down from highest result to lowest, and each one then acts in turn. On all following rounds, all participants act in the same order.

If two or more combatants have the same Initiative check result, the combatants who are tied go in order of total Initiative modifier (including Dexterity modifier and Improved Initiative bonus, if applicable). If there is still a tie, roll a die.

Initiative Exception – Standing Guard: A combatant can take a full-round action to Stand Guard. At any point during combat thereafter until his turn comes around again, he can take a move or attack action. This can even interrupt another ally or enemy's action and take place before it is resolved but after he learns what the intended action is. To reach to a specific action, the combatant Standing Guard must be aware of it.

***Flat-Footed*:** At the start of a battle, before the character has had a chance to act (specifically, before the character's first turn in the Initiative order), the character is flat-footed. A character cannot use his Dexterity bonus, and therefore loses his Dexterity modifier to his Defence Value while flat-footed.

ACTIONS DURING COMBAT

Now that we have reviewed the basic mechanics behind all combat, we will review just what can be done during combat itself. Combat is divided into rounds, which are assumed to last roughly six seconds and encompass all of the actions a combatant can take in that time. Any action taken in combat fits into this round structure, either as a free action, a move action, an attack action, a full-attack action or an action that takes multiple rounds (such as using the Dead Aim feat).

The round is an abstract unit of measurement, but combat is also somewhat abstract to match. While a character may only technically have one attack each round, it is generally the culmination of many other actions and attacks that set up the 'one that counts'. All of these are assumed in the combat system for *Starship Troopers*, which aims to simplify the process of fighting and allow players and Games Masters to get on with the action and suspense of battle without bogging them down with dice rolls.

A combat round consists of the following combinations:

- Two move actions.
- A move action and an attack action (in either order).
- A full-attack action. This 'combination' allows a combatant to move five feet before, during or after its attacks. This move never grants free attacks against the combatant.

Free Actions

Certain feats, class features and other abilities provide a free action during combat. These are actions that take very little time and almost no thought to perform. Unless specifically noted, any given free action can only be performed once in a combat round. Normal free actions allowed in combat are dropping an object, falling *prone* and speaking. Any speech that lasts more than six seconds must carry over to the next round, but any number of speech instances can occur within that time frame.

Free Attacks

Free attacks are another form of free action and are provoked in very specific instances. A combatant can take any number of free attacks in a given round, but may only ever take one free attack against a single target in a single round. Actions or circumstances that grant any opponent within five feet (or within its reach) a free attack are:

- Reloading a weapon without the Quick Reload feat.
- Leaving active melee combat without the Disengage feat.
- Firing a rifle or heavy weapon while engaged in melee combat.
- Retrieving an item from anywhere except a combat belt.
- Standing up from *prone* while in melee combat.

For the purpose of determining 'melee combat' in regards to granting or taking a free attack, a combatant is in melee combat if he has an opponent (defined as any hostile creature or item capable of attacking him and wishing to do so) within five feet or armed with a reach weapon within its Reach area. Unarmed attacks with Reach, such as the arms of a warrior bug, count towards allowing free attacks.

A free attack is made at the attacker's base attack bonus plus whatever modifiers it possesses with a melee weapon it has in hand at the time the free attack is gained. Unarmed combatants cannot make free attacks unless they have a feat, class feature or gain the ability to do so through equipment. Natural attacks (claws, bites, slams and so on) count as armed and allow combatants to make free attacks normally. A combatant may not change weapons before taking a free attack, even if it possesses the Quick Draw feat or a similar ability.

Move Actions

As noted in the Basic Training chapter, characters of all kinds have a movement rate that allows them to move during play up to a certain distance. Moving that distance is considered a move action. There are other activities that can be considered a move action as well, such as reloading certain weapons (pistols and rifles, namely), getting items out of uniform pockets or satchels, or operating heavy machinery (Drive, Pilot and Ride skill checks, for instance). In general, any action that requires significant motion to perform, it is at least one move action and possibly two (also called a double move, such as reloading a heavy or mounted weapon).

Move Action Table

Move Actions	Grant a Free Attack
Move your speed	Yes
Use a piece of equipment	No
Climb (¼ speed)	No
Climb, accelerated (½ speed)	No
Crawl (move at ½ speed while prone)	No
Jump in power suit up to 90 ft.	No
Jump in Stryker suit up to 120 ft.	No
Draw a weapon	No
Holster a weapon	Yes
Move a heavy object	Yes
Open a door	No
Pick up an object	Yes
Reload a pistol or rifle	Yes
Retrieve a stored object[1]	Yes
Stand from a prone, sitting or kneeling position	Yes
Start/complete a full-round action	Varies
Swim	No
Use a skill that takes a move action	Usually

[1] Unless the item is on a combat belt

Taking two move actions in a row is a double move and allows characters to perform actions that require significant effort. It also allows significant movement, providing the means by which a combatant can move up to four times his movement as he desires and as far as any weight he carries permits. Once a character takes a double move, he can move anywhere up to four times his movement (also called a sprint) in a single round. This is also considered a full-round action, as it is all a character can do during the round in question.



Movement & Attacking

When a combatant takes a move action to move his movement rate and an attack action in the same round, he may take the attack the latter action provides at any point during his motion.

Example: If Dusty wants to use his jump jets to travel 60 feet (a move action) and take a shot at a warrior bug 40 feet along the jump (an attack action), he may do so. The round plays out with him moving 40 feet, taking a single attack, and then moving the remaining 20 feet.

Attack Actions

This is the act of using a weapon or natural attack to strike at an opponent. An attack action can be as simple as punching a warrior bug with a fist or as complicated as plotting target trajectories and taking out a Skinny vehicle with a guided missile. Combat has one overriding goal, to enable a character to take this form of action and deal some form of harm.

Attacks are split into two forms – melee and ranged. Special service characters can also engage in psychic attacks, but those are covered later in the Psychics chapter. For the purpose of normal combat, an attack is either melee or ranged and handled accordingly.

Melee Attack

A melee attack is performed using a close combat weapon, unarmed or with natural attacks against an opponent that is either five feet away (in an adjacent square) or within the reach of the equipped weapon or natural attack. All melee attacks use the same basic combat resolution formula and use Strength as a modifier to the attack and damage roll unless the weapon or attack is noted as operating in a different manner.

Natural Weapon and Unarmed Exception: If a combatant is unarmed or has a natural weapon attack, it may choose to use Dexterity to modify its attack roll instead of Strength. Strength is still the ability score used to modify damage in any case.

Fighting Defensively: A character can choose to fight defensively while using an attack action to make a melee attack. If the character does so, he takes a –4 penalty on his attack in a round to gain a +2 bonus to Defence until the start of the character's next turn in the following round.

Unarmed Damage

Characters fighting unarmed are at a severe disadvantage in many respects. They grant a free attack to armed or natural weapon wielding opponents for trying to engage in unarmed combat and their damage potential is quite low. Characters in power suits do not offer a free attack as these suits are designed to be used in this way and any combatant in a Marauder suit may strike 'unarmed' without fear of providing a free attack of any kind.

Unarmed damage is nonlethal, though it can become lethal once an opponent is *unconscious*. Troopers of 2nd character level or higher always have the option of dealing half damage on an unarmed strike but making it lethal damage instead. If a character is entitled to better damage in unarmed combat than what is listed on the chart below, he may always opt for the higher value.

Base Unarmed Damage Table

Combatant is	Damage
Medium (trooper, civilian, Skinny)	1d3
Wearing power armour of any kind	1d4
Driving a Marauder suit of any kind	1d6

Ranged Attack

A ranged attack is resolved when a combatant wishes to engage a target while equipped with a ranged weapon of any kind (from thrown objects to mounted weapons). The target must be within a range limit the combatant can legally attack or the ranged attack is wasted and ammunition, if any, is expended to no effect.

Ranged weapons have a range statistic that defines how far they can shoot without a penalty to the attack roll. All ranged weapons with the exception of thrown weapons can be fired at up to double their Range statistic, but attacks past the weapon's normal range, and up to twice that value suffer a –4 penalty to the attack roll. Certain feats and class features may add additional range increments or mitigate the penalty a combatant suffers when firing at targets within them.

All ranged attacks use the same basic combat resolution formula and use Dexterity as a modifier to the attack and damage roll unless the weapon or attack is noted as operating in a different manner. Dexterity is used to modify ranged damage as a way of simulating that the better a combatant's aim and co-ordination are, the more likely they are of landing a ranged shot where it will do more damage.

Cover & Attack Actions

Not every attack is against an open opponent with no terrain or mitigating factors involved. While combat is greatly simplified, there is one important consideration to keep in mind during combat – cover. A combatant has cover if he is within five feet of any obstruction at least a fourth as tall as he is and at least as wide. Degrees of cover and their bonus to Defence Value are given in the Cover Modifiers table. Games Masters should keep in mind that full, hard cover makes an attack against a target impossible. Cover only ever applies against ranged attacks; melee attacks ignore cover completely.

Cover Modifiers Table

Degree of Cover	Effect/Bonus
¼ (knee high wall)	+2 to Defence Value
½ (three foot rock)	+4 to Defence Value, +2 to DC of Perception checks to be seen
¾ (blast door)	+7 to Defence Value, +5 to DC of Perception checks to be seen
Full (stone wall)	Cannot be attacked or spotted

These values assume hard cover that is resilient to attack and would block an incoming strike effectively. Soft cover such as undergrowth, soft materials or other creatures (even opponents in melee combat with respect to a ranged attack) count as one degree less of cover than the chart would indicate. For example, a gunman with a hostage as big as they are would normally have three quarters cover but because the hostage is 'soft', it only provides half instead. Any creature with damage reduction counts as hard cover and gives its full relative value on the chart.

Critical Hits

When a character makes an attack roll in ranged or melee combat and rolls a 'natural 20' (the d20 shows 20), the character hits regardless of the target's Defence and the character has scored a threat of a critical hit. To find out if the attack is actually a critical hit, the character immediately makes another attack roll with all the same modifiers as the attack roll that scored the threat. If the second roll also results in a hit against the target's Defence, the attack is a critical hit. The second roll just needs to hit to confirm a critical hit; the character does not need to roll a second 20. If the second roll is a miss, then the attack just deals the damage of a regular hit. Action points may be used to modify this second roll.

Critical hits score double damage, which means rolling the damage dice of the attack twice with all appropriate damage bonuses added each time and adding the result together as one damage value applied to the target. So long as you are



A trooper fall foul of a critical hit

applying a single multiplier, multiply the number normally. When two or more multipliers apply, however, combine them into a single multiple, with each extra multiple adding one less than its value to the first multiple. Thus, a double (x2) and a double (x2) applied to the same number results in a triple (x3).

Some weapons have a critical threat range greater than 20; these weapons are noted as such in their descriptions. If the natural roll of an attack with this weapon is within this range (typically 19–20 but occasionally 18–20 or even better), the attack is a potential critical hit. Such an attack is then confirmed as noted above. Even if a weapon's critical range is greater than 20, *only* a natural 20 on an attack roll is considered an automatic hit.

Full-Attack Actions

These actions allow a character to stand still, take no appreciable movement other than a five foot adjustment and make every attack in a given round to which he is entitled. This action is also taken to use heavy and complex machines such as mounted weapons or other cumbersome gear such a driving a vehicle or steering a starship. If a combatant has the opportunity to combine driving or piloting with some other action (such as attacking with a mounted weapon), the vehicle or weapon in question will note as much. Lastly, the full-attack action is taken to allow two-weapon fighting.

In every other respect, full-attack actions are treated as multiple attacks using the attack action. A character does not have to declare all his attacks at the beginning of the round; he can change targets freely between them. Fighting defensively is acceptable as part of a full-attack action; the penalty to attack rolls affects all attacks made by the combatant during the full attack. Full-attack actions cannot be made during a surprise round; only free, move and attack actions are allowed.

Two-Weapon Fighting: A combatant may, if he wishes and is so equipped, use a Small or smaller weapon in each hand, granting itself an extra attack using the second weapon each round, but every attack made with either weapon suffers a –4 penalty to attack rolls. Unarmed combatants may also do this to give themselves an extra unarmed attack, but the same penalty applies.

Natural Weapons and Two-Weapon Fighting: Any creature with at least two arms and claw attacks may make an extra claw attack as part of a full-attack action without suffering any penalty to any of its attack rolls. This simulates the natural ability such creatures have to use their natural weaponry effectively in close combat.

Grappling

Grappling means wrestling and struggling hand-to-hand. There are three stages to grappling: grabbing, holding and pinning.

Grabbing

Normally, a grab is just the first step to starting a grapple. If the character grabs an opponent, but fails to go on to hold him, the character does not actually start a grapple. However, sometimes all a character wants to do is grab the target.

Holding

Once a character has established a hold, he is involved in a grapple. From a hold, a character can attempt a number of actions, including damaging the opponent or pinning the opponent. A character cannot get a hold on any creature more than two size categories larger than the character. Such a creature can, however, get a hold on the character – so while a character cannot initiate a grapple with a creature more than two size categories larger than, a character can still end up in one.

Pinning

Getting the opponent in a pin is often the goal of a grapple. A pinned character is held immobile.

Grapple Checks

When a character is involved in a grapple, he will need to make opposed grapple checks against an opponent – often repeatedly. A grapple check is something like a melee attack roll. A character's attack bonus on a grapple check is:

Base attack bonus + Strength modifier + grapple modifier

Grapple Modifier

A creature's size works in its favour when grappling, if that creature is Large or larger in size. Conversely, a creature of Small or smaller size is at a disadvantage because of its size when grappling. Instead of using a creature's size modifier on a grapple check (as would be done for a melee or ranged attack roll), use the appropriate grapple modifier from the Grapple Modifiers table.

Grapple Modifiers Table

Size (Example)	Grapple Modifier
Colossal (transport bug)	+16
Gargantuan (plasma bug)	+12
Huge (tanker bug)	+8
Large (warrior bug)	+4
Medium-size (human)	+0
Small (chariot bug)	–4
Tiny (control bug)	–8
Diminutive (rat)	–12
Fine (horsefly)	–16

Starting a Grapple

To start a grapple, a character first needs to grab and hold his target. Attempting to start a grapple is the equivalent of making a melee attack. If the character gets multiple attacks in a round, he can attempt to start a grapple multiple times, though at successively lower base attack bonuses. A character does ***not*** provoke a free attack from the target he is trying to grapple. Follow the following steps.

1. Grab: The character makes a melee attack to grab the target. The target gains none of the bonuses to his Defence granted by his armour against a grapple attack. If the character fails to hit the target, the character fails to start the grapple. If the character succeeds, proceed to step two.

2. Hold: Make an opposed grapple check. This is a free action. If the character succeeds, the character has started the grapple and may deal damage to the target as if with an unarmed strike.

If the character loses, he fails to maintain a hold on the target. The character automatically loses an attempt to hold if the target is two or more size categories larger than the character is, but the character can still make an attempt to grab such a target, if that is all he wants to do.

3. Maintain the Grapple: To maintain the grapple for later rounds, the character must move into the target's square. This movement is free and does not count as part of the character's movement for the round movement. Moving, as normal, provokes free attacks from threatening enemies, but not from the target itself. The character and the target are now grappling.

If the character cannot move into the target's square, the character cannot maintain the grapple and must immediately let go of the target. To grapple again, the character must begin at step one.

Grappling Consequences

While a character is grappling, his ability to attack others and defend himself is limited. While grappling a character does not threaten any squares while grappling. A character also loses his Dexterity bonus to Defence (if the character has one) against opponents the character is not grappling; the character can still use it against opponents he is grappling, however. Finally, a character cannot move while held in a grapple.

If the Character is Grappling

When a character is grappling, regardless of who started the grapple, he can attempt any of several actions on his turn. Unless otherwise noted, each of these options is equivalent to an attack. If the character normally gets more than one attack per attack action, he can attempt as many of these options as he has attacks available, using his successively lower attack bonus for each roll. The character is limited to these options only; he cannot take any other actions.

Damage the Opponent: Make an opposed grapple check; if the character succeeds, he deals damage as with an unarmed strike.

Pin: Make an opposed grapple check; if the character succeeds, he holds the opponent immobile for one round. The opponent takes a –4 penalty to Defence against all attacks from other people, though not from the character, however, the opponent is not considered *helpless*.

A character cannot use a weapon on a pinned character or attempt to damage or pin a second opponent while maintaining a pin on the first.

A pinned character cannot take any action except to attempt to escape from the pin.
Escape from Grapple: Make an opposed grapple check. If the character succeeds, he can escape the grapple. If more than one opponent is grappling the character, the grapple check result has to beat all their check results to escape. Opponents do not have to try to hold a character if they do not want to.

Alternatively, the character can make an Escape Artist check opposed by the opponent's grapple check to escape from the grapple. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

If the character has not used his move action for the round, the character may do so after escaping the grapple.
Escape from Pin: Make an opposed grapple check. If the character succeeds, he can escape from being pinned. Opponents do not have to try to keep the character pinned if they do not want to. The character is still being grappled, however.

Alternatively, a character can make an Escape Artist check opposed by the opponent's grapple check to escape from the pin. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.
Break Another's Pin: Make an opposed grapple check; if the character succeeds, he can break the hold that an opponent has over an ally.
Draw a Small Weapon: A character can draw a Small or smaller weapon as a move action.
Attack with a Small Weapon: A character can attack with a Small or smaller weapon while grappling, though not while pinned or pinning. A character cannot attack with two weapons while grappling.

If the Character is Pinned

When an opponent has pinned the character, he is held immobile, but not *helpless*, for one round and the character cannot attempt any other action. On the character's turn, he can attempt to escape from the pin. If the character succeeds, he is still grappling.

Joining a Grapple

If the target is already grappling someone else, a character can use an attack to start a grapple, as above, except that the target does not get a free against the character, and the character's grab automatically succeeds. The character still has to make a successful opposed grapple check and move in to be part of the grapple.

If multiple enemies are already involved in the grapple, the character picks one against whom to make the opposed grapple check.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one size category smaller than the character count as one-half creature each; creatures that are one size category larger than the character count as two creatures; and creatures two or more size categories larger than the character count as four creatures.

When involved in a grapple with multiple opponents, the character chooses one opponent to make an opposed check against. The exception to this is an attempt to escape from the grapple; to escape, a character's grapple check must beat the check results of all of its opponents.

Injuries, Death & the Conditions of War

Of primary concern to combatants in the violent wars of the Federation is staying alive during battle. While armour and defence training are extremely effective in the far future, injuries can and do still occur. Troopers die every day in the war against the Arachnid threat, but a calm mind and steady reflexes can keep them breathing just a little bit longer.

Unconsciousness

If you sustain hit point damage from an attack or effect which renders you *unconscious*, you must make a Fortitude saving throw (DC 15) in order to remain conscious. An *unconscious* character may make a Fortitude saving throw every hour to recover consciousness, so long as he is not *dying*.

Attempting to bring an *unconscious* character round is a standard action, as long as they have more than one hit point. Slaps, shaking, cold water to the face and similar attempts to revive an *unconscious* character allow him to attempt an additional Fortitude saving throw at the aforementioned DC. This may be done once per round.

Disabled (0 Hit Points)

When a character's current hit points drop to exactly zero, the character is *disabled*. The character is not *unconscious*, but he is close to it. The character can only take a single move or attack action each turn (but not both, and the character

cannot take full-round actions at all). The character can take non-strenuous move actions without further injuring himself, but if the character attacks or performs any other action the Games Master deems as strenuous, the character takes one point of damage after completing the act. Unless the activity increased the character's hit points, the character is now at –1 hit point, and is *dying*.

Healing that raises the character above zero hit points makes him fully functional again, just as if the character had never been reduced to zero or lower. A character can also become *disabled* when recovering from *dying*. In this case, it is a step up along the road to recovery, and the character can have fewer than zero hit points (see Stable Characters and Recovery).

Dying (–1 to –9 Hit Points)

When a character's current hit points drop below zero, the character is *dying*. A *dying* character has a current hit point total between –1 and –9 inclusive. A *dying* character immediately falls *unconscious* and can take no actions. A *dying* character loses one hit point every round. This continues until the character dies or becomes stable naturally or with help (see Stable Characters and Recovery).

Dead (–10 hit points or lower)

When a character's current hit points drop to –10 or lower, he is dead. A character can also die if his Constitution score is reduced to zero or suffers a fatal permanent injury.

Grievous Wounds

When a character suffers large amounts of damage at once, he may have taken a grievous wound. Grievous wounds are physical traumas such as amputations, broken ribs, punctured organs, extensive third-degree burns and the like. They are a stage beyond the cuts, scratches and bruises represented by ordinary hit points.

Any single attack, which deals an amount of damage that exceeds the character's Constitution score, counts as a grievous wound. If a single attack deals an amount of damage thatexceeds twice the character's Constitution score, they are treated as having received two grievous wounds, and so on.

Example: Raven has a Constitution ability score of 11; as such a single attack, which deals 11 or more points of damage after any damage reduction has been taken into account, would be a grievous wound for her. A single attack, which deals 22 or more points of damage after any damage reduction has been taken into account, would mean Raven has suffered two grievous wounds.

Characters suffering from a grievous wound should check a Grievous Wounds box on their character sheet.

Effects of Grievous Wounds

The moment a grievous wound is received from a bludgeoning source, such as a club or falling rock, characters must make a Fortitude saving throw (DC 10) or be knocked *unconscious* (see pg. 123 for more information on unconsciousness). Grievous wounds from slashing or piercing sources do not have this effect.

Grievous wounds physically weaken characters. Each grievous wound a character sustained from any source other than a bludgeoning attack deals a point of temporary Strength damage that cannot be recovered by resting until the grievous wound is healed.

Recovering From Grievous Wounds

When a character is grievously wounded, the wound does not heal over time like ordinary wounds. Instead, the character's condition is liable to worsen. Wounds severe enough to be counted as grievous can begin to fester, worsen and mortify if they are not immediately and properly treated. Characters can be exposed to infection and other secondary damage simply by having their power suit punctured or otherwise breached. Even in the far future, characters can die from their wounds days after they actually receive them.



Once every 24 hours, a grievously wounded character must make a Fortitude saving throw (DC equal to the damage which originally caused the grievous wound – the character's current Constitution score). This must be done once for each grievous wound, if the character has more than one. If the check is successful, the wound is no longer considered grievous. If the saving throw fails, the wound worsens, causing the character to lose 1d4 hit points. Grievous wounds *never* heal without medical attention. As ever, if the character's hit points are reduced below zero, he begins to die (see pg. 124 for more in formation on *dying*).

A character that receives medical attention from a field medic, surgeon or similar expert has a better chance to recover from grievous wounds. A Treat Injury (surgery) check (DC equal to the damage which originally caused the grievous wound) can heal, and thereby negate, a grievous wound. If the Treat Injury (surgery) check fails by more than ten, the surgery worsens the wound causing 1d6 hit points of damage. A surgeon may attempt a Treat Injury (surgery) check more than once on the same wound, but no single wound may receive more than one treatment attempt in any one day.

Permanent Injuries

One special aspect to combat in *Starship Troopers* is the possibility of combatants suffering a major injury or loss of organ or limb function due to grievous wounds. Whenever a character suffers a grievous wound, there is the potential of such an impairment happening as a result. The character must immediately make a Fortitude saving throw (DC 15).

Failure on this saving throw will leave the character with one of the impairments described below; Games Masters may wish to randomise the nature of the injury or choose the most appropriate.

Permanent Injuries

d20	Impairment
1–5	***Lost Arm:*** You have one arm or upper extremity severed. Its loss will apply a –2 penalty to all attacks and skill checks you make until it is replaced. [1]
6–10	***Lost Eye:*** You have lost the use of one eye and until it is replaced you suffer a –4 penalty to all attacks and skill checks until it is replaced. [1]
11–15	***Pierced Organs:*** You are bleeding internally and will lose two hit points each round instead of one until you are stabilised or die.
16–19	***Lost Leg:*** You have had one leg or lower extremity severed. Its loss will halve your movement until the limb is replaced. Because they are designed in pairs, you can no longer use jump jets if you have them. [1]
20	***Fatal:*** Your injuries were so severe that you expired immediately from shock and trauma. You die instantly and cannot be stabilised before doing so.

[1] Roll 1d20 to determine which, odds: right, evens: left.

Scars

Grievous wounds that have healed often leave behind scars. When a grievous wound that was received from any damage source other than bludgeoning is healed, roll 1d6. On a roll of 1 to 3, the wound has left a scar. Note that grievous wounds caused by fire *always* leave a scar. It is up to the player to record where on his body the scar is; refer back to the circumstances in which the wound was received. For example, a wound received by a bullet might leave a round scar on the character's shoulder, while a wound received from a warrior bug's mandible could leave a broad scar across an arm or leg.

Scars in *Starship Troopers* serve two roles. Each scar has a story attached to it, which can give you credibility when dealing with other troopers and similar fighting men. Also, for every visible scar, or scar you care to show, you receive a +1 bonus to any Persuasion or Prestige check when interacting with people whose main concern is with fighting, to a maximum bonus of +5. Scars prove that you have been in fierce battles and come away alive and that gains you respect, whether the people you are talking you like you or not.

Stable Characters and Recovery

A *dying* character (one with –1 to –9 hit points) is *unconscious* and loses one hit point every round until he becomes stable or dies.

Recovering without Help

Each round, a *dying* character makes a Fortitude saving throw (DC 20). If the save fails, the character loses one hit point and must make another save on his turn the next round. If the save succeeds, the character becomes stable. A stable character stops losing hit points every round, but remains *unconscious*.

If no one tends to the stable character, he remains *unconscious* for one hour, at which point he makes a Fortitude save (DC 20). If the save succeeds, the stable character regains consciousness, becoming *disabled* (see pg. 123). The character's current hit point total remains where it is, however, even though it is negative. If the save fails, the character remains *unconscious*.

An unaided stable, conscious character that has negative hit points (and is disabled) does not heal naturally. Instead, each day the character makes a Fortitude save (DC 20) to start recovering hit points naturally that day; if the save fails, he loses one hit point. Once an unaided character starts recovering hit points naturally, the character is no longer in danger of losing additional hit points (even if his current hit point total is still negative).

Recovering with Help

A *dying* character can be made stable by the use of the Treat Injury skill (DC 15).

One hour after a tended, *dying* character becomes stable, he makes a Fortitude save (DC 20) to regain consciousness. If successful, the character becomes *disabled* (see above). If the character remains *unconscious*, he makes the same Fortitude save every hour until he becomes conscious. Even while *unconscious*, the character recovers hit points naturally, and he can return to normal activity when his hit points rise to one or higher.

Healing

After taking damage, a character can recover hit points through natural healing (over the course of days) or through medical technology (somewhat faster). In any case, a character cannot regain hit points past his full normal total. A character recovers one hit point per character level per evening of rest (eight hours of sleep), though medical attention may improve this rate.

Healing Ability Damage

Ability damage returns at the rate of one point per evening of rest (eight hours of sleep). Complete bed rest (24 hours) restores two points per day. Again, medical attention and Treat Injury checks may improve this rate of recovery.

Conditions

Battle is a complicated affair and combatants can be subjected to all sorts of effects in the field. While most can be mitigated by power suits and combat conditioning, a few are still quite relevant and have been collected here for your reference. A number of adverse conditions can affect the way a character operates, as defined here. If more than one condition affects a character, apply both if possible. If not possible, apply only the most severe condition.

Blinded: The character cannot see at all and has a 50% chance to miss in combat. Furthermore, the *blinded* character has an effective Dexterity of 3, along with a –4 penalty on the use of Strength and Dexterity-based skills. This –4 penalty also applies to any other skill checks for which the Games Master deems sight to be important. The character cannot make Perception checks or perform any other activity (such as reading) that requires vision, though Perception checks made to listen are acceptable.

Deafened: The character cannot hear and takes a –4 penalty on Initiative checks. The character cannot make Perception checks to listen are take any action that requires the ability to hear.

Entangled: An *entangled* character takes a –2 penalty on attack rolls in addition to a –4 penalty to Dexterity. If the entangling bonds are anchored to an immobile object, the *entangled* character cannot move at all. Otherwise, the character can move at half speed, but cannot take a double move for anything other than two half speed movements (essentially moving his movement rate as a full-round action).

Exhausted: *Exhausted* characters move at half speed and cannot run, sprint or take a double move for any other purpose. Furthermore, they take a –6 penalty to Strength and Dexterity-based checks. After one hour of complete, uninterrupted rest, an *exhausted* character becomes *fatigued*.

Fatigued: Characters that are *fatigued* cannot run or sprint and suffer a –2 penalty to Strength and Dexterity-based checks. After eight hours of complete, uninterrupted rest, a *fatigued* character is no longer *fatigued*.

Frightened: A *frightened* character flees as fast as possible and becomes *terrified* if unable to escape the source of his fear. The character defends normally but cannot attack. A creature is *frightened* for a number of rounds equal to half the total value of the Fear effect that caused this condition (or 2d4 rounds if no direct Fear effect was responsible).

Helpless: *Paralysed*, sleeping or *unconscious* characters are *helpless*. A *helpless* character has an effective Defence Value of 5. Critical threats against *helpless* characters automatically confirm.

Nauseated: Characters who are *nauseated* are unable to attack or do anything else requiring attention or concentration.

The only action such a character can take is a single move action per turn.

Paralysed: Characters that become *paralysed* fall to the ground, unable to move (they have an effective, but not actual, Dexterity and Strength score of 0). They are helpless.

Prone: A character that is *prone* (lying on the ground) takes a –4 penalty on melee attack rolls and cannot use mounted or thrown weapons. The character gains a +4 bonus to Defence against ranged attacks but suffers a –4 penalty to Defence against melee attacks.

Shaken: A *shaken* character suffers a –2 penalty on attack rolls, saving throws and skill checks.

Stunned: A character that becomes *stunned* loses his Dexterity bonus, drops what he is holding, and can take no attack or move actions. In addition, the character suffers a –2 penalty to Defence. The condition never lasts more than one round.

Terrified: The character is frozen in fear, loses his Dexterity bonus and can take no actions. In addition, the character takes a –2 penalty to his Defence. The condition typically lasts ten rounds.



Fear & Mental Trauma

Mobile Infantry are trained to be fearless. There is very little in the galaxy that can make them shake or panic; it is the nature of their instruction and psychological development that they do not normally fear for their lives. They value their safety as much as anyone else in the Federation, but they have come to accept that their role in life is to place themselves in harm's way to ensure the survival of humanity against any force in the universe.

With troopers, their resistance to fear goes far beyond simple conviction. They have a regimen of mental training, chemical suppression therapy and repeated hypnotic suggestion that ensures nothing can break their will in combat or cause them to rout from the battlefield. They are the hardest, most confident, determined troops mankind has ever produced… and it is sometimes still not enough.

There is something primal about certain fears that tear right through even the most exacting conditioning and shreds willpower like bullets passing through flesh and bone. In the wars of the Federation, there are some sights that can turn even a battle-hardened veteran trooper into a cowering ball of quivering limbs and nerves. Mental resolve can fight this urge to panic and flee, but there are a few psychological effects that can make even the strongest of constitutions shatter and vanish in their wake.

The Fear Effect

Certain creatures and machines have a Fear effect. This is noted in their Special Qualities entries and is rated with a number, such as Fear (18). The first time the creature or machine is seen, all sentient creatures not of their species (in the case of living beings) within line of sight of them must make a Will saving throw against Fear using the value in parentheses as the DC for the saving throw. The number is also the minimum Wisdom score a creature can possess to ignore the Fear effect completely.

Fear becomes more powerful if a number of creatures or machines with a Fear effect are seen at the same time. For the second such creature or machine in line of sight, the Fear value increases by one. For five such creatures, the base value increases by two. This rises to three for ten Fear sources, four for 50 fear sources and five for 100 or more fear sources seen together.

If the Will save is failed, the affected being is *stunned* until its next action. At the start of the turn in which it would recover from being *stunned*, it must make another Will save

at the same DC. If this saving throw is failed, the being becomes *frightened.* Even if the saving throw is made, the being is still *shaken* for 1d4 rounds thereafter starting with the current round.

If a *frightened* being is attacked in melee by the source of the Fear effect during its rounds of panicked flight, it becomes *terrified* instead. A being can also become *terrified* if it fails another Fear saving throw while *frightened*, though this is not likely to occur as it would have to come from a source other than the one that caused the original fear. Fear only occurs when a Fear-inducing creature or machine is first seen, though if that source has no interaction with and is not visible to a being for ten minutes or more, it can cause Fear again when it reappears.

Mental Trauma

When a character is exposed to the truly horrific, he may suffer mental trauma. Such traumas are a stage beyond the usual effects of fear or terror common on the battlefields of the far future.

If a single source of fear causes a character to fail his Will saving throw against that fear by his Wisdom score or more he suffers a single point of temporary Wisdom damage. If a single source of fear causes a character to fail his Will saving throw against that fear by double his Wisdom score or more, he suffers two points of temporary Wisdom damage, and so on.

Example: Silverback has a Wisdom ability score of 9; as such failing a Will save against fear by 9 or more causes him to suffer a single point of Wisdom damage reducing his Wisdom score to 8. If he had failed his save by 18 or more he would suffer two points of Wisdom Score damage.

Effects of Mental Trauma

Suffering such the effects of mental trauma and its inherent Wisdom score damage has the usual pitfalls and perils associated with all other forms of ability damage, however, Mental trauma also has the following effects.

Should a character have lost one quarter of his Wisdom score as a result of mental trauma they will become *nauseated* until they receive medical attention. Should a character have suffered a loss of half of his Wisdom score as the result of mental trauma he becomes *shaken* until they receive medical attention. The loss of three quarters of a character's Wisdom score results in them becoming *frightened* until they receive medical attention while have a character's Wisdom score reduced to zero results in their falling into a catatonic coma.

Section 8 & Recovering From Mental Trauma

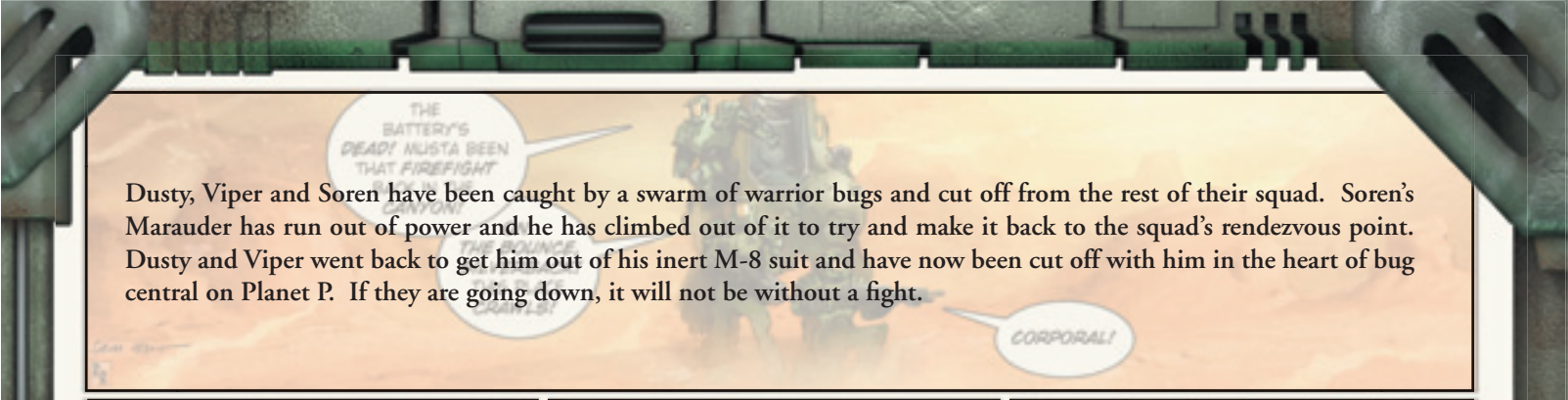
The mind does not heal over time when confronted by paralysing terror, instead it leaves deep-seated scars on the psyche that can lead to a complete mental collapse. Such mental wounds must, therefore, be treated immediately and properly if any vestige of the patient's sanity is to be preserved. Those whose minds are so ravaged by the horrors they have witnessed will quickly find themselves in the care of the Special Services where they will likely have the fragments of their mind systematically stripped and recombined. This process, named after Section Eight of the Special Services, the department into whose care a traumatised patient is released, is brutal and nothing of the character's previous personality can be preserved as their consciousness is completely rebuilt.

Mental trauma *never* heals without medical attention. A character that receives medical attention from a field medic, surgeon or similar expert has a better chance to recover from mental trauma. A Treat Injury check (DC equal to the Fear value of the original cause of the fear) allows the patient to make a Will saving throw to overcome their current condition. The traumatised character may make a Will saving throw (DC equal to the Fear value of the original cause of the fear – the character's current Wisdom score). If the check is successful, the character's condition is alleviated by one step; a *frightened* character becomes *shaken*, a *shaken* character becomes *nauseated* and a *nauseated* character is returned to normal. If the saving throw fails, the trauma worsens by one step. A psychologist may attempt a Treat Injury check no more than once every 24 hours on the same patient.

Overcoming Fear

A creature can only be fearful of something for so long before it stops being able to affect him overtly. For every even-numbered character level for a Mobile Infantry trooper (and every 4th level starting with 4th for a civilian), a character 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, Skinnies 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. Creatures with a Fear effect are immune to all Fear effects with values lower than their own. For instance, a warrior bug is immune to all Fear effects with a value of 16 or lower value.


THE BATTERY'S DEAD! WUSTA BEEN THAT FIREFIGHT BACK IN THE CANYON!
ON THE BOUNCE, SILVERBACK! THIS PLACE CRAWLS!
CORPORAL!
SKREEEEEEEE!!!
SIX UGLIES: 11 O'CLOCK!
420 FT! GUESS WE'LL WAIT 'TIL WE CAN SEE THEIR PEARLY WHITES!
SMILE FOR THE CAMERA, BUG BREATH!
SKREEEEEEEE!!!
SKREEEE
SKREEEE
BRAKKA!
OPEN WIDE, MOTHER FU...
UDDDA! BUDDDA!
KOOOM!
WHOOHA! NOW THAT'S WHAT I'M TALKIN 'BOUT!
KREEEEEEE!
YEAH, NICE SHOOTIN APE!
SKREEE
IF YOU'VE GOT ANY MASTERPLANS NOW WOULD BE A GOOD TIME!
WHAT'S THE MATTER APE?
YOU WANNA LIVE FOREVER?!
ERR... ORDERS, CORPORAL?



Dusty, Viper and Soren have been caught by a swarm of warrior bugs and cut off from the rest of their squad. Soren's Marauder has run out of power and he has climbed out of it to try and make it back to the squad's rendezvous point. Dusty and Viper went back to get him out of his inert M-8 suit and have now been cut off with him in the heart of bug central on Planet P. If they are going down, it will not be without a fight.

Because the troopers know there are bugs in the area, have seen several, and are known to the swarm in their region, there is no chance of a surprise round on either side. Likewise, all three troopers have warrior bug as one of their Fearless slots for Fear effects. Because of this, when they encounter a group of six warrior bugs climbing over the hill ahead of them, there is no check for Fear and every creature involved rolls for Initiative.

Viper has an Initiative of 18 (roll of 13 with a +3 Dexterity modifier, a +1 Initiative bonus from her On the Bounce special ability and +1 Initiative bonus granted by her power suit).

Dusty has an Initiative of 16 (roll of 11 with a +3 Dexterity modifier, a +1 Initiative bonus from his On the Bounce special ability and +1 Initiative bonus granted by his power suit).

Silverback has an Initiative of 6 (roll of 2 with a +2 Dexterity modifier, a +1 Initiative bonus from his On the Bounce special ability and +1 Initiative bonus granted by his power suit).

The bugs roll Initiative as a swarm because they are a hive mind and get a total of 13 and combat begins.

On 18, Viper raises her rifle to attack. Unfortunately the bugs are 420 feet away. She opts to stand guard until the bugs close to within 250 feet and take a –2 penalty to her attack rather than the –6 penalty she will incur at this range and play passes to Dusty.

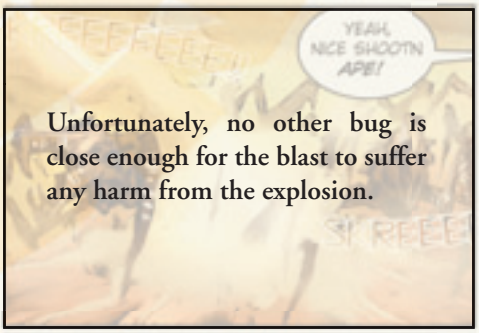
Dusty has the Far Shot feat. This allows him to engage targets at up to 4,00 feet before he incurs any range penalties. As his TW-202-l has a range of 200 feet, he can attack the bugs at 420 feet, just inside the weapon's third range increment. This attack incurs a –2 penalty. He has a base attack of +7, giving him two shots, and he chooses to take them both as a full-attack action.

Dusty's first shot hits (he rolls a 14 + 7 for his base attack, + 1 for Weapon Focus, +1 Weapon of Choice (Morita TW-202-l), +3 Dex modifier, +1 for his power suit and –2 for range for a grand total of 26) the warrior bug's DV of 18. He rolls damage and deals 14 points (he rolls 10 +3 Dex modifier, +1 for his Weapon of Choice ability). The warrior bug has a damage reduction of 5, which means it loses 9 hit points from its total of 30 to leave it with 21 . His next attack roll is a 6, definitely not high enough to hit – especially with the –5 penalty he suffers for this being his second attack.

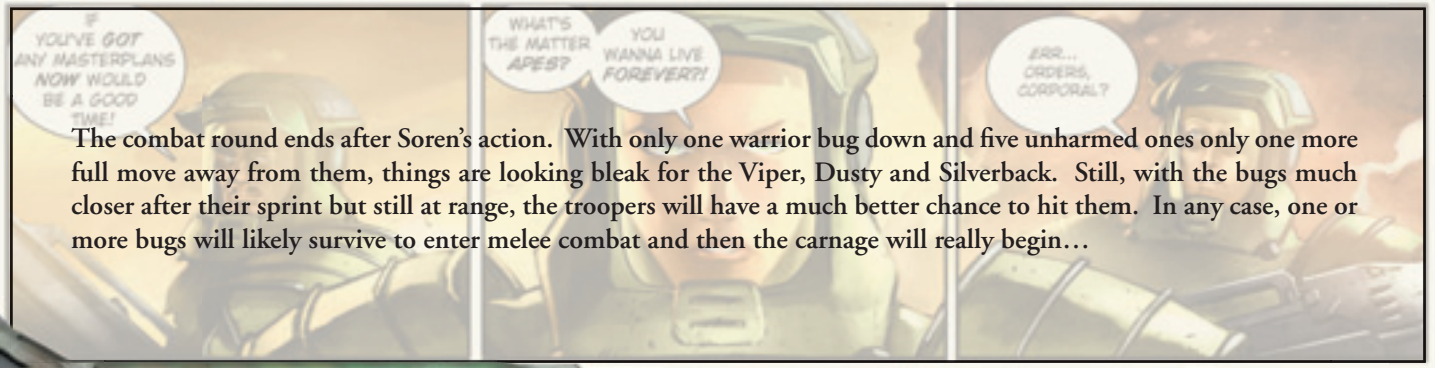
On 13, the bugs go. They sprint (x4 move) 200 feet to close the distance between them and the troopers, bringing them to a range of 220 feet. As soon as they do, Viper takes her Stand Guard action to fire an automatic burst into the wounded bug. This is a long range shot, but she takes it anyway as an attack action. She rolls a 12 (+7 for her base attack +1 for her Weapon of Choice –4 for long range –4 for firing a burst +1 for her suit =15) missing completely and using five bullets in the process.

Soren now goes on 5. He is carrying a Triple GL and also has the Far Shot feat. He fires a trio of grenades in a burst at the five foot space in front of the bug wounded by Dusty. His attack roll is an 11 (+7 for his base attack bonus –6 range penalty as the Triple GL has a 50 foot range and the bug is 220 feet away +1 for his suit = 13) but all he has to do is hit the space's DV of 10. He does and the grenades detonate.

A burst fire adds two dice to an attack's normal damage, raising the 3d10 a Triple GL normally deals to 5d10. The bug, because it was not targeted directly, gets a Reflex saving throw (DC 18) but fails with a roll of 7 (+8 for its Reflex bonus = 15). It takes the blast, which deals 41 points (5d10 blast rolling 6, 8, 10, 8 and 9). Since its damage reduction does not count towards explosions, it drops to –11 hit points and dies.



Unfortunately, no other bug is close enough for the blast to suffer any harm from the explosion.



The combat round ends after Soren's action. With only one warrior bug down and five unharmed ones only one more full move away from them, things are looking bleak for the Viper, Dusty and Silverback. Still, with the bugs much closer after their sprint but still at range, the troopers will have a much better chance to hit them. In any case, one or more bugs will likely survive to enter melee combat and then the carnage will really begin…

ENVIRONMENTAL HAZARDS

The galaxy can be a dangerous and complicated placed, filled with hazards and hindrances which can be the bane of any mission for SICON forces. While many of the enemies of the Federation seem unfettered by these same constraints they are nonetheless aware of them.

MOVEMENT

There are three movement scales, Tactical, for combat, measured in feet (or squares) per round, Local, for exploring an area, measured in feet per minute and Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement: While moving at the different movement scales, creatures generally walk, hustle, run or sprint.

Walk: A walk represents unhurried but purposeful movement at three miles per hour for an unencumbered human.
Hustle: A hustle is a jog at about six miles per hour for an unencumbered human. A trooper moving his speed twice in a single round, or moving that speed in the same round that he performs a standard action or another move action is hustling when he moves.
Run (x3): Moving three times speed is a running pace for a trooper in a powered suit. It represents about nine miles per hour for a human in full armour.
Sprint (x4): Moving four times speed is a sprinting pace for a trooper in no armour. It represents about 12 miles per hour for an unencumbered human or eight miles per hour for a human in armour.

Movement & Distance Table

	Speed			
	15 feet	**20 feet**	**30 feet**	**40 feet**
One Round (Tactical)[1]				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Sprint (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Sprint (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1.5 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—

[1] Tactical movement is often measured in squares on the grid, rather than feet, where one square is equal to five feet.

Tactical Movement

Use tactical movement for combat. Troopers generally do not walk during combat; they hustle or run. A trooper who moves his speed and takes some action is hustling for about half the round and doing something else the other half.

Hampered Movement: Difficult terrain, obstacles or poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a trooper can cover in a move. If more than one condition applies, multiply together all additional costs that apply. This is a specific exception to the normal rule for doubling.

In some situations, a trooper's movement may be so hampered that they do not have sufficient

speed even to move five feet (one square). In such a case, the trooper may use a full-round action to move five feet (one square) in any direction, even diagonally. Even though this looks like a five foot step, it is not and thus it provokes free attacks. A trooper cannot take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to him. A trooper cannot run through any square that would hamper his movement.

Hampered Movement Table

Condition	Additional Movement Cost
Difficult Terrain	x2
Obstacle[1]	x2
Poor Visibility	x2
Impassable	—

[1] May require a skill check.

Local Movement

Troopers exploring an area use local movement, measured in feet per minute.

Walk: A trooper can walk without a problem on the local scale.

Hustle: A trooper can hustle without a problem on the local scale. See Overland Movement, for movement measured in miles per hour.

Run: A trooper with a Constitution score of 9 or higher can run for five minutes without a problem. Generally, a trooper can run for five minutes plus an additional five minutes for every point of his Constitution modifier before having to rest for a minute.

Overland Movement

Troopers covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents eight hours of actual travel time.

Walk: A trooper can walk eight hours in a day of travel without a problem. Walking for longer than that can wear him out (see Forced March).

Hustle: A trooper can hustle for one hour without a problem. Hustling for a second hour in between sleep cycles deals one point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A trooper who takes any nonlethal damage from hustling becomes *fatigued*.

A *fatigued* trooper cannot run or charge and suffers a –2 penalty to Strength and Dexterity. Eliminating the nonlethal damage also eliminates the fatigue.

Run or Sprint: A trooper cannot run or sprint for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a trooper travels affects how much distance he can cover in an hour or a day (see the Terrain and Overland Movement table). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a squad travelling with vehicles. Trackless terrain is a wild area with no paths.

Forced March: In a day of normal walking, a trooper walks for eight hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A trooper can walk for more than eight hours in a day by making a forced march. For each hour of marching beyond eight hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the trooper takes 1d6 points of nonlethal damage. A trooper who takes any nonlethal damage from a forced march becomes *fatigued*. Eliminating the nonlethal damage also eliminates the fatigue. It is possible for a trooper to march into unconsciousness by pushing himself too hard.

Terrain & Overland Movement Table

Terrain	Highway	Road or Trail	Trackless
Desert, Sandy	x1	x½	x½
Forest	x1	x1	x½
Hills	x1	x¾	x½
Jungle	x1	x¾	x¼
Moor	x1	x1	x¾
Mountains	x3/4	x¾	x½
Plains	x1	x1	x¾
Swamp	x1	x¾	x½
Tundra, Frozen	x1	x¾	x¾

Moving in Three Dimensions

Once movement becomes three-dimensional and involves turning in mid-air and maintaining a minimum velocity to stay aloft, it gets more complicated. Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a manoeuvrability, as shown on the Manoeuvrability table.

Manoeuvrability Table

	Manoeuvrability				
	Perfect	**Good**	**Average**	**Poor**	**Clumsy**
Minimum Forward Speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Move Backward	Yes	Yes	No	No	No
Reverse	Free	–5 ft.	No	No	No
Turn	Any	90º/5 ft.	45º/5 ft.	45º/5 ft.	45º/10 ft.
Turn in Place	Any	+90º/–5 ft.	+45º/–5 ft.	No	No
Maximum Turn	Any	Any	90º	45º	45º
Up Angle	Any	Any	60º	45º	45º
Up Speed	Full	Half	Half	Half	Half
Down Angle	Any	Any	Any	45º	45º
Down Speed	Double	Double	Double	Double	Double
Between Down and Up	0	0	5 ft.	10 ft.	20 ft.

Minimum Forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall does not bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed a Reflex save (DC 20) to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Move Backward: The ability to move backward without turning around.

Reverse: A creature with good manoeuvrability uses up five feet of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance.

Turn in Place: A creature with good or average manoeuvrability can use some of its speed to turn in place.

Maximum Turn: How much the creature can turn in any one space.

Up Angle: The angle at which the creature can climb.

Up Speed: How fast the creature can climb.

Down Angle: The angle at which the creature can descend.

Down Speed: A flying creature can fly down at twice its normal flying speed.

Between Down and Up: An average, poor or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance of level flight.

Evasion & Pursuit

In round-by-round movement, simply counting off squares, it is impossible for a slow trooper to get away from a determined and fast warrior bug without mitigating circumstances. Likewise, it is no problem for a warrior bug to get away from the slower trooper.

When the speeds of the two concerned creatures are equal, there is a simple way to resolve a chase. If one creature is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Dexterity checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the pursuer runs down its prey, outlasting it with stamina.

Moving Around in Squares

In general, when a trooper is not engaged in round-by-round combat, he should be able to move anywhere and in any manner that he chooses. A five foot square, for instance, can hold several troopers; they just cannot all fight effectively in such a small space. The rules for movement are important for combat, but outside combat they can impose unnecessary hindrances on trooper activities.

HAZARDS & HINDRANCES

Darkness & Light

It is a rare mission that does not end up in the dark somewhere, and troopers need a way to see. See the Light Sources table for the radius that a light source illuminates and how long it lasts.

Light Sources Table

Item	Light	Duration
Candle	5 ft.	12 hrs.
Torch	20 ft.	2 hrs.
Halogen Lantern	40 ft.	24 hrs.
Helmet Lamp	120 ft.[1]	8 hrs.

[1] Creates a beam 30 feet long and five feet high.

Heat & Cold

Heat and cold deal damage that cannot be recovered until the trooper counteracts or escapes the inclement temperature. As soon as the trooper suffers any damage from heat or cold, he is considered *fatigued*.

A trooper not properly equipped to counteract the heat or cold must attempt a Fortitude saving throw each hour (DC 15, +1 for each previous check). Failure means that the trooper loses 1d4 hit points. Heavy clothing provides a –4 penalty on saves against heat but grants a +4 bonus on saves against cold. A trooper who succeeds at a Survival check (DC 15) gains a +2 or +4 bonus on this save (see the Survival skill for more details).

Searing heat or bitter cold (desert or arctic conditions) forces a trooper to make a Fortitude save every ten minutes. Failure means that the trooper loses 1d6 hit points. Appropriate clothing and successful use of the Survival skill can modify the save, as noted above.

Catching on Fire

Troopers exposed to open flames might find their clothes, hair or equipment on fire. Troopers at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a trooper's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning trooper must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. That is, once the trooper succeeds at the saving throw, he is no longer on fire.

A trooper on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with blankets or the like permits the trooper another Reflex save with a +4 bonus.

Starvation & Thirst

Sometimes troopers might find themselves without food and water. In normal climates, troopers need at least half a gallon of fluids and about a quarter of a pound of decent food per day to avoid the threat of starvation. In very hot climates, troopers need two or three times as much water to avoid dehydration.

A trooper can go without water for one day plus a number of hours equal to his Constitution score. After this, the trooper must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of damage.

A trooper can go without food for three days, in growing discomfort. After this, the trooper must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of damage.

Damage from thirst or starvation cannot be recovered until the trooper gets water or food, as needed.

Suffocation & Drowning

A trooper in an airless environment (underwater, vacuum) can hold his breath for a number of rounds equal to his Constitution score. After this period of time, the trooper must make a Constitution check (DC 10) every round to continue holding his breath. Each round, the DC of the Constitution check increases by one.

When the trooper fails one of these Constitution checks, he begins to suffocate or drown. In the next round, the trooper falls *unconscious* with zero hit points. In the following round, the trooper drops to –1 hit points and is *dying*. In the third round after failing the check, the trooper dies of suffocation or drowning.

Smoke

Troopers breathing heavy smoke or similar toxic gases must make a Constitution check (DC 10, +1 for each previous check) each round or spend that round choking and coughing. Troopers who choke for two consecutive rounds take 1d6 points of damage. Smoke also obscures vision, granting a +2 bonus to the Defence Value of creatures within it.

Strangulation

When a creature is strangled by an instrument or an attacker, use the rules below.

A creature can strangle or choke a target of the same size category or one size category larger or smaller. The strangling attempt incurs a free attack.

To begin the choke, the attacker must succeed at an opposed grapple check. If the grapple succeeds, the attacker can choose to deal normal unarmed damage as well as choke the target. The target can hold his breath for a number of rounds equal to his Constitution score. After this period of time, the target must make a Constitution check (DC 10, +1 for each previous check) every round to continue holding his breath. The target begins to suffocate on a failed check (see Suffocation and Drowning).

If at any time the target breaks free or slips free of the grapple, the stranglehold is broken, although any damage that was dealt remains. Note that a grappled target who is not pinned can use his attack action to strangle his attacker.

Falling

A trooper takes 1d6 points of damage for every ten feet of a fall, to a maximum of 20d6 points. If the trooper succeeds on a Reflex saving throw (DC 10, +1 for each ten feet fallen), this damage is halved. If the saving throw fails, full damage is applied.

A trooper can make an Acrobatics check (DC 15) to treat a fall as if it were ten feet shorter when determining the damage and Reflex saving throw DC required by the fall.

Falling Objects

Objects that fall upon creatures or vehicles deal damage based on their size and the distance fallen, as noted in the Damage from Falling Objects table.

Objects deal the initial damage given in the Damage from Falling Objects table if they fall ten feet or less. An object deals an additional 1d6 points of damage for every ten foot increment it falls beyond the first, to a maximum of 20d6 points of damage. Objects of Fine size are too small to deal damage, regardless of the distance fallen.

A successful Reflex save indicates that the target takes half damage. The size of the falling object determines the save DC.

If the save fails by ten or more, and the object is at least three size categories larger than the trooper, the trooper is pinned under the fallen object. A pinned trooper cannot move but is not *helpless*. The trooper can make a Strength check to lift the object off himself or an Escape Artist check (DC 20) to get out from underneath. The Games Master should modify the DCs for these checks based on the circumstances.

Damage from Falling Objects Table

Object Size	Initial Damage	Reflex Save DC	Strength Check DC
Fine	0	n/a	n/a
Diminutive	1	0	n/a
Tiny	1d3	5	n/a
Small	1d4	10	5
Medium	1d6	15	10
Large	2d6	20	20
Huge	4d6	25	30
Gargantuan	8d6	30	40
Colossal	10d6	35	50

Poison

When a trooper takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes a poisonous substance, inhales a poisonous gas or is otherwise poisoned, the trooper must make a Fortitude saving throw. If the trooper fails, he takes the poison's initial damage (usually ability damage). Even if the trooper succeeds, he typically faces secondary damage one minute later. This secondary damage also requires a Fortitude saving throw to avoid.

Poisons are detailed in the Technical (chemical) skill description. Poisonous liquids are usually administered through injection or by application to a weapon. Poisonous gases must be inhaled to be effective. Poisonous solids are usually ingested with food or drink.

Perils of Using Poison

A trooper has a 5% chance (roll of 1 on 1d20) to expose him to a poison whenever the trooper applies it to a weapon or otherwise readies it for use. Additionally, a trooper who rolls a one on an attack roll with a poisoned weapon must succeed at a Reflex saving throw (DC 15) or accidentally poison himself with the weapon.

Poison Immunity

Creatures with natural poison attacks are immune to their own poison and certain kinds of creatures are immune to all poisons, as detailed in their individual descriptions, though it is conceivable that a special poison could be synthesised specifically to harm them.

Diseases Table

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Anthrax	Inhaled/Injury DC 16	1d2 days	1 Con	1d4 Con[1]
Small Pox	Inhaled/Contact DC 15	2d4 days	1 Str and 1 Con	1d2 Str and 1d2 Con
Pneumonia	Inhaled DC 12	1d4 days	1 Str	1d3 Str and 1d3 Con
Hantavirus	Injury DC 14	1 day	1d2 Str	1d2 Str[1] and 1d2 Con[1]
Narcotising Faciitis	Contact DC 13	1d6 days	1 Con	1d3 Con[1]
West Nile Virus	Injury DC 12	1d4 days	1 Dex and 1 Con	1d2 Dex and 1d2 Con[1]
Salmonellosis	Ingested DC 13	1 day	1 Str and 1 Dex	1 Str and 1d3 Dex

[1] If damage is sustained, make a second saving throw to avoid one point being permanently drained (instead of damaged).

Disease

When a trooper is exposed to a treatable disease, the trooper must make an immediate Fortitude saving throw. The victim must make this roll when he comes into contact with an infectious carrier, touches an item smeared with diseased matter, consumes food or drink tainted with a disease or suffers damage from a contaminated attack. If the trooper succeeds, the disease has no effect on him and the trooper's immune system fights off the infection. If the trooper fails the save, he takes damage after an incubation period; once per day thereafter, the trooper must succeed at a Fortitude saving throw to avoid secondary damage. Two successful saving throws in a row indicate that the trooper has fought off the disease and recovers, taking no more damage.

The characteristics of some treatable diseases are summarised in the Diseases table.

Type: The disease's method of delivery; ingested, inhaled or via an injury and the DC needed to save. A wound as small as an insect bite can transmit some injury diseases. Most diseases that are inhaled can also be ingested and vice versa.

Incubation Period: The amount of time before initial damage takes effect if the victim fails his Fortitude save.

Initial Damage: The damage the victim takes after the incubation period.

Secondary Damage: The amount of damage the trooper takes one day after taking initial damage, if he fails a second saving throw. This damage is taken each day the saving throw fails.

Acid

Corrosive acids deal damage each round of exposure. The amount of damage varies depending on the acid's strength, as noted in the Acid Damage table.

Acid Damage Table

Acid Strength	Splash Attack[1]	Total Immersion[1]
Mild	1d6	1d10
Potent	2d6	2d10
Concentrated	3d6	3d10

[1] Damage per round of exposure.

Acid damage from an attack reduces hit points. A trooper fully immersed in acid takes potentially more damage per round of exposure than a trooper splashed with acid.

The fumes from most acids are inhaled poisons. Those who come within five feet of a large body of acid must make a Fortitude save (DC 15) or take one point of temporary Constitution damage. A second save must succeed one minute later to avoid taking another 1d4 points of Constitution damage.

Electricity

Electrical hazards come in many forms, including downed power lines and electric security fences. The Electrical Damage table gives damage values for various electrical hazards based on relative voltage. A trooper can make a Fortitude saving throw to reduce the damage by half. If that trooper is not grounded or is otherwise insulated from the current, a successful save indicates that no damage is suffered.

Electrical Damage Table

Type	Examples	Damage	Fort DC
Jolt	Car Battery, Stun Gun	1d3	10
Low Voltage	Fuse Box, Electrical Socket	2d6	15
Medium Voltage	Industrial Transformer, Electric Fence	4d6	15
High Voltage	Power Line, Electric Chair, Lightning	8d6	20

BREAKING & ENTERING

When attempting to break an object, a trooper can smash it with a weapon or break it with sheer strength.

Smashing an Object

Smashing an object is a lot like making an attack, except that the attack roll is opposed by the object's Defence Value.

Defence Value: Objects are easier to hit than creatures because they usually do not move, but many are tough enough to shrug off some damage from each blow. An object's Defence Value is equal to 10 + its size modifier + its Dexterity modifier. An inanimate object has not only a Dexterity of 0 (–5 penalty to DV), but also an additional –2 penalty to its DV. Furthermore, if a trooper takes a full-round action to line up a shot, he gets an automatic hit with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.

Hardness: Each object has hardness, a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see the Common Hardness and Hit Points table).

Hit Points: An object's hit point total depends on what it is made of and how big it is (see the Common Hardness and Hit Points table). When an object's hit points reach zero, it is ruined. Very large objects have separate hit point totals for different sections.

Energy Attacks: Acid and sonic attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally after a successful hit. Electrical and fire attacks deal half damage to most objects; divide the damage dealt by two before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage dealt by four before applying the hardness.

Ranged Weapon Damage: Objects take half damage from ranged weapons unless the weapon is specifically designed to damage objects. Divide the damage dealt by two before applying the object's hardness.

Ineffective Weapons: Certain weapons just cannot effectively deal damage to certain objects.

Immunities: Objects are immune to nonlethal damage and to critical hits.

Damaged Objects: A damaged object remains fully functional until the item's hit points are reduced to zero, at which point it is destroyed. Damaged (but not destroyed) objects can be repaired with the Repair skill.

Saving Throws: Unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by damage. An item attended by a trooper (being grasped, touched, or worn) makes saving throws as the trooper (that is, using the trooper's saving throw bonus).

Size & Defence Value of Objects Table

Size	DV Modifier
Colossal	–8
Gargantuan	–4
Huge	–2
Large	–1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Breaking Items

When a trooper tries to break something with sudden force rather than by dealing damage, use a Strength check rather than an attack roll and damage roll to see whether he succeeds. The DC depends more on the construction of the item than on the material. If an item has lost

Common Hardness & Hit Points Table

Substance	Hardness	Hit Points	Break DC
Paper or Cloth	0	2/inch of thickness	+1/inch of thickness
Ice	0	3/inch of thickness	+2/inch of thickness
Wood	5	10/inch of thickness	+3/inch of thickness
Stone	8	15/inch of thickness	+4/inch of thickness
Iron or Steel	10	30/inch of thickness	+5/inch of thickness
Skinny Polymer	15	30/inch of thickness	+6/inch of thickness
Rope (1 in. diameter.)	0	2/inch of thickness	23
Combat Knife	10	2	10
Average Pistol	10	3	17
Average Rifle	10	5	20
Average Heavy Weapon	10	10	22
Simple Door	5	10	13
Footlocker	5	1	17
Strong Door	5	20	23
Masonry Wall (1 ft. thick)	8	90	35
Hewn Stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Iron Door (2 in. thick)	10	60	28

half or more of its hit points, the DC to break it drops by two.

Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows: Fine –16, Diminutive –12, Tiny –8, Small –4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

DCs to Break or Burst Items Table

Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28

RADIATION SICKNESS

Radiation can be naturally or artificially produced. All stars produce radiation in some variety, and planets closer to these stars typically suffer more severe effects than worlds farther away. Many starships and other pieces of technology incorporate radioactive parts and fuel cells that can flood an area with harmful radiation when ruptured or exposed. Ancient alien civilisations might leave behind powerful artefacts that emit harmful radiation. Whether the source of the radiation is natural or artificial, any character in an environment rich with radiation may suffer some negative effects for exposure.

When characters are exposed to radiation, they may be afflicted with radiation sickness. Radiation sickness functions exactly like exposure to any other disease, following the normal rules for diseases. The Fortitude save DC and the effects of radiation sickness vary with the dose of radiation to which a creature is exposed.

Radiation exposure has five degrees: mild, low, moderate, high and severe. To determine the degree of exposure, start with the type of exposure: either an irradiated area (such as the area near a nuclear explosion or a lab that has been flooded with radioactive gas), or a specific source of radiation (such as a lump of radioactive material). Then consult the Radiation Exposure table to determine the degree of exposure based on the total time of exposure within a given 24-hour period (rounding up).

The degree of the exposure determines the severity of the radiation sickness, as indicated on the Radiation Sickness table. At low levels, radiation sickness is a slow disease. Often, a sick character suffers no severe short-term effects. This is reflected in the fact that even with a failed Fortitude save, the character might not suffer any Constitution loss.

Radiation Sickness Table

Degree of Exposure	Fortitude Save DC	Incubation Period	Initial and Secondary Damage
Mild	12	1 day	1d4–2 Con*
Low	15	4d6 hours	1d6–2 Con*
Moderate	18	3d6 hours	1d6–1 Con*
High	21	2d6 hours	1d6 Con
Severe	24	1d6 hours	2d6 Con

* Minimum damage 0 Con.

Treating Radiation Sickness

Radiation sickness is considered a treatable disease that can be cured using the 'treat disease' aspect of the Treat Injury skill. Treating radiation sickness requires a medical kit. No form of advanced medicine or technology has yet been discovered which can eliminate radiation sickness or obviate its harmful effects.

Radiation Exposure Table

	Time of Exposure (Minimum)				
Situation	**1 round**	**1 minute**	**10 minutes**	**1 hour**	**1 day**
Character in irradiated area:					
Lightly Irradiated	Mild	Mild	Mild	Mild	Low
Moderately Irradiated	Mild	Mild	Low	Low	Moderate
Highly Irradiated	Low	Low	Moderate	Moderate	High
Severely Irradiated	Moderate	Moderate	High	High	Severe
Character exposed to radiation source:					
Lightly Radioactive Materials	Mild	Mild	Low	Low	Low
Moderately Radioactive Materials	Low	Low	Moderate	Moderate	Moderate
Highly Radioactive Materials	Moderate	Moderate	High	High	High
Severely Radioactive Materials	High	High	Severe	Severe	Severe

GRAVITY

The force that gravity exerts on a person determines how they develop physically as well as their ability to perform certain actions. In addition, gravity affects the amount of damage a character takes from falling. Gravity conditions may vary considerably from one environment to the next. For ease of play these rules present four simplified gravity environments: normal gravity (1.0 g), low gravity (<1.0 g), high gravity (>1.0 g) and zero gravity (0 g).

It should be noted that all starships of the United Citizens' Federation Fleet that are fitted with the Cherenkov drive system have a normal Terran gravity. This standard gravity is a happy side effect of the advanced propulsion system utilised in such spacecraft. Unless the Cherenkov drive is jettisoned a starship rarely suffer from the conditions of low- or zero-gravity.

The following sections summarise the game effects for each type of environment.

Normal Gravity

'Normal gravity' equates to gravity on Earth. Environments with normal gravity impose no special modifiers on a character's ability scores, attack rolls or skill checks. Likewise, normal gravity does not modify a creature's speed, carrying capacity or the amount of damage it takes from a fall.

Low-Gravity Environments

In a low-gravity environment, the pull of gravity is significantly less than what we experience living on Earth. Although an object's mass does not change, it becomes effectively lighter. This means that creatures bounce when they walk. It becomes easier to move and lift heavy objects as well as perform Strength-related tasks. In addition, creatures take less damage from falling.

Speed: A creature's speed increases by +5 feet in a low-gravity environment. This bonus applies to all of the creature's modes of movement.
Carrying Capacity: A creature's normal carrying capacity is doubled in a low-gravity environment. In addition, the creature gains a +10 bonus on any Strength check made to lift or move a heavy unsecured object.
Skill Check Bonuses: Creatures in a low-gravity environment gain a +10 bonus on Strength-based skill checks (including Athletics checks to climb, jump and swim).
Attack Roll Penalty: Creatures take a –2 penalty on attack rolls in a low-gravity environment unless they are native to that environment or have the Zero-G Training feat.
Damage from Falling: Creatures do not fall as quickly in a low-gravity environment as they do in a normal- or high-gravity environment. Falling damage is reduced from 1d6 points per ten feet fallen to 1d4 points per ten feet fallen.
Long-Term Effects: Long-term exposure to low-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a low-gravity environment takes 1d6 points of temporary Strength damage upon returning to normal gravity.

High-Gravity Environments

In a high-gravity environment, the pull of gravity is significantly greater than that which we experience living on Earth. Although an object's mass does not change, it becomes effectively heavier. It becomes harder to move and carry heavy objects as well as perform Strength-related tasks. In addition, creatures take more damage from falling. Even the simple task of walking or lifting one's arms feels more laborious.

Speed: A creature's speed decreases by –5 feet (to a minimum of zero feet) in a high-gravity environment. This penalty applies to all of the creature's modes of movement.
Carrying Capacity: A creature's normal carrying capacity is halved in a high-gravity environment. In addition, the creature takes a –10 penalty on any Strength check made to lift or move a heavy unsecured object.
Skill Check Bonuses: Creatures in a high-gravity environment take a –10 penalty on Strength-based skill checks (including Athletics-based checks).
Attack Roll Penalty: Creatures take a –2 penalty on attack rolls in a high-gravity environment unless they are native to that environment.
Damage from Falling: Creatures fall more quickly in a high-gravity environment than they do in a normal- or low-gravity environment. Falling damage is increased from 1d6 points per ten feet fallen to 1d8 points per ten feet fallen.
Long-Term Effects: Long-term exposure to high-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a heavy-gravity environment takes 1d6 points of temporary Dexterity damage upon returning to normal gravity.

Zero-Gravity Environments

Creatures in a zero-gravity environment can move enormously heavy objects. As movement in zero gravity requires only the ability to grab onto or push away from larger objects, Athletics checks to climb and jump no longer apply.

Most creatures find zero-gravity environments disorienting, taking penalties on their attack rolls and suffering the effects of Space Adaptation Syndrome (space sickness).

Space Adaptation Syndrome: A creature exposed to weightlessness must make a Fortitude save (DC 15) to avoid the effects of space sickness. Those who fail the save are *shaken*, and those who fail the save by five or more are also *nauseated*. The effects persist for eight hours. A new save is required every eight hours the creature remains in a zero-gravity environment. Creatures with the Zero-G Training feat do not suffer the effects of space sickness.

Speed: While in a zero-gravity environment, a creature gains a fly speed equal to its base land speed, or it retains its natural fly speed (whichever is greater). However, movement is limited to straight lines only; a creature can change course only by pushing away from larger objects (such as bulkheads).

Carrying Capacity: A creature's normal carrying capacity increases by ten times in a zero-gravity environment. In addition, the creature gains a +20 bonus on any Strength check made to lift or move a heavy unsecured object.

Attack Roll Penalty: Creatures take a –4 penalty on attack rolls and skill checks while operating in a zero-gravity environment unless they are native to that environment or have the Zero-G Training feat.

Long-Term Effects: Long-term exposure to zero-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a zero-gravity environment takes 2d6 points of temporary Strength damage upon returning to normal gravity.

Weight vs. Mass

While an object in zero gravity loses weight, it does not lose mass or momentum. Thus, while a character could push a ten ton piece of equipment around in space, albeit slowly, getting it to stop is a bit more difficult. If a character were to come between that piece of equipment and a solid object, that character would be crushed as if he were in full gravity – just more slowly.

For simplicity, assume that a Strength check to lift or move an object in zero gravity gains a +20 circumstance bonus. However, stopping an object already in motion does not receive this same bonus.

Atmospheric Conditions

As with variants in gravity, a change in atmospheric conditions can cause major problems for characters. Unfortunately, not every planet will have the same atmospheric density or chemical composition as Earth, meaning that worlds otherwise hospitable to human life may not be ideal for humans born and raised on Earth.

Various atmospheric conditions (and their effects) are presented below. Mobile Infantry wearing full power suits suffer none of the consequences inherent to the atmospheric condition below. SICON power suits and all enclosed SICON vehicles are even tempered against corrosive atmospheres and nothing short of concentrated acid can cause them harm.

It should be noted that all starships of the United Citizens' Federation Fleet maintain a standard Terran atmosphere. This standard atmosphere is constant unless the environmental control systems of a starship are damaged or sabotaged, or the hull is breached by reducing the ship's chassis hit points by half. Unless such a disaster occurs a starship can never suffer from adverse atmospheric conditions.

Corrosive Atmosphere

Some atmospheres (breathable or not) contain corrosive chemicals and gases. Corrosive atmospheres slowly eat away at foreign substances and can cause significant equipment failure. The corrosion can be particularly troublesome in atmospheres that demand special survival gear, as any breach in a protective environmental suit renders it useless. Unprotected equipment exposed to a corrosive atmosphere takes 1d4 points of acid damage per hour of exposure. This damage ignores hardness and deals damage directly to the equipment, eating away at it slowly.

Creatures not wearing protective gear in a corrosive atmosphere take 1d4 points of acid damage per round of exposure.

Thin Atmosphere

Planets with thin atmospheres have less oxygen per breath than the standard Earth atmosphere. Many thin atmospheres are the equivalent of being at a high elevation on Earth, such as on top of a mountain or in the upper atmosphere. A creature exposed to a thin atmosphere must succeed on a Fortitude save (DC 20) every hour. On the first failed save, the creature is *fatigued*. A *fatigued* creature that fails a subsequent save becomes *exhausted* for as long as it remains in the thin atmosphere. After one hour of complete, uninterrupted rest in a normal atmosphere, an *exhausted* creature becomes *fatigued*. After eight hours of complete, uninterrupted rest, a fatigued creature is no longer *fatigued*.

Thick Atmosphere

Thick atmospheres are those that contain a more dense concentration of certain elements, like nitrogen, oxygen or even carbon dioxide, than the standard Earth atmosphere. These dense atmospheres sometimes contain a different balance of elements, while others simply contain a higher number of gas particles in each breath. The effects of

exposure to a thick atmosphere are similar to those of a thin atmosphere (see Thin Atmosphere), except the Fortitude save DC is 15 instead of 20.

Toxic Atmosphere

Some atmospheres (breathable or not) contain toxic gases that are debilitating or lethal to some or all forms of life. The atmosphere is treated as always containing a type of inhaled poison.

Vacuum

Despite some popular myths, moving into a vacuum does not cause the body to explosively decompress, nor does it cause instant freezing as heat bleeds away from the body. Rather, the primary hazards of surviving in the vacuum of space are the lack of air and exposure to unfiltered ionising radiation.

On the third round of exposure to vacuum, a creature must succeed on a Constitution check (DC 20) each round or suffer from aeroembolism ('the bends'). A creature that fails the save experiences excruciating pain as small air bubbles form in its bloodstream; such a creature is considered *stunned* and remains so until returned to normal atmospheric pressure. A creature that fails the Constitution check by five or more falls *unconscious*.

The real danger of vacuum comes from suffocation – though holding one's breath in vacuum damages the lungs. A character who attempts to hold his breath must make a Constitution check (DC 15) every round; the DC increases by one each round, and on a successful check the character takes one point of Constitution damage (from the pressure on the linings of his lungs). If the check fails, or when the character simply stops holding his breath, he begins to suffocate. In the next round, he falls *unconscious* with zero hit points. The following round, he drops to –1 hit points. On the third round, he drops to –10 hit points and dies.

Unfiltered radiation bombards any character trapped in the vacuum of space without protective gear. A creature exposed to this ionising radiation suffers from severe sunburn as well as the effects of radiation exposure; the degree of exposure depends on the nearest star's classification (see Star Systems below for more information).

Decompression

The sudden decompression of a starship, vehicle or other object can be dangerous to creatures inside. Whenever a sealed environment within a vacuum is breached, all of the air inside rushes out quickly to equalise the air pressure. Creatures within the decompressing environment must succeed on a Reflex save (DC 15) or be thrust toward the breach (and possibly beyond it) at a speed of 60 feet per round. Creatures that are three size categories larger than the breach's size category are big enough not to get dragged toward the breach (no Reflex save required). For example, a Fine breach pulls only Fine, Diminutive and Tiny creatures toward it, while creatures of Small size or larger are unaffected.

Decompression Times Table

Breach Size	Decompression Time
Fine (1 inch square)	3 rounds per 10 foot cube of air
Diminutive (3 inch square)	3 rounds per 10 foot cube of air
Tiny (6 inch square)	2 rounds per 10 foot cube of air
Small (1 foot square)	2 rounds per 10 foot cube of air
Medium (2½ foot square)	1 round per 10 foot cube of air
Large (5 foot square)	1 round per 10 foot cube of air
Huge (10 foot square)	1 round per 20 foot cube of air
Gargantuan (15 foot square)	1 round per 30 foot cube of air
Colossal (20 foot square)	1 round per 40 foot cube of air

If the breach's size category is larger than the creature's size category, the creature passes through the opening and is sucked out into the vacuum. If the breach's size category is the same as the creature's size category, the creature is sucked out into the vacuum and takes 1d6 points of damage as it gets forced through the breach. If the breach is one or two size categories smaller than the creature's size category, the creature is not thrust into the vacuum but takes 2d6 points of damage as it slams against the area around the breach. It takes another 2d6 points of damage each round until the air completely evacuates from the decompressed compartment or until the creature pulls itself away from the breach with a successful Strength check (DC 20).

The time it takes for all of the air to evacuate from a compartment depends on the size of the breach and the volume of the decompressing compartment, as shown in the Decompression Times table.

Once the air has completely rushed out through the breach, the pressure equalises and the interior environment becomes a vacuum.

STAR SYSTEMS

A star system can contain one star or multiple stars. Humans are more likely to find habitable planets in systems with single stars. In reality, more than half of all star systems have two or more stars, and these systems typically contain planets that are inhospitable to human life.

Star Type

Stars are classified using a lettering system that describes the star and gives information about its type. Known as the spectral class of a star, a designation of O, B, A, F, G, K or M is given to the star based on its mass and energy output. Class O stars are the hottest, largest and brightest stars, and class M stars as the smallest and coldest, with a gradual scale between them. Since a star's mass determines how hot it burns (as well as how strong its gravity pull is), the star's classification actually helps extrapolate the kinds of planets that might be in that star's system. Since larger stars burn hotter and smaller stars burn cooler, the mass of a star determines the climate of the worlds that orbit it.

In addition to the standard array of star types, several other types of stars (or what were once stars) might be found at the centre of a star system. Most of these stars (called 'non-main sequence stars') have characteristics that make certain planetary conditions impossible, and no type of non-main sequence star is likely to support worlds hospitable to human life. Types of non-main sequence stars include black holes, neutron stars, white dwarf stars, black dwarf stars, brown dwarf stars and red supergiants.

Degree of Ionising Radiation: Ionising radiation – radiation that breaks down atoms within living tissue – is common in space. All stars produce and emit harmful levels of ionising radiation, and a star system is considered an 'irradiated area' for the purposes of determining radiation exposure, particularly in the vacuum of space. Planetary atmospheres and protective environment suits can protect a creature from ionising radiation. The degree of radiation exposure depends on the nearest star's classification, as shown in the Star Systems table. For systems with two or more stars, increase the degree of radiation by one grade (lightly becomes moderately, moderately becomes highly and highly becomes severely).



Star Systems Table

Star's System's Classification	Degree of Ionising Radiation[1]	Number of Planets
Class O (blue-white)	Highly Irradiated	1d4+1
Class B (blue-white)	Moderately Irradiated	1d4+2
Class A (blue)	Moderately Irradiated	1d6+2
Class F (green)	Lightly Irradiated	1d6+3
Class G (yellow)	Lightly Irradiated	1d6+4
Class K (orange)	Moderately Irradiated	1d6+5
Class M (red)	Highly Irradiated	1d8+2
Non-Main Sequence Star's Classification		
Black Hole	Highly Irradiated	—
Neutron Star	Severely Irradiated	1d4–1
White Dwarf	Moderately Irradiated	1d4+1
Black Dwarf	Lightly Irradiated	1d4+2
Brown Dwarf	Lightly Irradiated	1d4+1
Red Supergiant	Highly Irradiated	1d4–1

[1] Refer to the Radiation Exposure table for details.

Number of Planets: The number of planets in a given star system can be determined by rolling on the Star Systems table. For systems with multiple stars, use the star with the fewest planets allowable to determine the number of planets in the system.

Hospitable Stars

The chief classifications of hospitable stars are F, G and K. These stars produce the right amounts of heat and the right types of radiation to allow human-compatible worlds to exist. Not every world around a Class F, G or K star is hospitable; however, even inhospitable worlds within such systems could be made to support human life with artificial modifications to their ecosystems (a long and painstaking process called 'terraforming').

Inhospitable Stars

Class O, B, A and M stars are the least likely to support planets capable of hosting human life. The stars toward the hotter end of the spectrum simply produce too much heat to

allow living, breathing organisms to thrive. Class M stars do not give off enough heat to support life at the distance Earth orbits its sun, and these stars are also known to be violently unstable and prone to bursts of stellar activity.

Black Holes

Black holes are stars that have expended their fuel sources and exploded in a massive supernova. Few, if any, planetary bodies survive the initial death of such a star. Once the star has exploded, its gravity is so great that it collapses in on itself and warps light, time and space around it. Black holes drag all nearby matter into its centre, collecting rings of cosmic debris called accretion discs that can be seen at great distances. Some planets and asteroids might survive being pulled into a black hole long enough for some adventuring, but they are perilous places to explore.

It should be noted that the Cherenkov drive system fitted in nearly all of the starships of the Fleet of the United Citizens' Federation cannot operate within one light year of a black hole.

Neutron Stars

A neutron star, or pulsar, is a large star that has exhausted its fuel source but has not collapsed in on itself. Instead, the entire star's remaining matter compresses into a much smaller body mere kilometres in diameter. Within this tightly packed core, the star's density crushes the atoms into an object composed entirely of subatomic particles known as neutrons. Planets orbiting a neutron star are typically cold, lifeless and severely irradiated.

White Dwarf Stars

A white dwarf star is so much smaller than a neutron star that it does not have the mass to collapse in on itself. Instead, white dwarfs are typically small and dense and surrounded by rings of wreckage that were once planetary bodies in its system. White dwarfs emit little light or energy, and the rings surrounding them are usually cold and dark. However, these rings are not bombarded by as high levels of radiation as in a neutron star and could potentially support life, assuming enough heat could be generated.

Black Dwarf Stars

Black dwarf stars completely burn out after expending their fuel. Truly the most stable of dead stars, black dwarfs simply consume their fuel supply and then cool into a cinder that emits no light or heat. Any planetary systems that existed around a black dwarf will remain intact; however, they usually become barren and frozen once their heat and light source is gone.

Brown Dwarf Stars

In many ways, the brown dwarf is not even a star. Brown dwarf stars are stellar bodies that almost coalesced into true stars but never managed to form completely. Brown dwarfs are dim and small. They may have planets in their system, but rarely can these worlds support life as the federation knows it, due to the lack of heat or light.

Red Supergiants

Most red supergiants begin their lives as average-sized stars. However, they burn hot and expend their hydrogen fuel supplies quickly. When its hydrogen supply is depleted, a red supergiant begins burning other, heavier elements such as helium, causing the star to expand to enormous size. An expanding red supergiant consumes its innermost planets and then burns so hot and bright that it renders all other planets in its system incapable of supporting life naturally.

STELLAR HAZARDS

Two types of stellar hazards can create higher-than-normal levels of ionising radiation: solar flares and cosmic rays.

Solar Flares

Solar flares release tremendous amounts of electromagnetic energy (including harmful ultraviolet rays and X-rays), as well as highly charged protons and electrons. The effects are comparable to a radioactive blast from one hundred million billion tons of TNT (compared to the 20,000 ton equivalent blasts that destroyed Hiroshima and Nagasaki). Fortunately, while solar flares are not rare, they are predictable.

An unprotected creature exposed to radiation from a solar flare is treated as 'severely irradiated' for the purposes of determining the radiation's effects (see the Radiation Exposure table).

Cosmic Rays

Cosmic rays, unlike solar flares, cannot be predicted. Consisting of subatomic particles moving at relativistic speeds, these rays can penetrate miles of solid mass (though only a few get through the Earth's atmosphere without colliding with other atoms or molecules, effectively rendering them harmless). In space, these subatomic particles can cause severe cell damage, even genetic mutation.

An unprotected creature exposed to radiation from a cosmic ray shower is treated as 'highly irradiated' for the purposes of determining the radiation's effects (see the Radiation Exposure table on pg. 138).

PSYCHICS

The acceptance and integration of psychic powers is prolific in the Federation to the point of commonplace. While such talents are considered rare and special, there is no denial of their existence or doubt as to their effectiveness. People with psychic abilities are given special roles to serve in the Federation, generally within the boundaries of governmental and military work.

This acceptance does not come freely. The work that psychics are expected to perform can be harrowing, especially for those who choose to join SICON as part of Military Intelligence. The only branch of SICON that accepts identified psychics, Military Intelligence makes use of their special abilities in very intense and extremely draining ways. There is a high risk of burnout in Military Intelligence for a psychic; mental collapse and endangered physical health are only two of the risks faced by military psychics.

PSYCHICS IN THE MILITARY

There are compensations for psychics in SICON. While they constantly endure the hardships of their service to the Federation both on the battlefield and in the planning rooms of military strongholds like Sanctuary, they are given a measure of respect in the form of an automatic officer rank, expert medical attention and specialised equipment designed to preserve the valued investment they represent.

They also have access to even better training regimens than normal officer candidates as befits their more cerebral gifts and wider aspect of military service. Because psychics may be assigned to any part of the military and rarely remain in one division or location for a protracted period of time, Military Intelligence 'specials' are trained in stellar geography, every department and branch of SICON and every protocol they might need to call upon when dealing with others, from the lowest Mobile Infantry recruit to the Sky Marshal-in-Chief.

'It takes a very special, very rare talent to become a member of Special Services in SICON. After meeting several members of Military Intelligence, I have learned one important thing; I don't have that talent and I could not be happier.'

— Pvt. Paul 'Dusty' Dustin, Raynes' Raptors

This versatility serves a Special Sevices agent in SICON well. There are many missions that specials can be assigned to, very few of which run any risk of subjecting them to true danger, as psychic officers are simply too valuable to risk in combat. This sheltered environment is not absolute; specials in Military Intelligence are given the same basic training as any other member of SICON. Indeed, some members of Military Intelligence begin their careers in other branches – even the Mobile Infantry – before their talents are recognised and they are transferred to Special Services.

The Rigours of Reassignment

This transfer often comes with no warning, sometimes causing a gap in a platoon that the Mobile Infantry has to fill as quickly as possible with another soldier. This state of 'one man down' is colloquially called a 'Snatch and Grab', usually by the irritated sergeant that has to cope with being short-handed both while his platoon is missing a man and while they get their green private up to speed. For this, and for reasons of elitism, the Mobile Infantry and Military Intelligence have a long history of resentment and bad blood.

Despite this, psychics of any kind in any service of SICON assigned to Military Intelligence quickly acclimate to their new role. Given a military rank far in excess of their own or of anything they could reasonably expect to gain during their first tour of duty, the sudden increase in status and personal authority is usually enough to overcome any resentment a recruit might have towards being forced to leave their old unit behind. Command and rank have privileges, especially where Military Intelligence is concerned.

This does not come without a price. Because all psychic members of Military Intelligence have an officer's rank, they are treated as cadets of the Officer Candidacy School from the first moment they arrive on Sanctuary to begin their training. Unlike other members of SICON, this treatment does not end when their rank is granted. Instead, Military Intelligence officers undergo constant training and education during their downtime. The military is always in a state of change; Military Intelligence has to continuously retrain its members to keep up. Therefore, the cadet undergoes several months of constant stress, a state of affairs that is de rigueur for Special Services agents in SICON.

Problems Within the Ranks – Psychics in Combat Roles

There are programs in the Mobile Infantry and the Fleet to combat the inefficient reaction to psychic officers. One of these has been disastrous in recent months but is still a project of the current Federation – surrogate leadership. The surrogate plan takes a platoon posted in the field and exchanges its officer in charge with a psychic of appropriate training for a period of one week to one full month. During peacetime, this has little effect aside from getting soldiers used to the presence of a 'talented' leadership figure.

In times of war, this is a great deal more problematic. Most Special Services personnel have little to no actual combat experience. In the field, they usually prove to be more of a problem than an asset. Their tendency to freeze up during fighting has led to thousands of deaths as troopers are left devoid of effective leadership. There have been numerous protests by the Mobile Infantry to suspend the surrogate program until after the resolution of the present Arachnid threat. These protests have been summarily denied on the grounds that this style of leadership may be more important now than at any other time in history.

Ironically, the Fleet is not as adversely affected by having its Captain (or, more often, First Officer) replaced for a time by a Special Services surrogate. The ability of an incompatible leadership figure aboard a starship to reduce efficiency is limited and easily circumvented by a vessel's command structure. This is not to say that no damage can be done, especially during the rare instances of combat involving large ships such as carriers and command vessels. Generally, the Fleet is more open to the idea of the surrogate program, but even they are rarely enthusiastic about it.

The Authority of an Psychic Officer

Psychic officers begin their tenure in Military Intelligence as a lieutenant. This rank is genuine and technically unabridged, but it does have some limitations and benefits other lieutenants in SICON are not afforded. This is not lost on Mobile Infantry troopers; most members of Military Intelligence, psychic or not, are treated as poor reflections of battlefield leadership when other officers are present. Even when the only ranking officer in a platoon or larger unit is Military Intelligence, troopers are generally loathe to follow their orders and efficiency can dwindle greatly.

This is a shame as psychics can be very useful in combat situations. Their gifts can guide a platoon far better than the most acute sensors. Some can use telepathic communication to provide a platoon with better cohesion and better unity than the best equipment or months of elite training. Once a psychic Military Intelligence officer gets inured to the stress of combat, he can become a remarkably effective battlefield leader.

Unfortunately, their greatest challenge to achieving that excellence is human nature. Even the most indoctrinated and willing soldier has a basic resistance to the idea of mind control. The idea of 'someone inside my head' is instinctively abhorrent to most humans, making the ability of psychics to lead Mobile Infantry troopers less than optimal, even in the best of situations. Those few, exceptional units that can deal with the invasive nature of psychic commanders often find that they fight better and react faster than with anyone else in a leadership role.

A method of assuaging this resentment and resistance used by SICON is to limit the overall authority afforded to psychic officers. Even Military Intelligence generals (the highest officer rank a Military Intelligence officer can possess) are technically trumped in the field, however, by any Mobile Infantry or Fleet commissioned officer even if he is of lower rank. A second lieutenant of either division can override a Military Intelligence officer of any rank during a combat situation, though non-commissioned officers, such as Sergeants rarely dare to do so.

Administrative Review

Any Mobile Infantry or Fleet officer countermanding a Military Intelligence officer's orders may have to submit to a SICON review at a later date to explain and defend that decision. This review board can include a determining officer of as high as Sky Marshal but rarely does so for anything other than the gravest of 'offences'. As long as the countermanding order was given for explainable and logical reasons, these reviews are largely academic and the officer receives no demerit or punishment for his decision to override a Military Intelligence officer's command.

If the countermanding resulted in a mission failure or loss of life, the officer can face punitive measures ranging from demotion to – in the gravest of situations – immediate military execution. In truth, these reviews are almost always decided in favour of the Mobile Infantry or Fleet officer. On the rare occasions when the officer is found guilty of neglect



or dereliction of duty, these results are used as examples of why a more harmonious existence between Military Intelligence and the rest of SICON should be achieved.

These review boards always require the presence of the officers involved, including military representation of either party if desired. Most boards of inquiry take less than three days to arrive at a decision, though travel to Sanctuary (or the nearest convenient SICON facility to the incident in question) may add considerably more time. As lost man-hours are not desirable to SICON, such reviews are only enforced when required; this usually occurs when a Military Intelligence officer demands such an action be taken on his behalf. If the review council finds in favour of the Mobile Infantry or Fleet officer in such cases, the requesting officer typically loses his commission and is relegated to some non-critical military position as punishment.

CIVILIAN PSYCHICS

Not every psychic is suited for military service. Either for physical reasons or baseline personality traits that render them ineffective in the military. Such psychics are groomed and trained to use their powers for the betterment of the UCF, from telepaths with specialised mind reading skills to probability 'specials' that can track fiscal trends better than any supercomputer, civilian psychics can find many ways to be of use.

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.

Unidentified Psychics & Military Testing

Psychics among the civilian population of the Federation are almost always discovered during their adolescence. This 'discovery' rarely involves much work on the part of the Federation. Between harrowing incidents of uncontrolled psychic contact or similar manifestations of unbridled phenomenon and civilians turning themselves into Federation clinics to escape such incidents, the vast majority of unidentified psychics are located with no direct government interference.

The only time the Federation discovers a hidden or – more often – ignorant psychic through its direct action is during the medical examination given during SICON enlistment. When a volunteer enters a recruitment office's medical facility, the in-depth examination turns up virtually any psychic ability he might possess. If such a gift is erratic or for some reason difficult to quantify, their files are tagged with an order for further observation and they are processed as a normal recruit. These 'questionables' are watched by Special Services but placed in other divisions until such time as their abilities manifest or they are deemed unsuitable for assignment to one of thier sections.

Recruits capable of sustainable psychic ability are identified and recruited into one of Military Intelligence's basic departments (such as Games and Theory or Systems Survey) immediately. The recruit does have the right to refuse this assignment, but doing so can have serious repercussions. The Federation will not allow known psychics to serve outside of Special Services unless extraordinary circumstances occur.

These tests are voluntary, though a review every four years is a mandatory process. Even though this system catches most 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.

Civilian psychics have a special place in the Federation. While they live under extraordinary scrutiny to make sure their gifts are not used improperly, they are given preferential treatment during job assignments and positions in administration. Any psychic wishing to work for the Federation in a governmental capacity can do so; positions are always open for such civilians. There are even jobs

in the government that can provide an alternate route to citizenship.

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 react 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 sanctions and controls keep civilian distrust of psychic ability to a minimum in the modern era.

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.

THE FOUR PSYCHIC ABILITES

The detailed research Military Intelligence has put into psychic phenomena since the division's inception in the early years of the Federation has uncovered a great deal of information about the potential of the human mind. While there are literally hundreds of different manifestations of psychic talents that have been catalogued in that time, a measurable pattern has emerged in those that are stable and commonly repeated.

Several dozen powers have been detected and analysed as being subsets of four unique 'collectives' of mental ability. These talents tend to be exclusive; the hyper-developed cerebral matter that gives rise to them virtually never allow for other masses to occur in conjunction with them. This means that in all but the most extraordinary cases a psychic only has measurable ability with one collective. Rudimentary ability can be trained with other groupings but most psychics can only accomplish advanced powers in a single area.

Continued research has had some success in both accelerating and expanding psychic ability but very few experiments have been able to allow subjects full access to more than one collective of powers. Most experiments along this line result in death by cerebral haemorrhaging or irreversible insanity, mimicking the same catastrophic physiological responses that occur when multiple talents try to express themselves naturally.

Telepathy

Psychics with a talent for this collective are, logically enough, called telepaths. They possess an expanded ability to generate and detect mental energies. These energies are imprinted at the cortex level with thoughts, images and other cerebral activity. By focusing on specific parts of this stream of nigh-endless data, a telepath can 'read' another person's thoughts, send information or even cause thoughts to occur in the minds of those nearby.

Though erratic and unpredictable in its infancy, the science of telepathy has become very precise through the diligent efforts of Federation research and the sacrifices of numerous people with the telepathic gift over the centuries of applied psychic experimentation. Trained telepaths can extract images, implant false sensations and even kill with overloads of intense pain. While only military telepaths are officially educated in how to use their gifts violently, a few civilian telepaths develop the talent on their own.

Clairsentience

Both a blessing and a curse for those psychics skilled in this collective, the power of clairsentience allows for remote vision and hearing of distant places. This is far more useful than it might sound on the surface, as a 'senser' can detect the location of things far outside the range of any machine and is not affected by any form of mundane shielding. As a senser is the only real defence against the abilities of clairsentience, they are a military asset too valuable to be discounted and a barrier against the threat this collective represents.

Clairsentience research goes back to before the Disorders that gave rise to the Federation. In those days, the 'remote viewing' projects were driven by the desire to locate enemy installations and weapons of mass destruction so that the viewing side could strike them with precision and in secrecy. None of these projects came to any useful conclusion, primarily due to lack of internal government acknowledgement and proper funding. In the United Citizens' Federation, clairsentience has received both and the results have been extremely beneficial. In truth, clairsentience is one of the primary tools for ensuring the longevity and effectiveness of both SICON and the UCF; Section Four – Remote Surveillance is one of the most highly regarded sections of Special Services.

The Standard Psychic Rule

The mechanics of psychic ability are considerably less complicated than the science behind the phenomenon. The basic rule for determining the success or failure of a psychic action (which is always an attack action unless otherwise noted in the text of a given power) is a simple d20 check that works exactly like adjudicating a skill. In its formula form, taking a psychic action is:

Psychic Action Check = d20 + base psychic bonus + Charisma modifier

The base psychic bonus is determined by the level of the psychic making the check and is similar to a base attack bonus in that it is solely tied to a character's level. Just as an attack is opposed by a target's Defence Value, psychic actions against a sentient being must meet or exceed the target's Psychic Resistance Value.

Psychic Resistance Value = 10 + target's total Will Save

If a power is capable of being used against a non-living target (such as Clairsentience's ability to see a distant location), the target number a psychic action must exceed is always DC 20 plus a modifier ranging between zero and ten. This latter variable is determined by the Games Master and is entirely a matter of discretion. It is intended to be a measure of resistance as circumstances determine. A psychic trying to see the surface of the Moon from Terra might only have a +1 or +2 added to the base DC of 20, while trying to see into a cavern on Pluto would certainly qualify for a +9 or +10 to the DC.

All psychic powers have a hit point cost attached to them. This cost is always nonlethal, resulting in the psychic falling *unconscious* if zero hit points are reached as a result of using mental abilities. This form of fatigue can be regained quickly by making a Concentration check, returning one hit point of nonlethal damage suffered from using psychic powers per point over the DC 20 skill check rolled by the psychic. This meditation can be performed once per hour and requires five full uninterrupted minutes. The cost of any psychic power is paid whether it is successful or not.

Psychometry

Classically understood as the ability to sense impressions and images from objects due to the psychic energies left behind on them, this collective is a great deal more than that in practice. The same sensitivity that allows for this so-called 'object reading' also allows a psychometric to turn the power inward and gain command of his own deepest cognitive functions. Psychics trained in psychometry have the ability to control their deepest mental recesses and access capabilities that would be considered superhuman in others.

This collective has been seen in humanity since its earliest history, though rarely in its full capacity. Eidetic mental function, quicksilver calculations and child prodigies are all examples of this ability in its weaker forms. In fact, the first form of psychometry gives the users of the collective their shorthand name – 'memory men'. Anything a psychometric does, sees or experiences can be called up as clear as if it was occurring again; this is a great asset in reconnaissance and command.

Probability Control

The rarest and most difficult to control of all psychic collectives, this power was not even accepted as genuine until 200 years before the discovery of Arachnids on Pluto. These powers are very subtle and rarely generate any provable phenomena outside of purely laboratory conditions; their tendency to inexplicably fail for even the most experienced of psychics still leave some researchers unconvinced as to their true existence. For those that use them, mentalists called 'lucky men', their existence is undeniable, despite their difficultly to prove.

This does not make their power any less impressive when it does work. Though the vernacular for the collective is probability control, it works more like a hyper-mathematical ability to calculate odds and determine the right actions at the right time to shift events in favour of a desired outcome. This would be called luck by some, but it is largely understood for the psychic ability that it actually represents. While its most advanced forms fall slightly outside this simple framework and are very difficult to quantify, those mentalists with the power of probability control can sometimes make even the most improbably occurrences come to pass.

PSYCHIC CHARACTERS

In the world of *Starship Troopers*, playing a psychic character can be done in one of two ways. The first is to take the feat Psychic Talent (detailed in the Feats chapter) and remain untrained; the other is to take the Special Services agent character class and be either a civilian or military psychic.

In the former case, the character is untrained and unreliable. He will never develop any noticeable abilities other than vague hunches or occasional uncontrolled phenomena as determined by the Games Master.

Trained psychics are automatically required to have at least one level of the Special Services agent character class, even if they never expand their talents into one of the four collective classes. While it is quite possible to gain an understanding of basic psychic ability with just a single level of the Special Services agent class and remain a civilian (with other levels as desired in that class), anything more relegates the character to permanent status as a recognised psychic. Among other roleplaying ramifications, those with two or more levels of Special Services agent can never take any levels in Mobile Infantry trooper or any of its specialities after reaching that point.

A single level can represent self-training and intuitive skill with psychic ability. Beyond that first level, any improvement is a matter of focused external training and firmly places the character in the realm of a recognised psychic with all the benefits and drawbacks that come with such status. Games Masters are free to run their individual campaigns without this limitation (especially if the game is set in a society or area where Federation control is reduced) but in the standard UCF setting controls and surveillance are virtually impossible to side-step where psychic ability is concerned.

Taking Levels in the Psychic Classes

In order to take any levels in any psychic class, a character must have the Psychic Talent feat. This feat allows for entry and advancement into the Special Services agent class. There are no other prerequisites or requirements to the Special Services class; psychic ability is found in all walks of life and in every culture in the Federation. There are two paths for those who enter the Special Services, one for civilians and one for the military. Advancing as a civilian past the first level is only an option for civilian characters, while the military path of the class automatically places the character in Military Intelligence at 2nd level.

The collective levels are designed to be taken interspersed with the Special Services agent class. Unless a player gets special permission from the Games Master, a given character can only take levels in one collective class. Collective classes become available after reaching 3rd level in the Special Services agent class and a character can never advance in a given collective class more than two levels in a row. As such, a 7th level character cannot have more than three levels of a collective class; the first two would be taken at 4th and 5th level and the third would become available at 7th. That character's next (8th) level could be taken as either the Special Services agent class or the selected form of collective.

The benefit of taking Special Services agent levels is that they grant hit points (albeit a small amount) with each level while collective levels do not. *Mental Endurance*, one of the features exclusive to the Special Services agent class, also reduces the psychological drain that comes with using psychic powers. The benefit of taking collective class levels lies in the gaining of new abilities. Effectively, Special Services agent levels represent psychic finesse and talent while collective levels provide the powers that utilise that ability to its fullest.

Cross Training for Psychic Characters

At any time after a mission, a psychic can request cross training in one of the collectives detailed here, so long as he meets the requirements. Each is a short advanced class that will grant the psychic new skills and ensure he has sufficient training to maximise his mental potential. The Games Master, playing the role of the agent's superiors, has the final say as to whether he will be allowed to start the requested collective training – it should be noted that insubordinate psychics are often refused training in these speciality fields until their morale and behaviour improve.

PSYCHIC ASSETS OF THE FEDERATION

Most citizens of the Federation are considered important parts of the greater whole. Business and commerce are just as vital to the continuance of the United Citizens' Federation as they are to every other government in mankind's history. Without the Federation, citizens and civilians would have no protection or provision in the galaxy, but without citizens the Federation literally could not exist. From farmers and grocers supplying food to its many planets to manufacturers and architects building that which keeps it running and expanding, citizens and civilians are the life's blood in the body of the greatest government in mankind's long existence.

There are, however, levels of importance and right at the top of this strata stand the psychics of the Federation's Special Services. Almost a military unto itself even for those that do not serve in the armed forces, Special Services is an

'I have learned to use my mind in ways you could never imagine. If you live to be 200, you could never become as valuable to the Federation as I am.'

– Intelligence Agent Darren Collins

organisation that, once joined, a civilian can never leave. With mental abilities that set them far apart from others, 'specials' serve the Federation but can never truly be a part of it the way non-gifted citizens and civilians enjoy.

This is not to say that they suffer in any way for their abilities. Specials are well-cared for and receive most of the same benefits from the Federation that their fellow civilians take for granted. They are allowed to fulfil positions of employment suited to their unique talents and are always generously compensated for doing their duty in this way. They can even gain citizenship and all the benefits that come with that vaunted status without having to serve in the military if they so desire.

The reason for this special treatment and close scrutiny is a simple one; 'specials' live slightly behind the curtain in the United Citizens' Federation. Their powers are instrumental in the continuous effort to keep peace in a governmental system which spans the stars. The Federation is proud to state that it has not had a single insurrection or violent rebellious uprising in its extremely long reign over humanity; psychics play a very large, very vital role in maintaining this constant order.

SPECIAL SERVICES AGENT

Psychics can become citizens without military service after ten years of meritorious service, despite this many members of the Special Services still choose to join Military Intelligence. This may arise from a sense of patriotism or a desire to wield the personal power afforded by the black uniform and high rank that goes hand-in-hand with such an office. Regardless of the reason behind such service, psychic members of Military Intelligence can become extremely powerful both in mental ability and in authority. While they are restricted from ever attaining a rank higher than General in the Mobile Infantry or Admiral in the Fleet and cannot serve as a Sky Marshal, many former Special Services agents achieve advisory roles in the Federation and wield considerable influence in spite of that limitation.

Those outside the military cannot serve the Federation in such a capacity but have a different form of influence. They can rise to dominance in corporations and other civilian enterprises and there are fewer legal limitations on a civilian special, as long as he remains available to the UCF whenever the government might have need of him. While civilian specials can be drawn into military service during times of great emergency, this is rarely done and most consider the possibility little more than a cautionary clause in their work contracts.

Game Rule Information

Members of the Special Services have the following game statistics.

Abilities

Those in the Special Services need a high Charisma if they are going to focus on abilities that can be resisted. Police interrogators and correctional officers fall into this category. Because extended use of psychic powers drains the endurance of a 'special', it is important for psychics to have a high Constitution. Most psychics have a higher than average Intelligence and Wisdom as well to reflect their typical preference for cerebral activities.

Hit Points

Special Services agents start the game with a number of hit points equal to their Constitution score. They gain one hit point per level thereafter.

Action Points

Special Services agents (like all characters) gain a number of Action Points equal to one-half their Charisma score, rounded down, at 1st level. A new point is gained at every even numbered character level.

Class Skills

The Special Services agent's class skills, and the key ability for each skill, are as follows: Computer Use (Int), Concentration (Con), Drive (Dex), Knowledge (any, each subskill taken individually) (Int), Perception (Wis), Research (Int) and Technical (any, each subskill taken individually) (Int).

Skill Points at 1st Level: (5 + Int modifier) x4
Skill Points at Each Additional Level: 5 + Int modifier

In *Starship Troopers*, all characters speak Standard English plus one additional language of their choice per point of their Intelligence bonus. Languages of the Federation are listed in the Feats chapter.

Class Features

The following are class features of a member of the Special Services.

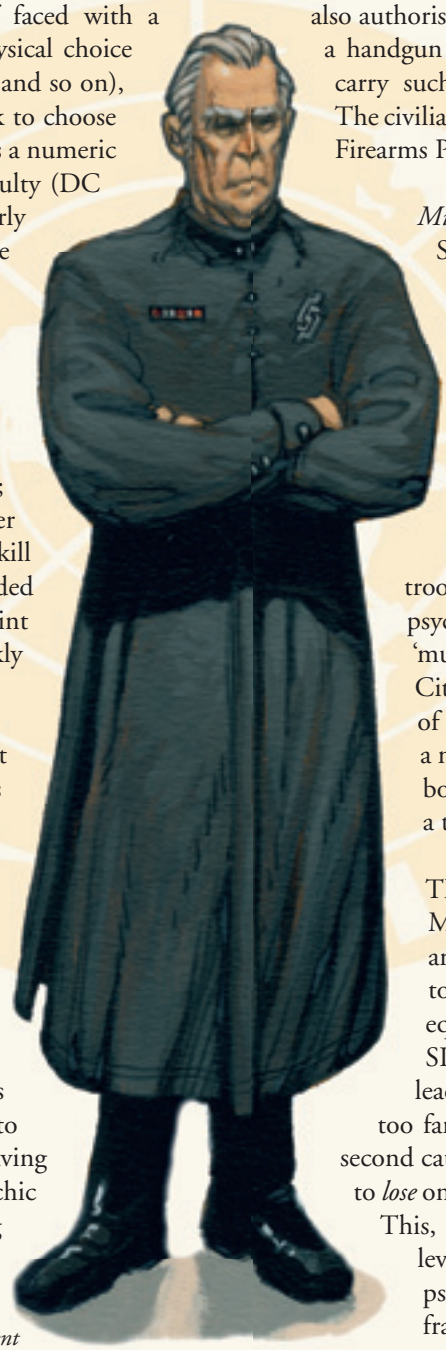
Basic Abilities: A psychic character has certain basic abilities that can be achieved with a minor amount of real training. Most of the time, this education is gained at one of the Federation's testing and indoctrination centres but in rare instances it can be self-realised. All members of the Special Services can perform the following abilities, one particular ability per round, as an attack action.

Foreboding (hit point cost per use: 1): Whenever a psychic is about to be attacked by surprise or subjected to a dangerous situation, the Games Master rolls a hidden psychic action check (DC 20). If the check succeeds, the psychic can act normally during the surprise round (if any) and receives a +1 bonus to his Defence Value and the next saving throw he has to make. This ability does not function if the psychic is not attacked from surprise or is aware of the danger. If the psychic desires, this ability can be suspended to keep it from draining hit points during times of constant threat. *Foreboding* does not require any thought, concentration or action on the psychic's part.

Hunch (hit point cost per use: 2): If faced with a situation with a numerical or limited physical choice (turn right or left, a numeric keypad lock and so on), a psychic can make a psychic action check to choose appropriately. For situations as complex as a numeric lock, the variable added to the base difficulty (DC 20) is +2 per digit after the first. Similarly complicated situations should raise the difficulty accordingly.

Mental Focus (hit point cost per use: 1): By focusing on a specific task, a psychic can allow his instincts to help guide his efforts. *Mental Focus* does not require a psychic action check or an action to use; it happens as part of employing any other skill. *Mental Focus* adds +1 bonus to a skill check. If the check is part of an extended action, *Mental Focus* requires one hit point per minute of the skill's use and can quickly become prohibitively draining.

Awareness: A psychic is always aware at a subconscious level of his surroundings and can often determine information about people, places and objects merely by concentrating on them. While this information is rather general for anyone without a focus in psychometry or clairsentience, it does serve as a way of paying close scrutiny to everything that happens around a psychic. *Awareness* is a constant mental ability that, unless suspended as a free action, adds a +2 bonus to all Perception checks. The drawback to leaving *Awareness* active constantly is that if a psychic is targeted telepathically while enjoying this bonus, he suffers a –2 penalty to any Will save required by the power.



Special Services Agent Demetri Sergkov

Career Choice: At 2nd level Special Services agents must choose whether to join SICON as a Military Intelligence operative or remain in the civilian sector. The benefits and drawbacks of each choice are detailed below.

Civilian: A civilian Special Services agent gains any one skill of his choice as a new class skill and receives a permanent +1 bonus to his Prestige. Civilian psychics gain a lot of notoriety, at least within their own community. They may only gain levels in this class and one (or more if the Games Master allows) of the collective classes; they cannot advance as civilians without abandoning their advancement in Special Services or subsequent collective classes. They are also authorised as part of their special status to carry a handgun of their choice (most civilians cannot carry such weapons under any circumstances). The civilian Special Services agent gains the Simple Firearms Proficiency feat.

Military: A member of the Special Services scan opt to join the Military Intelligence division of SICON. Doing so automatically confers the rank of lieutenant and grants both Code-Breaking as a class skill and Power Suit Proficiency and the Simple Firearms Proficiency as bonus feats. This also places the psychic in the armed forces and makes him eligible to take levels in the Mobile Infantry trooper character class. Military Intelligence psychics are in SICON for life; they cannot 'muster out', as detailed in the United Citizens' Federation chapter and take levels of the civilian class. The intense training a military psychic undergoes provides a +2 bonus to the DC of any Will saving throw a target must make to resist his powers.

The SICON training programs that Military Intelligence psychics undergo are incredibly draining and take a serious toll. While military psychics are very well equipped and given the best resources SICON can offer, their lives are slowly leached away as their powers are pushed too far too fast. Every level gained after the second causes the Special Services agent character to *lose* one hit point and does not grant any at all. This, combined with the fact that collective levels grant no hit points, makes military psychics very powerful but extremely fragile.

Mental Endurance: Continued training in wielding mental energies reap a potent reward for the Special Services agent each time this class feature is gained. The character may select a psychic power he possesses (including the ones gained from collective levels and any class feature from this class or the collective classes that have a hit point cost to use) and reduce its hit point cost per use by two points. This class feature cannot lower a power's cost below zero.

Mental Endurance can be applied to the same power multiple times, but the power's cost can never be reduced below zero. Once chosen, the power *Mental Endurance* modifies cannot be changed. The reduction offered by *Mental Endurance* only applies to the initial cost of a power; if an ability can be maintained at the cost of additional hit points, these are not diminished by *Mental Endurance* and must be paid in full.

Instincts (hit point cost per use: 3): The warning sense that *Foreboding* grants becomes more powerful and somewhat controllable at this level of ability. Any time a psychic with this feature is struck in combat by a ranged or melee attack (but not a psychic effect), he may use this power as a free action. By succeeding in a psychic action check against a DC equal to the total attack roll against the psychic, he may reduce the hit point damage of the attack to one point per damage die. This can be done once per round and the decision to do so must be declared after the psychic has been hit but before damage is rolled.

Critical Focus (hit point cost per use: 4): By concentrating his *Mental Focus* ability, a trained psychic can force himself to achieve the best possible result he can when using any skill he is trained to perform. Once per day, he can 'take 20' without any increase in time spent to use the skill so long as he has one skill rank in the skill being attempted. Unlike *Mental Focus*, this cost is not repaid every minute for an extended skill check; *Critical Focus* lasts for as long as the psychic wishes to spend performing the skill in question.

Advanced Awareness: Now trained to feel the mental vibrations of all living things within his immediate area, psychics with this feature are capable of sensing and even intercepting psychic phenomena within 120 feet of his location in any direction. Detection is a normal psychic action with a DC equal to the 10 plus the target psychic's base psychic bonus plus the target's Charisma modifier. Success informs the detecting psychic whether the target has levels in the Special Services agent class or any levels in a collective class. The collective class and number of levels involved are not discovered. One target (or a ten foot square area if the target psychic cannot be seen) can be scanned with this feature for each attack action the psychic wishes to expend.

Interception does not require a located target but counts as a full-attack action that does not permit the psychic to move at all. This sets up a field of interference around the psychic that automatically negates any psychic power (with the exception of the bonus to Action Points given by the Psychic Talent feat) that cannot overcome an opposed psychic check between the initiator of the incoming power and the interfering psychic.

Impulsive Thought: Once per day for each point of Wisdom Modifier possessed by a psychic with this class feature (to a minimum of one), he may use any power he has as a free action as long as the power in question takes an attack action normally. *Impulsive Thought* adds two hit points to the cost of the power used this way, but the ability to initiate a psychic action instantly is often worth the drain. If the power is augmented with *Mental Endurance*, this addition is applied to the power's cost *before* the reduction from *Mental Endurance* is calculated.

Special Services Agent

Class Level	Base Attack Bonus	Base Psychic Bonus (Civilian)	Base Psychic Bonus (Military)	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1st	+0	+1	+1	+0	+0	+2	Basic Abilities (*Foreboding, Hunch, Mental Focus*)	+1	+1
2nd	+0	+1	+2	+0	+0	+3	Awareness, Career Choice	+2	+1
3rd	+1	+2	+3	+1	+1	+3	Mental Endurance	+2	+2
4th	+1	+3	+4	+1	+1	+4	*Instincts*	+2	+3
5th	+2	+3	+5	+1	+1	+4	*Critical Focus*	+3	+3
6th	+2	+4	+6	+2	+2	+5	Mental Endurance	+3	+4
7th	+3	+5	+7	+2	+2	+5	Advanced Awareness	+3	+5
8th	+3	+6	+8	+2	+2	+6	Impulsive Thought	+4	+5
9th	+4	+6	+9	+3	+3	+6	Mental Endurance	+4	+6
10th	+4	+7	+10	+3	+3	+7	Inexorable Will	+4	+7

Inexorable Will: *Inexorable Will* is a powerful talent that allows a psychic to both completely ignore and overcome psychic powers used against him and lend some of that resistance to others. As a free action three times a day, a psychic with *Inexorable Will* can either generate a 'natural 20' on a Will check for himself or grant a +4 bonus to all Will checks to allies (but not himself) within 40 feet for a full round. This choice must be made when the feature is used and up to two uses (to shield both himself and increase the resistance of others) can be used simultaneously.

ADVANCED TRAINING

As highly developed as the average Special Services agent is, he will have countless opportunities throughout his career to learn further skills that will prove important to the Federation.

At any time, a Special Services agent can request advanced training in one of the collectives detailed here, so long as he meets the requirements. Each is a short advanced class that will grant the agent new skills and ensure he has sufficient training to meet any need of the UCF. The Games Master, playing the role of the agent's superior, has the final say as to whether he will be allowed to begin the requested advanced training – it should be noted that insubordinate or indolent agents tend to have a very rough time qualifying for advanced training.

Once begun, advanced training in a collective must be completed to reach its full benefit. If another course of advanced training is started or if the character returns to take levels in any other non-psychic class, the advance training can never be resumed.

TELEPATH

The power of the mind is most evident in telepaths as they can communicate directly through thought and impulse. By reading minds and even merging the thought patterns of others, a telepath can be a squad's most valuable member in terms of co-ordination and communication. Telepaths in the civilian workplace can make deals and steal information completely invisibly, making them both a boon and a bane to the corporations that drive the Federation's financial might.

Telepaths run a grave risk as they learn to control their powers and just coming into his telepathic powers can be an unpleasant experience for both the psychic and others around him. Once a telepath masters his mind reading abilities, he is a great asset and one few squads or businesses are willing to give up once they have reaped its benefits. If a telepath can withstand the stress of battlefields or boardrooms, there is very little he cannot accomplish with his abilities.

Game Rule Information

Telepaths have the following game statistics.

Requirements

To qualify to learn the powers of the telepathic collective, a character must fulfil the following criteria.
Class: Two or more levels of the Special Services agent class
Skills: Concentration 5 or more ranks, Knowledge (behavioural sciences) 5 or more ranks, Perception 5 or more ranks

Hit Points

Telepaths gain no additional hit points with each level they gain in this class. If the character is a military telepath, he loses one hit point for every two levels he takes in this collective.

Class Skills

The telepath possesses all the class skills gained from levels in the Special Services agent classand may purchase ranks in these skills at a cost of one skill point per rank. In addition, Persuasion (Cha) becomes a class skill and may be purchased as one with points gained from this class or that of the Special Services agent.

Skill Points at Each Additional Level: 5 + Int modifier

Class Features

The following are class features of the telepath.

Contact (hit point cost per use: 1 per minute): The first ability learned by any telepath – the power of mental communication. This is a simple trick for telepaths once they make the breakthroughs required to learn it, but at 1st level, telepathic contact is not entirely controllable. When successful, this links the mind of the telepath to any sentient creature within 120 feet and allows reading of surface thoughts (including emotions) and two-way communication. Only one creature can be contacted at a time, but it can be suspended at any time. The hit point cost is paid at the beginning of each minute.

Unwilling creatures require a psychic action check against the target's Psychic Resistance Value. Every minute of sustained contact after the first allows an unwilling creature to make a Will saving throw against a DC equal to the psychic action check made to establish contact in the first place.

The minds of alien creatures (those of a race other than the telepath's own) gain a +4 bonus to their Psychic Resistance Value and can only be contacted within a range of ten feet. Persons very familiar to a telepath (such as loved ones, family and good friends) can be contacted if they are within one mile and the telepath has a general idea of their location. In combat or similar situations of stress, even willing minds must be contacted with a psychic action check as above.

At 1st telepath level, this power has a 25% chance of failure. This chance is reduced by one percent per point of Intelligence possessed by the telepath. This chance of failure completely disappears when the telepath gains the 2nd level of the telepath class. On a roll of a 'natural 1' on this failure chance, the target is hit with a *Wave of Pain* instead. The telepath must pay full hit point price for this accidental attack.

Wave of Pain (hit point cost per use: 3): Barely controlled when it is first acquired, this ability is very potent once a telepath can control it. At 1st level, it only has a 25% chance of failure. When it works, it sends out a telepathic wave of mental energy that activates the pain receptors in any creature within a 20 foot radius area and submits them to intense agony. This pain deals 4d6 hit points of nonlethal damage, only affects living creatures and offers a Will save to reduce this damage by half (DC equals 10 plus the telepath's total psychic bonus). The alien physiology of Arachnids provides them a +2 bonus to this saving throw.

At 3rd telepath level, a psychic gains enough control over this power that it no longer has a chance of failing and can be focused on a single creature within 60 feet. Line of sight is not required, but a target gains a +2 bonus to the Will save against this power if the telepath cannot see them. There is no Will saving throw bonus for not having line of sight when emitting the 20 foot burst form above.

Sense Minds (hit point cost per use: 2): This emanation of telepathy is instantaneous and grants the telepath a perfect mental landscape of every creature with an Intelligence score of 2 or higher out to a distance of 120 feet in all directions (including up and down, even through solid matter). This power requires a psychic action check and a full-attack action to use, but has no chance of failure even when first learned. While its information is exacting, the awareness of mental locations relative to the telepath is like a snapshot and does not track motion at all.

Mental Strike (hit point cost per use: 4): This attack is both taxing and deadly. While it acts exactly like *Wave of Pain* (including its ability to be used as either a blast or a line attack at one target), its damage is lethal as it scrambles mental patterns and can interrupt the life-sustaining autonomic functions of the target's body. In addition, *Mental Strike* can be improved by the expenditure of an Action Point to deal an additional 1d6 points of damage.

Thought Link (hit point cost per round: 1 per additional mind after the initial contact): When a telepath with this ability initiates *Contact*, he can, on the next round, contact another mind while maintaining the first mind. Each round thereafter, another mind may be added to the pool of communication up to as many minds (including the telepath himself) as he has points of Intelligence. The cost of *Thought Link* is a one time expenditure during the duration of the original contact. If another telepath is part of the pool of minds, anyone that psychic contacts is free to communicate with the mind of anyone along the chain.



Special Services Agent Darren Collins

Telepath

Class Level	Base Attack Bonus	Base Psychic Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1st	+0	+1	+0	+0	+1	*Contact, Wave of Pain*	+1	+0
2nd	+1	+2	+0	+0	+2	*Sense Minds*	+1	+0
3rd	+1	+3	+1	+1	+2	*Mental Strike*	+2	+1
4th	+2	+4	+1	+1	+3	*Thought Link*	+2	+1
5th	+2	+5	+1	+1	+3	Mind Mastery	+3	+2

Thus, a group of telepaths can create a very large mass-communication network given time and proximity.

Mind Mastery: This echelon of power improves all of the telepath's collective powers. Each of the abilities granted by this class is affected as noted below.

Contact: Every instance of range in this power is doubled and minds the telepath is closely familiar with can be contacted over a range of 1,000 miles. Doing this past the previous one mile limitation increases the drain of the *Contact* power to six hit points initially and three hit points for every minute of communications thereafter.

Wave of Pain: This power gains an increase in damage of +1 per die (to 4d6+4) and adds a lingering effect in those that fail their saving throws. These victims of the wave suffer a further 2d6+2 the next round if the telepath wishes. If they are already incapacitated due to the initial attack, this damage is lethal and can easily kill.

Sense Minds: This power 'echoes' in the thoughts of the telepath for an additional two hit points if the telepath desires. During this 1d4 round echo, the power renews itself automatically on the telepath's turn as a free action without need of hit point cost.

Mental Strike: The telepath gains a +2 bonus to the total base psychic bonus used to determine if it successfully hits a hidden target and to the DC for resisting its effects. It does not have a second-round effect as *Wave of Pain*, but additional hit points can be spent on the attack to increase its damage on a one for two basis.

Thought Link: The duration of the contact this power is based on is multiplied by five while a *Thought Link* is established with at least two other beings. This makes each one point expenditure of hit points worth five minutes of communication. Mind Mastery (and indeed the *Thought Link* power itself) cannot be used with the above improvement of *Contact*. A telepath can enjoy increased range or increased duration – not both.

SENSER

If telepaths are the communications experts of the psychic world, then sensers are their expert detection grid operators. There is nothing in the universe they cannot sense or locate with experience; even Special Services' newest recruits are able to see into distant places with remarkable clarity. While the Federation is equipped with the most advanced technology, no ground radar or magnetic sensor can function with the precision or range of a psychic trained in the art of clairsentience.

Unfortunately, the gifts of a senser are not easy to train and rarely occur in a strong enough concentration to produce a fully trainable clairsentient. While sensers are statistically more common then memory men or lucky men, they are still rare enough that each one is a valued commodity and rarely allowed into the field unless their special skills are desperately required. When sensers are deployed, it is usually because nothing else will do.

Game Rule Information

Sensers have the following game statistics.

Requirements

To qualify to learn the powers of the senser collective, a character must fulfil the following criteria.
Class: Two or more levels of the Special Services agent class
Skills: Concentration 5 or more ranks, Perception 2 or more ranks

Hit Points

Sensers gain no hit points as they gain levels in this class. If the character is a military senser, he loses one hit point for every two levels he takes in senser.

Class Skills

The senser possesses all the class skills gained from levels in Special Services agent class and may purchase ranks in these skills at a cost of one skill point per rank. In addition, Code-Breaking (Int) (if a civilian) becomes a class skill and may be purchased as such with points gained from this class or that of the Special Services agent.

Skill Points at Each Additional Level: 5 + Int modifier

Class Features

The following are class features of the senser.

Quick Glance (hit point cost per use: 2): This ability is the first sign of a psychic coming into his potential with this collective. As a full-attack action, a senser can attempt to see a momentary image of any place within one mile of his present location, even those concealed by physical structures. This power can also be used to glimpse any location he has a digital or still image of, provided it is on the same planet. *Quick Glance* has a 20% chance of failure, but it costs no hit points if it is not used successfully. If the location is based on a photograph or image of any kind, the glance can only be of something visible in the image in question; if the scene is an overhead view of a field, the senser could read a sign in the field but not see a cavern beneath it.



Special Services Agent Denise Wilson

Remote Sensing (hit point cost per use: 3 + 1 per minute): *Remote Sensing* is the basis for all of a senser's abilities and the chief value such a psychic poses to the Federation. It is a vast improvement over *Quick Glance* in every sense but hit point cost. First, *Remote Sensing* is continuous and can be maintained rather than getting a single glimpse. Second, it has no chance of failure (though it can be interfered with through the efforts of an opposing psychic). Third, the base range is greatly increased to ten miles. Lastly, it can provide sound as well as sight and give a senser a great deal more information to work with.

Seeking Sight (hit point cost per use: 2): At any point while using *Remote Sensing*, the senser can choose to try and search for a specific person, creature of a given race or general object (a comms set, a pistol, a Marauder suit and so on). *Seeking Sight* will look for the nearest target matching that criterion from the point being sensed by the power. If a qualifying item or being is within the range of *Remote Sensing*, the power immediately shifts to it and grants the senser knowledge of the direction and distance from himself to the new focal point of his powers.

Understanding (hit point cost per use: 5): This is another improvement on *Quick Glance* (and, consequently, *Remote Sensing*) that allows a senser to read or comprehend any language witnessed while using either of those powers. This does not allow the senser to communicate back, but even alien tongues can be understood with rudimentary fluency. This power's hit point cost lasts for as long as the *Quick Glance* or *Remote Sensing* lasts. Only speech audible to human hearing can be 'translated' by this ability. For particularly complex writing (military or scientific documents written in the language of the Skinnies, for instance), a Code-Breaking skill check (DC 15) must be made first.

Vision Mastery: Once the talents of clairsentience are mastered by a fully-trained senser, there is very little they cannot see or hear regardless of the distance involved or the strain that doing so might place upon them. Each of the senser's powers given here are improved in some way as noted below.

Quick Glance: This power allows for a level of penetration that permits the senser to see inside a building or through physical obstructions regardless of distance. The range of this simple power is also improved upon; it can see out to the orbital path of any satellites, stations or moons of whatever planet the senser currently inhabits.

Senser

Class Level	Base Attack Bonus	Base Psychic Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1st	+0	+1	+0	+0	+1	*Quick Glance*	+1	+0
2nd	+1	+2	+0	+0	+2	*Remote Sensing*	+2	+0
3rd	+1	+3	+1	+1	+2	*Seeking Sight*	+3	+1
4th	+2	+4	+1	+1	+3	*Understanding*	+3	+1
5th	+2	+5	+1	+1	+3	Vision Mastery	+4	+2

Remote Sensing: The increased mastery allows a senser to try to see things at an astronomical range. This permits use of *Remote Sensing* within the senser's current solar system, but doing so requires a psychic action check and increases the base cost of this power to six hit points. If the power fails, the attempt still costs that amount. A senser can also attempt to see and hear at even farther ranges, but anything outside the solar system is automatically a DC 30 check and carries a base cost of ten hit points. Such feats of clairsentience cannot be maintained for more than one minute, regardless of the endurance of the senser in question.

Seeking Sight: Seeking Sight can now 'skip' the first like object or being it comes to if the senser wishes to move on the next closest. This happens almost instantaneously and does not cost an additional two hit points for the shift. This improvement in *Seeking Sight* can only be used once per instance of *Remote Sensing* or *Quick Glance*.

Understanding: A senser can now perceive forms of communication that cannot be seen or heard, though such languages always require a psychic action check to understand and can never provide more than a basic comprehension to the senser witnessing them. While using *Understanding*, a senser can also initiate contact as a 1st level telepath (including the possible failure chance and commensurate risk of causing a *Wave of Pain*). The cost of *Contact* remains the same as listed for that power and cannot be maintained longer than one minute. At the end of that minute, *Contact*, *Understanding* and the *Remote Sensing* used to channel them all fail immediately from the mental strain involved.

MEMORY MAN

The power of psychometry is a disturbing and potent ability that causes many members of the Special Services to either burn out or quit to pursue other fields of study. Because psychometry in its early, untrained stages occurs almost at random and can confront a psychic with sudden, startling or even violent images from the outside world or the hidden recesses of his own mind, there is a certain risk of crippling insanity or – in rare instances – neural collapse and death.

Those that persevere through the difficult training in this collective become part of a very small cadre of psychics with the powerful talents it has to offer. Photographic memory, lightning-fast calculations and instinctive knacks for handing machinery and items are only the smallest part of this intriguing ability. Memory men usually serve as elite assistants to people in positions of power, investigators and police consultants or as the heart of an information-gathering cell. Their potential is enormous; memory men are capable of filling virtually any role in any organisation.

Game Rule Information

Memory men have the following game statistics.

Requirements

To qualify to learn the powers of the psychometry collective, a character must fulfil the following criteria.
Class: Two or more levels of the Special Services agent class
Skills: Concentration 5 or more ranks
Feat: Iron Will

Hit Points

Memory men gain no hit points with each level in this class. If the character is a military psychic, he loses one hit point for every two levels he takes in memory man.

Class Skills

A memory man possesses all the class skills gained from levels in Special Services agent class and may purchase ranks in these skills at a cost of one skill point per rank. In addition, Investigate (Int) becomes a class skill and may be purchased as one with points gained from this class or that of the Special Services agent.

Skill Points at Each Additional Level: 3 + Int modifier

Class Features

The following are class features of the memory man.

Perfect Mind (hit point cost per use: 0): While this is a psychic ability, it is so natural for a memory man that in most cases it occurs at some level before any real training is

undertaken. It has no hit point cost, though most memory men find themselves exhausted if they delve too long into their subconscious. *Perfect Mind* allows a memory man to recall with absolute clarity everything they have seen and done, every event that has happened around them and even lengthy lists of numbers or technical data. They never have to make an ability or skill check to accomplish these mental tasks.

Perfect Mind also provides the memory man with an incredible analytical capability. He can perform complex mathematical calculations without need of equipment, can produce scientifically accurate figures using all available data including 'hunches' and manage continuing factors (such as long term financial transactions and rolling balances) without fear of mistake or oversight. The *Perfect Mind* of a memory man is like a state-of-the-art supercomputer at all times. If the memory man has chosen the military carrer path he automatically gains the Natural Mathematician feat. If the psychic chose the civilian career path they gain the Educated feat.

Knack (hit point cost per use: 1): While many memory men do this at some level most of their lives, it takes training to make *Knack* a dependable ability. When a memory man expends an Action Point to affect a die roll, he has a percentage chance equal to his base psychic bonus + his Charisma modifier to retain the point after the modification has been applied to the roll in question. This represents the memory man tapping his inner recesses of knowledge and skill rather than excelling through a supreme (and supremely draining) effort of will.

Echoes of the Past (hit point cost per use: 2): The classic form of psychometry, this ability allows a memory man to touch an object and determine something useful or relevant about anyone who might have touched it before or a major event that occurred within 100 feet of it. The specific information gained is based on Games Master discretion, but if the object could reasonably 'possess' a particular image, sound or event helpful to the memory man and his current task, that is what is revealed.

Echoes of the Past requires a full minute of handling the object to be read and a psychic action check (DC 20). Failure costs one hit point instead of two and leaves the object unable to be used by psychometry again for 1d6 hours as the psychic's connection to it becomes muddled and confused. Classic uses of this power include handling a gun to see who fired it last, touching a shirt to find its lost wearer or examining a photograph to learn something about its location. Each fact desired from an object is a separate use of this power and a new expenditure of hit points.

Touch of Truth (hit point cost per use: 3): In the same way as *Echoes of the Past* can determine information from an object, the memory man can make contact with a living being and determine with absolute accuracy whether the subject is knowingly being deceptive or evasive while answering a question. This power requires a great deal of mental effort and is useless against another psychic, but it is otherwise infallible. The court system of the United Citizens' Federation routinely uses memory men to determine the veracity of sworn testimony.

As an alternate form of this power, a memory man can literally read a person touched to determine personal or psychical information. Each fact about the subject is a different use of the roll and each one requires a psychic action check opposed by the target's Psychic Resistance Value. Information that can be gained in this way is the



Special Services Agent Micheal Varner

Memory Man

Class Level	Base Attack Bonus	Base Psychic Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1st	+0	+0	+0	+1	+1	*Perfect Mind, Knack*	+1	+0
2nd	+1	+1	+0	+2	+2	*Echoes of the Past*	+2	+1
3rd	+2	+2	+1	+2	+2	*Touch of Truth*	+2	+1
4th	+3	+3	+1	+3	+3	*Prodigal Focus*	+3	+2
5th	+3	+3	+1	+3	+3	Memory Mastery	+3	+2

state of health of the subject (poisoned, diseased, mentally unstable and so on), name, age or similar data.

Prodigal Focus (hit point cost per use: 6): Very draining and one of the most time-consuming psychic powers known to the Federation, this ability allows a memory man to become a true expert on any subject or vocation with just an hour's uninterrupted study and concentration. Once achieved, *Prodigal Focus* instantly grants the memory man twice his character level in virtual skill points to be placed in any skill(s) he desires.

All skills are considered class skills for these points and they last 24 hours, the memory man deactivates this power, or he spends an hour or more *unconscious* (whichever comes first). A psychic can never have *Prodigal Focus* active more than once at a time and the hit points lost to its use cannot be regained by any means while *Prodigal Focus* is in effect.

Alternatively, *Prodigal Focus* can be used in combat, allowing the memory man to use any form of weapon without suffering a non-proficiency penalty. The memory man also gains a new base attack bonus equal to his character level minus one. This makes him the near equal of any soldier, albeit after an hour's preparation and at a significant cost in nonlethal damage. If a memory man is ever the successful target of a psychic's interference, the skills and benefits of *Prodigal Focus* are immediately lost and the power cannot be used again until the memory man has a full six hours of sleep or complete rest.

Memory Mastery: A memory man that becomes a master of his gifts can accomplish amazing things. In addition to a one point reduction in the base cost of every memory man talent (this cannot bring the cost of any power below zero), the following improvements occur.

Perfect Mind: A memory man's *Perfect Mind* becomes so keen and insightful that he gains a permanent +1 to all Intelligence-based skill and attribute checks. This becomes a +2 bonus when dealing with the Knowledge skill and allows the memory man to make Knowledge skill checks even if he has no ranks in the subskill in question.

Knack: Perfectly in tune with his subconscious, a memory man can easily let his internal storehouse of experience and education guide him in any task imaginable. He gains a +3% increase to the percentage chance that he can retain an Action Point after expending it to modify a die roll.

Echoes of the Past: Because the mental sensitivity of a fully trained memory man is so great, this ability becomes considerably more useful. Each use of *Echoes of the Past* grants the memory man two facts instead of one. Failure at reading an object still costs one hit point, but the time he has to wait before he can read it again is one hour instead of 1d6 hours as with the original power.

Touch of Truth: A memory man's in-depth knowledge of his own mind and body allows him to read others just as well. He gains a +2 on the psychic action check required to use *Touch of Truth* and can even use the power to determine if a psychic is lying. This latter ability is not easy and requires a psychic action check against the target's Psychic Resistance Value. This roll is made by the Games Master and the memory man has no way to know if the check failed save by later evidence or the subject's subsequent admission.

Prodigal Focus: As impressive as this power can be, it gets even more powerful at this level of training. A master of memory man can dismiss his *Prodigal Focus*, spend another hour studying a different subject and initiate prodigal focus again as often as desired. This costs six points each time and this expenditure cannot be reduced by *Mental Endurance*. Versatility may improve at this level of skill, but not without a cost.

Lucky Man

The scientific principles behind what a lucky man is and how he does what he does are not well understood or even widely accepted in the psychic research community. While there is too much evidence as the results of experimentation for most scientists to refute the existence of this collective, there are still those that claim lucky men are little more than statistical flukes and that categorising them as psychics is a waste of time and resources.

Regardless of this disagreement, lucky men receive extremely detailed training and excellent care because of their invaluable gifts. Novice lucky men are phenomenal assets in the forecasting field (both civilian and military) as their ability to calculate odds with near-flawless precision can spot trends and hidden dangers long before mundane mathematicians could ever do so. Expert lucky men can actually influence odds in their favour and even achieve results from the simplest of tasks that would seem impossible to anyone else.

Game Rule Information

Lucky men have the following game statistics.

Requirements

To qualify to learn the powers of the probability control collective, a character must fulfil the following criteria.

Class: Two or more levels of the Special Services agent class

Skills: Any three skills at 5 or more ranks

Special: Lucky men are so rare, Games Master permission must be obtained in order to take levels in this class.

Hit Points

Lucky men gain no hit points with each level in this class. If the character is a military telepath, he loses one hit point for every two levels he takes in lucky man.

Class Skills

Lucky men possess all the class skills gained from levels in Special Services agent class and may purchase ranks in these skills at a cost of one skill point per rank. Lucky men gain no additional class skills as training to master their ambiguous gifts takes far too much time to study more than they already know.

Skill Points at Each Additional Level: 5 + Int modifier



Special Services Agent Phillip Kaseheimer

Class Features

The following are class features of the lucky man.

Knowledge of Odds (hit point cost per use: 1): By gaining a firm grounding in mathematics as part of their initial education and training, lucky men discover that their remarkable ability to understand percentage chances translates into a incredibly accurate method of calculating odds. This ability takes ten full minutes and requires that the lucky man be either involved in the situation or given ample resources to research the event to be calculated. An example of this power in use would be to calculate the percentage chance of a damaged ship being able to survive a journey to Sanctuary for repairs.

As a beneficial side effect of these calculations, individuals directly involved in the calculated even gain a +1 bonus to any one skill check of their choice during the event. This one-time bonus remains in effect until used or until 24 hours elapse. If a lucky man can scout or study the site of a battle and use his *Knowledge of Odds* ability on it, this bonus can be applied to a single attack roll and any damage that comes from it instead. A lucky man can grant this bonus to as many people as he possesses character levels.

Fortunate Circumstance (hit point cost per use: 2): Lucky men are just that – lucky. They constantly have strokes of luck that get them through their lives with much less hardship and effort than others must endure. Whenever they use this ability and spend an Action Point to influence their die rolls, the first die rolled for the Action Point is always at maximum value (6 out of 1d6). Additional Action Point dice, if any, are rolled normally.

Intuitive Leadership (hit point cost per use: 3): A lucky man's knowledge and intuitive feel of odds and the most fortuitous course of action at any given time can be boosted through psychic effort to aid others in times of duress. For one full round after this ability is used, any ally the lucky man can communicate with gains a +1 bonus to all skill checks and attack rolls. Unlike

Fickle Fate – The Difficult Task of Changing the Odds

All lucky man abilities have an inescapable chance of simply not functioning when called upon. This check is made with 2d6. On a roll of six or less, the power attempted does not function (the hit point cost is still paid). The power attempted can be tried again and the lucky man has the opportunity to do so without further penalty. Additional attempts must of course be paid for in hit points just as if they were an initial attempt; previous expenditures are irrelevant.

This Fickle Fate check becomes easier to pass with time and experience. For each level of the lucky man class the psychic possesses, the threshold for failure decreases by one. This means that the powers of a 1st level lucky man only fail on a five or less, while those of a 5th level lucky man only need a result higher than a two to function.

Knowledge of Odds, this ability has no preparation time needed and lasts for a full round's worth of actions for each of the allies aided by it. A lucky man cannot benefit from his own *Intuitive Leadership* power.

One in a Million (hit point cost per use: 5): At this point in a lucky man's training, his power of probability control has advanced past scientific understanding and now deserves its collective name. Through intense effort, a lucky man can 'bump' fortune and defy the odds for a moment. Use of *One in a Million* requires a psychic action check (DC 25) but is merely a free action to attempt. Success makes the next attack or skill check succeed without a roll, even if the roll could not succeed and even if a 'natural 20' was rolled.

The Games Master is free to determine that a given course of action is simply impossible and discount the use of this power, but if an action could in *any* way succeed, no matter how improbable, this ability will find a way and make it happen. Completely impossible actions will be known as such to a lucky man and the expenditure of hit points can be therefore avoided.

Luck Mastery: The last step in a lucky man's training, Luck Mastery is the culmination of all his intuitive and direct abilities. He becomes even more fortunate than before, adding a +1 bonus to all skill checks. He also experiences a small increase to each of his lucky man class features as detailed below.

Knowledge of Odds: A lucky man with Luck Mastery does not need as much time to calculate odds as the correct answers simply come to him after a brief amount of concentration. The time required is decreased to a single minute and the bonus can be delayed by any of those possessing it for up to 48 hours assuming the event in questions lasts that long.

Fortunate Circumstance: Once per day, a lucky man can turn fate to his cause and enjoy its benevolent attentions. When using *Fortunate Circumstance*, he may achieve the highest possible roll as a modifier as per the rules for Action Points. For example, a lucky man with 3d6 as his Action Point bonus could use this once a day ability and gain a +18 (3d6 with all dice rolling 6 equals 18).

Intuitive Leadership: The bonus from *Intuitive Leadership* becomes greater as the lucky man gains a greater understanding of fate and the consequences of every action around him. Allies gain a +2 bonus instead of just +1. Alternatively, the lucky man can concentrate his power on a single ally instead of a group; in this case, the bonus increases again to a total of +3.

One in a Million: This power does not increase in any appreciable way but it does become considerably more reliable. The psychic action check to use *One in a Million* decreases in difficulty to DC 20. In addition, the Fickle Fate check can be rerolled once if it would prevent this power from operating.

Lucky Man

Class Level	Base Attack Bonus	Base Psychic Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1st	+0	+0	+1	+1	+1	*Knowledge of Odds*	+1	+0
2nd	+1	+1	+2	+2	+2	*Fortunate Circumstance*	+2	+0
3rd	+2	+1	+2	+2	+2	*Intuitive Leadership*	+3	+0
4th	+3	+2	+3	+3	+3	*One in a Million*	+3	+1
5th	+4	+2	+3	+3	+3	Luck Mastery	+4	+1

THE UNITED CITIZENS' FEDERATION

The United Citizens' Federation, as it has come to be known in the millennia since its founding, is everything it claims to be. It has brought all of humanity together in a cohesive whole. It has put an end to ethnic stereotypes and prejudice. It has fostered peace between the many former nations of Earth. It has taken many generations to achieve, but the Federation has become the utopian ideal of its founding fathers.

Those that formed the original government of the Federation wanted what was best for themselves and for their children. They sought to end the costly conflicts that were filling their skies with smoke and radiation. Mankind was on the brink of starvation, pestilence and annihilation. Acting as fathers, these individuals put a stop to the endless battles and the destructive wars raging across every continent. By bullet, flame and blade, the fathers of the Federation ensured that their message of peace, through complete, unyielding governmental control, was the only voice left when the smoke cleared.

Like all good fathers, the founders of the Federation wanted a better future for their children than they had personally endured. They struggled, bled and even died to make that dream a reality. They ended war. They brought equality. They rebuilt their shattered world. As the heralds of a new age, they pieced together a brighter world than they had dared to dream of.

And, like so many before them, they made mistakes along the way.

THE BIRTH OF THE FEDERATION

All life begins with pain. This is true for humanity just as it is true for a new era. To make a new world, the founders of the Federation had to strip away the dying husk of the old one. In a wash of violence as brutal as the tyrants they moved to overthrow, the founders had to fight the unquestionable might of the global superpowers intent on destroying everything around them in one pointless skirmish after another. This endless cycle of war was collectively called the Disorders, the most brutal time in human existence. Nuclear and biological weapons were the order of the day, but the founders discovered their initial strength in a means of battle most of the world had forgotten – conventional warfare.

It began in Aberdeen, Scotland, with a group of war veterans caught in the middle of rising crime and governmental apathy. With local groups of ridiculously over-armed thugs and criminals terrorising the city, these veterans decided to take matters into their own hands. Gathering their families and their legacies of wars long past, this coalition printed and distributed a document among the populace – a call to arms for anyone with the courage to fight for freedom.

This document, called an 'emergency measure', drew out hundreds of their angry compatriots and neighbours. Even men and women with no combat experience joined the fight to reclaim their city from those bent on looting and burning it. Over the course of only a few weeks, their guerrilla tactics cut supply lines, seized weapons and halted the progress of those thugs overrunning Aberdeen. One final push on October 19th 2132 (now referred to as Federation Day) extinguished the criminal threat and freed Aberdeen from the scourge that had been plaguing it.

The martial attitudes of the founders might have been sated and calmed by this victory but the corrupt and fascist European Alliance viewed the Aberdeen militia as a dangerous and unlawful force. Determined to make an example of them to others considering emulating their success, the people of Aberdeen were targeted by an overwhelming military force that nearly wiped the city from the face of the planet. Killing men, woman and children with no other regard than for the message it would send, the forces of the European Alliance marched on a peaceful community and slaughtered everything they came across. Only a handful of people, including two of the founders of the Aberdeen militia escaped the massacre.

Caring for One's Own

There were many contributing factors to the founder's 'emergency measure' declaration. While outrage at the state of their society and the crime-infested streets of their homeland were certainly a major consideration, other events set the world revolution, initiated by Aberdeen uprising into motion. Chief among these was the ineffectual Treaty of New Delhi, an accord between the Chinese Hegemony and the Russo-Anglo-American Alliance designed to bring about the end of the Disorders.

While it did succeed in quelling violence for a time, the Treaty was only paid lip service by all concerned, with the lack of concern shown to the fate of prisoners of war a particular annoyance to the veterans of the Disorders, including those in Aberdeen. Little more than a line in the treaty, and completely overlooked by both the Alliance and the Hegemony, these captured compatriots were left forgotten by the world superpowers while they used the Treaty of New Delhi as a respite in which to rebuilt their militaries.

Reaping the Whirlwind

The European Alliance's assault on Aberdeen did send a message throughout Europe, but it was not the one that it had intended to impart. The European Alliance's battered people had become sick of violence and warfare. Largely disaffected by even the most terrible of atrocities, the annihilation of hundreds of thousands of citizens simply trying to find peace for themselves triggered a fury throughout the general population of Europe. Within days, numerous emergency measures were being passed, from Gloucester to Copenhagen, as the populace rose up in arms against their oppressive government in Geneva.

What had started as a rebellion against lawless thugs in a single community quickly spread. Occupying militaries soon found themselves outnumbered by outraged civilians. Law enforcement agencies fell to the press of normal people taking over official installations and services. City Halls tumbled and local government fell. Everything from military bases to utility stations were seized in this rise of the common man.



Aberdeen rebels

The tide of revolution soon spread beyond the borders of Europe. Neither the ocean nor the ideological divides of Asia and Africa were barriers against the force of this urge to overcome the oppression that many had suffered for so long. Even governments ruling under the banner of 'democracy' were not immune. Civil liberties, already little more than a convenient lie maintained by officials to keep their populations in check, were swiftly set aside in favour of wiping the world clean and starting over. All the while, Aberdeen remained on the lips of these freedom fighters.

The world had gone mad, but had already been bordering insanity for many years. This new fervour had a name, a purpose and the support of billions. By the time the fires had died down and the people of Earth emerged from the violence of their transition, the former nations of the world were united in a common cause under a common flag. The Federation was born.

THE CHANGING FACE OF THE FEDERATION

While the Federation was created out of a sense of united purpose and common outrage, nothing born from violence can quickly achieve peace. For many years after the true formation of the Federation as a world government, there was dissent and unrest. Minor powers and troublesome countries unwilling to relinquish their power for the greater good had to be dealt with – diplomatically if possible but militarily if the situation demanded it.

The worst hold-out during what should have been a glorious first decade of peace was the remnants of the Chinese Hegemony. This former superpower still retained heavy firepower and an indoctrinated people not easily turned against its masters, even by the promise of equality and self-rule. While the Russo-Anglo-American Alliance had folded relatively quickly, the Chinese Hegemony proved to be a difficult obstacle to overcome.

The momentum of the world revolution had dwindled and while the citizens of the Federation agreed with the government's policy of total compliance with its emergency measures for peace, there was little direct support of the military effort needed to deal with the threat the Hegemony posed. With no solid backing for their plans to disband the Chinese Hegemony through might of arms, the Federation had to fall back on what had formed it in the first place – civilian uprising. The people of China and its domains were

beaten in spirit, but the Federation's veteran core believed they could be somehow incited to riot.

According to the few surviving Federation documents from this time, the Chinese Hegemony provided just the motivation the Federation needed through a series of basic human rights violations, the most notable of which was the Pu Yi Massacre in which thousands of ordinary people were slain by their own military. These deaths along with other episodes of mistreatment (all denied by the Hegemony at the time) finally drove Chinese citizens into a frenzy of violence that left the Hedgemony's governmental structure utterly decimated. By supplying weapons, training and humanitarian aid, the Federation ingratiated itself to the people of the former Hegemony and earned their trust.

From Violence, Wisdom

The fall of the Chinese Hedgemony closed the first decade of the Federation and united the nations of mankind under a single flag for the first time in history. It also taught the founders of the Federation a profound lesson. The greatest force on Earth was a determined people with the will to take up arms to 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 world government.

The Federation was still very young and thus easily mutable. This youth allowed for radical changes with only a minimum of disparity or unrest. As the rules of succession had not yet been addressed cohesively, the founders took this opportunity to lay down rules for determining how their fledgling government would advance into the future.

The first step was to define the terms of citizenship. As opposed to virtually every component nation in the Federation, the criteria to be a citizen involved the commission of military service. This differed from countries with mandatory service in that no member of the Federation was forced to serve in the armed forces. Instead, those without citizenship were considered civilians and did not possess a franchise for certain rights set aside for citizens only. Chief among these rights was the ability to vote for government leaders, all of whom had to be citizens to be considered for office.

The reasoning given for this change in Federal policy was reported as follows: 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. This definition also later set the stage for the concept of the franchise as more than just the right to vote. The franchise granted by military service became the measure of citizenship and a solid basis for qualification for certain forms of public service. For instance, positions of employment such as police officer are restricted to those bearing a franchise.

This era of empowerment and the rise of the military as a dominant social order was not immediately or easily adapted to and in some places in the world it incited a level of violence on its own. In all cases, this unrest was handled quickly. It took the better part of another decade before these changes were cpmpletely implemented, but by the time the original founders were ready to hand over their seats of authority to their successors, with the Federation firmly and unquestionably in control of Earth. The next generation was born into a world at peace through constant military supervision; the legacy of the founders was secure.

Exploring New Frontiers & Securing the Old

The Citizens' Federation, as it had been renamed following the advent of the franchises and the limitations on voting eligibility were passed, wielding unprecedented power over humanity, now had the ability and the will to pursue its own agendas. Among these were projects that had long lain fallow during the Disorders. While there were still the issues of poverty and illness to deal with domestically, these were quickly being solved through the advent of city-sized labour centres and health initiatives that made basic medical care available across the globe. With humanity taken care of at home, the Citizens' Federation felt the time had come to look to the stars once again.

While there was a certain desire for exploration and new challenges behind the space initiatives, far more practical considerations drove the Citizens' Federation's first push into the stars. Several decades of relative peace and governmental prosperity had created a population swell unlike any seen before on Earth. While the births and family expansion of the early years of the Federation had helped to overcome the population deficit of the Disorders, the world's birth rate was becoming dangerously high. Faced with the need to find land on a planet scarred and irradiated over much of its surface, the Citizens' Federation was practically forced to consider the need for space colonisation.

The first step towards achieving this goal was a simple one – setting up a base on the moon. Adapting the same technologies used by the late Russo-Anglo-American Alliance to permit inhabitation of areas decimated by nuclear fallout, the Citizens' Federation rebuilt numerous discarded global assets of the world into a single, fully funded space program with a definable goal and all the resources needed to achieve it. Within ten years of its inception, the Federal

Stellar Authority had constructed, tested and launched its first manned exploration vehicle – the *Galileo*.

The *Galileo* rendezvoused with several orbital cargo containers and ferried them to the surface of the moon. There, in an area at the edge of the Sea of Tranquillity, the cargo was unloaded and construction began on temporary living quarters for engineers and labourers. Despite minor setbacks and the loss of a number of personnel in unavoidable incidents inherent to zero-gravity construction, this small group of domes quickly expanded into a full lunar complex.

From this first Luna Base and the resource mining operation based there, the Federation began researching better, more advanced technologies and the practicality of attempting to explore and colonise other worlds. First on their agenda was the red planet Mars; its mineral resources and relative proximity made it the most suitable target for the expansion of the FSA's space program.

One step at a time, the FSA improved itself in every aspect. Breakthroughs in material technology allowed for lighter, faster spacecraft and advanced systems design. The creation of an effective means of hauling massive amounts of cargo with dedicated haulier and container vessels allowed the prospect of mining Mars for production facilities on Luna a reality. Once the process of building shelters, even large ones, in only a matter of days became the focus of the Citizens' Federation, the drive to colonise and exploit Mars began.

From Mars, the FSA expanded its reach to the Jovian moons and set up resource bases on Io and Europa. These facilities and their millions of inhabitants created a unique situation for the Citizens' Federation. Planet-wide rule of humanity was a challenge, but managing the lives and freedoms of people on four remote celestial bodies was nearly impossible. The Citizens' Federation needed to take advantage of the lull in expansion, caused by the prohibitive travel time to Saturn and Venus' hostile atmosphere, to consolidate its holdings.

While the officials of the Citizens' Federation debated the best way to accomplish this daunting task, an uprising on Io drove home the need to do so as quickly as possible. Malcontent workers on Jupiter's moon of Io seized control of its largest complex, sabotaged its spaceport and demanded a number of concessions of Earth in return for their continued support of the Citizens' Federation. Before this unrest became a full-blown rebellion, the government had to take drastic steps to maintain peace.

By working closely with the FSA and military personnel throughout the Federation's holdings, the Citizens' Federation was able put together a small attack force in a matter of weeks. While diplomats struggled to find a peaceful solution to the Io crisis, this military contingent left Mars' orbit and proceeded to Io at maximum speed. Their mission was to intercept any threat that might come from the Jovian moon and re-establish order with a minimum of force. As negotiations broke down between the Citizens' Federation and the Io dissidents FSA ships closed in.

Unfortunately, the Io secessionists proved themselves to be little more than fanatical terrorists before any solution, peaceful or otherwise, could be accomplished. Within moments of the task force's arrival in the obit of Io, a series of explosions rocked its surface and destroyed the complex in its entirety. Subsequent investigation discovered detonation charges and mining explosive residue in what was left of the facility. Rather than accept a peaceful solution, the would-be insurgents killed themselves and every innocent citizen and civilian in the complex.

The Citizens' Federation, troubled by this senseless act of violence, took the incident as a sign that tighter controls were needed throughout it territories. Thus began an immediate review of all facilities, the expansion of the small FSA fleet to include ships capable of dealing with such threats before they could escalate and a recruitment drive to increase the numbers of military volunteers needed to strengthen the enforcement of Federal law in her off-world colonies. After securing the agreement of the provisional managements of the three remaining installations the Citizens' Federation implemented its plans and formally recognised these facilities as nations under the protection and full administration of the Citizens' Federation based on Earth.

Now renamed the United Citizens' Federation, new laws and mandates were passed to ensure strict adherence to Federal policy. The rapidly expanded FSA fleet at the UCF's disposal made this transition easier as commerce and travel between colonies could now be handled quickly and safely. As new military vessels were also faster and larger than previous non-military spacecraft, the United Citizens' Federation as a whole benefited from the reorganisation.

The UCF took quick advantage of this initial prosperity to drive ahead with its goal of developing better methods of exploring the solar system. Though it would take a long time coming, these first steps took humanity into the stars and brought mankind to worlds never before dreamed of. While initial scans of the rest of Earth's solar system, Sol, found little of interest, explorations to the nearest stars where scheduled and the race to make the United Citizens' Federation an intergalactic power began.

From Outer Space to Inner Mysteries

While the historical documentation on the matter is not clear, it is believed that at least one of the Federation's founders was a psychic of some kind. Popular press reports from that time claim that he had visions while he slept and that these dreams served as the guidance and the means by which the Aberdeen rebels knew where and when to strike during their fight for freedom against the European Alliance. Whether any of this is true or not, it remains a fact that while the Citizens' Federation was funding space exploration, it was also investing in and investigating the discovery of the psychic phenomena.

These investigations were primitive in their early stages, based on little more than scraps of information and half-understood principles, tests and ambiguous reports of pre-Federation governments. The Citizens' Federation persevered and within a few years uncovered the first fully documented psychic, a civilian by the name of Jon Forrest.

Jon, a genetic aberrant with the ability to read thoughts and talk directly into the minds of others, became the forerunner of what would become a flood of subjects with similar abilities. While records from these early investigations have not yet been fully declassified, sources confirm that nothing more than identification and non-invasive testing took place. The massive leaps in understanding of the psychic phenomena that occurred during this time are solely attributed to the lack of transparency in previous administrations. With the introduction of governmental incentives and unparalleled levels of transparency in the psychic program, many who had previously hidden their gift came forward to register themselves as physics.

With all registered physics happy to aid the Citizens' Federation in the process of experimentation and research the Klein Principles were quickly established. The Klein Principles document the methodology for isolating the mental effects of psychic ability and the physical masses in the brain and nervous system that govern this potential. After the publication and acceptance of the Klein Principles, psychic research became fully formalised, standardised and easily reproducible. Within a generation, clinics founded on the principals of Doctor Albrecht Klein's work were installed in every city and off-world colony of the Citizens' Federation.

The Io Incident brought to the attention of the Citizens' Federation the fact that had a psychic been present in that facility the entire tragic affair could have been avoided. While the Federal military already had an Intelligence division, it became an obvious imperative to merge the psychic resources of the Special Sevices, set up to govern the Federation's psychic assets, with Military Intelligence to better keep the peace in the expanding United Citizens' Federation.

This did not relegate all psychics into the military. As service with the armed forces of the UCF was strictly voluntary, registered psychics were offered a choice in joining Military Intelligence. Those without the inclination to do so were given civilian positions and monitored for changes in their gifts, while those accepting the offer were granted officer commissions in order to give them the authority to deal with situations like Io quickly and decisively.

Utilising the amazing gifts of the mind, the Federation successfully increased its ability to keep the peace within its ever-increasing borders, with figures and instances of unrest falling to less than a percent. As psychics became even more prolific, it became necessary to limit the degree of information available concerning psychics and thier abilities. For security reasons, only members of the military and selected citizens were granted access to Special Services records and data concerning the psychic phenomenon. Despite these restrictions, the transparency of the Special Sevices and the psychic program remains greater than any previously known project.



The Federation's frontiers expand

All in all, the integration of psychics into the United Citizens' Federation went so smoothly and took so little effort, it could not have gone better if it had been planned. Within a few short years, Special Services became a vastly more influential and effective arm of the government. The UCF was experiencing growth at a phenomenal rate, both without and within.

The First Stellar Colony & the Founding of SICON

With visions of truly bringing humanity into the galaxy an inspiration and an expert crew of astronomers, geologists and engineers of the *Magellan*, one of the UCF's first deep space explorer vessels, undertook the two-year mission to fully explore the Alpha Centauri system. The information they gained brought mankind one step closer to understanding the workings of the cosmos.

When the *Magellan* first reached Alpha Centauri, the monumental task before its crew was both terrifying and exhilarating. Having reached a new star in only a few months thanks to the wonders of the Cherenkov drive the crew now had the arduous duty of mapping an entirely new solar system to determine the optimal placement for an outpost. This mission was made somewhat more difficult, as these spacefarers quickly discovered a lack of any planet in an orbital path that allowed for non-dome colonisation.

The *Magellan's* exploration of the Alpha Centauri system did, however, uncover a number of worlds for potential development and exploitation. In addition to mineral-rich satellites, a pair of worlds presented themselves as likely locations for inhabitation. Both would require environmental confguration to be suitable, but their proximity to asteroids laden with frozen gases suitable for mining and air or water production made them the best Alpha Centauri had to offer. After much deliberation, the FSA dreadnought, *Sun Tzu*, was dispatched to oversee and protect the building effort as construction began on the more stable of Alpha Centauri's two most suitable planets, Hesperus.

Hesperus

The building of the Hesperus base was not without incident. Material failure, record numbers of suicide among construction workers, equipment malfunctions and illness all dogged the venture and threatened to render the Hesperus project an expensive folly. Five years behind schedule and more than a billion dollars over budget, the base opened its doors and the colonisation of Hesperus began in earnest.

The first stellar colony was a monumental achievement for the United Citizens' Federation and a triumph of scientific endeavour over even the harshest conditions. Unwilling to lose the base to a terrorist incident similar to that which had destroyed Io, the UCF reinforced the *Sun Tzu* with the *Ptolemy* and the *Reynolds*, two of the most advanced battleships the FSA could produce at that time. While considered a wasteful and paranoid expenditure by some in the voters in the Federation, this precaution would prove to be insufficient when the true threat to Hesperus base was revealed.

Two years after the colonisation of Hesperus began, an errant signal was detected at the farthest reaches of Alpha Centauri's gravitational plane. The *Sun Tzu* was sent to investigate what was likely just stellar radiation disturbing the sensor grid. When the *Sun Tzu* abruptly disappeared from sensor screens and could not be hailed, both the *Ptolemy* and the *Reynolds* went on alert. They had scarcely gone to battle stations when the fate of the *Sun Tzu* became all too clear. An unknown vessel entered orbit over Hesperus and closed to attack range with the battleships, only to be intercepted by the *Bollinger*, an unarmed heavy transport, which had launched from the surface to evacuate Hesperus base's personnel.

The pitched battle that took place over Hesperus was of a ferocity the Federation had not experienced in more than a century. Well armed and savage, the alien vessel seemed almost impervious to even the advanced weapons systems of the *Ptolemy* and the *Reynolds*, shrugging off cannons and missiles with no discernible surface damage. Despite the *Bollinger's* interference of the alien vessel it was able to cripple the *Reynolds* with energy weapons believed to use a form of fusion technology, and extend its boarding ramps.

Caught by surprise and not trained for anything but basic hand-to-hand combat, the crew of the *Reynolds* were quickly overwhelmed by the brutish, almost feral attackers surging through her decks. With no other recourse left to them, the bridge crew transmitted their mayday, jettisoned their data storage matrix, which contained what little they knew about their enemy, and detonated the ship's power core. The subsequent explosion destroyed the *Reynolds* and sent the alien ship into an uncontrolled spiral of fire and molten metal. The *Ptolemy* attempted to intercept the vessel but could not reach it before it impacted on Hesperus' moon and was completely destroyed.

Everything Changes

This incident brought home to the UCF a number of shocking revelations. First and foremost was the stunning revelation that man was not alone in the universe. Second but no less important was the realisation that there was at least one race in the galaxy with better weapons and the will

to use them without provocation. The United Citizens' Federation declared a day of mourning for the crew of the *Reynolds* and immediately set out to discover everything they could about their new foe.

This effort unfortunately amounted to very little. The alien vessel had never tried to communicate and had been completely destroyed on impact. There was nothing left of the *Reynolds* and no alien bodies could be recovered. All that was learned was the alien's apparent ability to harness energy for offensive purposes and their overt and unbridled aggression. Determined not to be caught off guard again, the UCF's entire military structure underwent a startling transformation in an effort to protect itself from similar threats in the future.

The first change was a mandatory contingent of soldiers on every warship in the FSA fleet. This provided each ship with at least a platoon of trained infantrymen in case of boarding actions. The second change was to the vessels themselves and the technology they carried. While effective, efficient energy weapons were still far beyond the capabilities of Federal scientists, nuclear torpedoes were not. Fitted to every ship in the fleet, it was hoped that these munitions would be able to overcome these seemingly invincible alien vessels.

The most sweeping change was to the fleet itself. No longer content to let the space program handle the training and maintenance of its own warships, the United Citizens' Federation decided to bring such administration under its own control. With the increased drain on their military now needed to supply combat vessels with infantrymen, it became prudent to restructure the armed forces altogether. Out of this base-level reorganisation emerged SICON, the Strategically Integrated Coalition of Nations.

Responsible for the training, deployment and support of all military assets of the UCF, ground forces, Fleet and Military Intelligence, SICON quickly became the united military might of the Federation it serves. With the standardisation of all ground forces into the framework of a new Mobile Infantry, SICON structured itself into a synergistic force rivalled only by the Roman legions of ancient Earth history. Capable of dealing with any threat, SICON has proven its worth in battle many times since and remains the UCF's model for efficiency even into this modern era.

With peace and security came the safety needed for the Federation to once again expand and for the second time in its history, the need for more space became a major issue. With a fleet of interstellar capable ships now stationed at shipyards throughout the Federation and SICON bases at Hesperus and its sister colony world of Hod, the UCF set out to find all the growing room they needed and more. Much of the galaxy seemed uninhabited and unexplored, so the Federation could easily locate and colonise new worlds without fear of clashing with aliens of any kind.

The violent extraterrestrial force that had attacked Hesperus was never encountered again. After long-range scans and psychic probes consistently failed to yield their whereabouts it was decided that, while similar species existed, these unknown aggressors were adept at avoiding contact and where unlikely to be found unless they chose to reveal themselves. Despite momentary encounters with other races, few such encounters required military attention and none resulted in extended or meaningful contact. While alien sightings became commonplace among colonials and all branches of SICON, nothing substantial ever came of such encounters.

The Mystery of Scylla

One of the most bizarre incidents during this era of expansion was the episode concerning the Monoliths of Scylla. The *Ozymandias*, an exploration vessel led off-course by electromagnetic interference with its Cherenkov drive came upon what appeared to be an inhabited world orbiting Beta Cygni. A surface scan revealed huge monolithic stone and metal structures in a concentrated area on the planet's northernmost continent.

Dubbing the planet Scylla due to the world's violent storm conditions, the *Ozymandias* sent for SICON backup before exploring the surface in accordance with UCF first contact directives. Before the nearest available warship could arrive, the *Ozymandias'* sensors were obscured by a massive storm over what was believed to be an alien city. The dreadnought, *Adamant*, arrived at Scylla and waited out the storm so that a team of scientists, accompanied by a squad of Mobile Infantry troopers could land and investigate the surface. However, when the weather front broke, there was there was no trace of the monoliths or the buildings. Neither ship could offer any explanation for the disappearance, but a subsequent search of the area turned up no evidence to suggest that such structures of any kind ever existed.

The Expansion Continues

Despite such mysteries and the occasional brush with alien races, expansion of the UCF continued over more than a dozen worlds. With the founding of each new colony, the influence of humanity grew and the size of the UCF's military increased to keep pace. This trend continues and in this modern era, SICON and its related organisations now constitute more than 20% of the UCF's total budget and 10% of its total population.

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, 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.

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 councillors and their administrative staff. While they 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 form an interstellar parliament with each recognised system under Federation control given a single vote and all matters save security decided by $^{3}/_{5}{}^{th}$ 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.

The prime councillor, 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 councillor 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 Councillor's staff to the seat of the prime councillor 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 councillors 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 councillor 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 Councillor 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 councillor from the fallen councillor'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 Councillor 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 councillor. If at the end of another solar month the vacancies are not filled, the prime councillor will be removed from office under a declaration of No Confidence and the Federal Council will be required to handle the matter.

The Cultural Divide

It is no secret in the Federation that there is a wide rift between civilians and citizens on most UCF planets. On Earth, this divide is somewhat mitigated by the amount of space available for both sides to inhabit. On smaller colony worlds, the tensions between those with a franchise to participate in the Federation's politics and those that do not can become quite severe. These hostile sentiments become all the worse when employment is brought into the argument. While any civilian can hold down a menial labour jobs or own their own corporation, only citizens can serve as police, civil authorities, teach certain classes or have direct Federal support for any business license they wish to obtain.

To a great extent this is entirely true. Citizens have every opportunity in the galaxy to be successful and prosperous. Civilians on the other hand are either very rich or live on the federally supported edge of poverty. None of this is publicised in FedNet news programmes but it is the truth for billions of the Federation's 'disenfranchised' civilian population.

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.

News & Media in the UCF

The media of the UCF, FedNet, reports continuously on the peace and prosperity to be found under the banner of the Federation. News reports focus 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.

LIFE IN THE UNITED CITIZENS' FEDERATION

For civilians and citizens of the United Citizens' Federation, life is generally prosperous and peaceful. The programs of the Federation that began in its infancy have built a society where skin colour, gender and racial origin are no longer important or grounds for discrimination. Even nations that fought bitterly during the time of the Disorders now coexist without any of the animosities of the past. Culturally speaking, the United Citizens' Federation is a humanitarian utopia – bound with a unity that was only a distant dream for the governments of bygone eras.

Socially, living in the United Citizens' Federation is much the same no matter where one is located. While the previously autonomous nations of the past have retained a great deal of their cultural flavour, the social programs of the Federation have ensured that everyone has a certain base standard of living. These programs are all very expensive to maintain, but the expansive nature of the Federation and the vast resources it commands makes them possible.

Housing

Humans have need for four things according to behavioural scientists; shelter, food, security and a sense of freedom. The chief among these, housing, is taken care of at a basic level for every single man, woman and child in the Federation regardless of financial status or citizenship. Each area of the Federation handles this slightly differently as determined by their culture, available space and allocation of Federal resources, but there are no homeless members of the Federation unless someone chooses not to take advantage of goverment supplied accommodations.

The most common form of government provided habitat is the housing complex, a tall apartment building-style

domicile with each resident assigned a one room living/sleeping area and access to a shared bathroom. Those gaining governmental sanction to marry are assigned a larger unit in a special section of the domicile with one room for themselves and an additional room for children. As special authorisation is required to have more than two children, these areas rarely feel crowded.

More affluent civilians and citizens may be able to afford housing outside these complexes. These citizens and wealthy civilians may choose to live in controlled communities or more open homesteads on the few worlds with enough room to allow for them. As in eras past, wealth equates to greater freedom, but no member of the Federation is left homeless. Some complexes and communities are by nature better than others; the area a member of the Federation is assigned to live is generally a factor of his employment or personal abilities and 'worth' to the UCF.

While there is occasionally some unrest over living space allocations, these are easily quelled by building managers and typically result in the satisfaction of all parties involved. As the UCF expands, better areas and bigger living quarters become available. When the Federation prospers, humanity does as well.

Food & Subsistence

All living things need to eat and humans are among the galaxy's most voracious consumers. What mankind might lack in pure eating capacity, it makes up for in need for variety and substance. A man or woman could live on a diet of the same food supplements every day, however, doing so has been shown to reduce morale, decrease work efficiency and increase the chances of civil unrest.

This has made the creation of new and innovative foodstuffs an economic opportunity and a matter of great import for the UCF. With so much of Earth no longer viable for the raising of crops or livestock, food has been a priority since the time of the Disorders. Early attempts by the Federation to distribute food over the whole of its territory from the few places remaining to produce it met with failure as its reach extended its grasp. With more nations joining the Federation in such a short span of time, other avenues of supplying its populace with consumables had to be found.

Science dealt with this problem initially. By increasing research into hydroponic gardening and closed-system agriculture, the Federation was able to generate a sustainable amount of certain plants to its people and keep up with their rising numbers. Combining this with water reclamation technologies and artificial generation, the Federation had enough food and water to handle their immediate problems. Unfortunately, the psychological impact of constant similarity in diet became evident within a few short years.

Innovations in food preparation and flavourings stretched this out for a while, but in the end a more permanent solution to the crisis needed to be found. Exacerbating this was the ever increasing population of the Federation and their growing needs. With as much of the surface of the Earth reclaimed as possible, it fell to the colonisation effort to feed humanity. This hope was only realised with the settlement of Europa and the discovery of large sections of arable soil under its icy plains. While chemical treatment was necessary to make the land usable, Europa quickly became the Federation's breadbasket.

In the modern era, food and water come from all over the United Citizens' Federation. There is no immediate risk of starvation as each of the multiple colony worlds has become capable of growing their own food supplies. Enough of these worlds can generate a surplus during their harvest seasons to add to the food stockpiles of the Federation that no colony in the UCF has faced a food shortage in more than 900 years. Current generations have never known hunger, a feat the Federation intends to maintain through new scientific developments and careful management of resources.

Security

The need for security is far more than just the desire to feel protected. It also incorporates the psychological need to be able to defend one's self and loved ones from all kinds of threats. The physical component of security is very well handled. Between SICON and civil authorities with legal powers that far exceed those of previous cultures, the civilians and citizens of the Federation are far safer than any generation before them.

Security is more than just physical and the UCF recognises that fact. The Federation promotes a number of programs designed to provide internal and domestic security on a personal level. From mandatory work assignments to allow civilians to feel productive and earn an income to periodic home checks intended to ensure safe living conditions, the populace of the UCF is continually reminded that the administration is always watching out for their best interests. Incredibly high approval ratings collected at each yearly census prove the effectiveness of these initiatives.

The Federation also ensures the quality of its security programs by staffing all public emergency intervention services, such as police protection and emergency medical centres, exclusively with citizens. By keeping these important social provisions in the hands of those that have insured their dedication and desire to serve others, the Federation makes

sure that all critical city functions continue at a high rate of efficiency and effectiveness.

The Need for Freedom

People feeling stifled by an uncaring government and crushed by an overwhelming sense of societal violence and oppression founded the Federation. Understanding that their population is just as desirous for peace and freedom, the UCF takes many steps to increase a citizen's ability to express his opinions and exercise the civil liberties he has earned through meritorious service in the armed forces. This improves the synergy between the government and its citizenship, making both stronger and more capable in the process.

Non-citizens are not ignored in this effort, however, and while civilians do not wield the same political and social affluence that their citizen peers possess, they are always eligible to sign up for military service and take control of their lives in that respect. The only thing keeping any member of the Federation from gaining citizenship is an unwillingness to participate in the method by which that status is secured. Life for a civilian is assured and protected, but to truly participate in the Federation as a whole one must be willing to take responsibility for the greater good of the Federation.

This goes hand in hand with the ultimate freedom in the United Citizens' Federation – the right *not* to participate. Any civilian can refuse any service or function provided by the government. Even programs like mandatory employment are not truly forced upon anyone; a civilian can choose to decline their assignment if they so choose. Of course, this decision comes with consequences; housing benefits and health care are severely limited or denied altogether to suchh cases.

Effectively, the policy of the United Citizens' Federation is open and fair. Anyone not wishing to obey the rules of society is free to make that decision. They cannot, however, expect to have a place in that society afterward. At any time, an indigent civilian can accept a current work assignment and rejoin the Federation as a productive member but no one is every forced to do so. Military service is strictly voluntary, just like any other UCF social program. This provides a remarkable level of personal freedom, though it comes at the cost of responsibility.

The Lifecycle of a Typical Civilian

For most civilians that cannot afford personal health care, their children are born in community clinics at the expense of the Federation. As with all basic medical services provided by the government, this process is quick, effective and handled by competent, fully trained healthcare professionals in a hospital environment. In the case of child birth, the emphasis is the safety of the mother and her quick return to her daily routine. Infants delivered at a community clinic are well cared for and all nutrition and medical aid is provided from the moment of birth.

Infants are civilian members, regardless of the status of their parents, of the Federation at the time of delivery and registered with Social Services within 24 hours. This puts the newborn in the Federation's census and assigns them a Federal Identification Code (FIC) instantly. Once Social Services have approved the parent's suitability for custody the mother leaves the clinic with her newborn little civilian already on their way to being a productive member of society.

The first years of a civilian child's life depends strongly on the wealth and social position of his parents. While prominent or affluent parents usually have their children home educated to some degree before school age – four years old in most parts of the Federation, the child of an average citizen is merely reared in the home before beginning standard public education. While parents can petition to have their offspring begin schooling at an earlier or at a later age such petitions are generally denied unless extraordinary circumstances exist.

Childhood & Education

Assuming a youth is not identified as a psychic or develops some form of mental disorder or learning disability, he is placed in the Federal education system unless his parents can afford private schooling. Public schooling is an immersive experience that lasts a total of ten months with a one month break in the summer and several smaller holidays (like Federation Day) to make up the balance of the year. Children reside on the school campus and are only released back to their parents for holidays lasting one week or more; visitations are also available during the weekend.

Standard education lasts 12 years and incorporates numerous Federal programs and instruction between normal class work. Students live in shared housing that ranges from two to four per room, depending on the size of the school and its current level of funding. Children learn basic mathematics up to algebra, language skills and earth and life sciences. Once the student has reached nine years old, he can select a single elective learning program that usually consists of a music, arts or personal studies course.

At the end of this 12 year long education process, students take a battery of standardised tests designed to determine potential, level of information retention and future

vocational aptitudes. Those that score poorly on these tests are removed from the education system and placed in basic vocations that will be their assigned work for at least four years and potentially the rest of their lives. These students also have the option of immediate enlistment in SICON, a chance most take as it is generally preferable to facility maintenance (janitorial serve) or sustenance engineering (food preparation and disposal).

Students that pass a minimum grade requirement on the testing cycle are given several options. They are allowed to join the military and continue their education in special SICON camps designed to capitalise on minds with potential for leadership roles or technical services. If they wish to stay in school, they are transferred to a secondary education facility where they undergo a further four more years of advanced training and skill development. Children of citizens and influential civilians are also given the option to return to their parents and serve the Federation in whatever way their means might allow.

After these four more years of secondary schooling, assuming a student can pass the three yearly tests that qualify them to return for the next semester, a civilian must either enrol in a college that accepts him as a student, join SICON or request a vocational assignment. It is common for children of influential civilians and citizens to have had work secured for him by a corporate recruiter or through his parent's connections. This idle period between school and the rest of a former student's adult life can last up to one year, after which time a mandatory employment assignment is generated for him automatically.

Employment; Service Brings Its Own Rewards

Assuming a civilian does not choose to join SICON, something any civilian can do at any time in his life until the age of 50, employment and a housing assignment determine his immediate future. While this process rarely requires a civilian to move out of his home city, it does occasionally occur when positions matching a civilian's aptitudes are not available or housing is filled; an unlikely, but not unknown occurrence.

Just like every facet of a civilian's life, no one is forced to accept these assignments. A civilian can refuse a vocation and request another, but as Social Services generally assigns the most advantageous work roles to a civilian first, any secondary option is almost always less preferable and comes with fewer rewards. Housing can also be refused but also runs the risk of being downgrading for the same reasons. Civilians are strongly encouraged to accept their first option, but there is no overt penalty for not doing so.

Housing and vocation are directly linked. Workers assigned to the same factory almost always get assigned housing in the same set of complexes, for instance. The higher the pay scale of a given job, the nicer the accommodations provided. Very few housing units in the Federation fall below minimum standards for cleanliness and safety, but there are always a few areas were unappreciative or unmotivated civilians have damaged their homes and made life unpleasant for everyone assigned there. Social Services is always vigilant for such poor conditions but some areas can go months or years without significant repairs because of the size of the Federation and its backlog of work.

In general, life for an average civilian is quite good. Housing is provided and work is guaranteed as long as performance is up to certain basic standards. It is possible for a civilian to lose his job, but it requires failure to comply with posted work minimums and three boards of employment review. This is usually more than enough time and motivation for a civilian to correct any errant behaviour and thus retain his position.

As long as a civilian remains employed, he also has a revolving food credit to ensure that he never has to go hungry. Usually, this meal credit is used to purchase food in the commissary of his employment centre or in one of thousands of Social Service dining halls throughout the Federation. Of course, a civilian can use his employment earning to buy any food and drink within his means. Most civilians, however, choose to either save their funds for large or luxury purchases such as transportation, better lodging, premium or non-standard utilities such as increased access to entertainment channels in addition to the normal content on FedNet.

Maintaining employment is critical to the rest of a civilian's access to Social Service benefits. The United Citizens' Federation never alludes or claims that any of its programs are free; every benefit comes with a responsibility and that cost is the continued contribution of each civilian to the betterment of themselves and their neighbours. Civilians that become injured are given lighter duties or allowances until they heal, but everyone is expected to do their part.

As a final option for any civilian unable to keep their assigned employment for whatever reason (other than crippling illness or injury), military service is always available. Eschewing this last chance means falling outside the protection of the Federation – a fate no civilian should desire. Without healthcare, housing rights or employment, these social radicals sometimes earn a meagre living working for any citizen or civilian that might illegally hire them, but most simply disappear into the cracks and are lost to the Federation forever.

On the Subject of Money

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's unicard. As long as a member of the Federation has access to his unicard 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.

This does create an interesting phenomena in that it is often easier to become wealthy as a civilian than as a citizen, though the latter do benefit from lowered shipping costs and other financial incentives. Extremely wealthy business owners and civilian entrepreneurs can find themselves better off then most of their citizen peers. Money makes many things possible in the United Citizens' Federation, surpassing in some respects even the civil freedoms and power enjoyed by those of a technically higher social station.

There have been those in government that have pushed to remove the concept of money altogether from the Federation. Decrying dollars and financial transactions are an archaic form of social control used in the past but no longer relevant in the tightly controlled modern age. Each time this movement gains support, behavioural scientists move to block it; they claim that without money and the illusion of freedom that 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.

Retirement

The Federation understands that civilians cannot work forever; eventually age and illness prevent a civilian from contributing to the greater whole. As long as the civilian is not avoiding work for selfish reasons, there are circumstantial waivers that allow continued Social Service support. Retirement is usually a celebrated accomplishment and considered an important turning point in a civilian's life. They have given the Federation their entire lives and can enjoy the rest they have earned for the remainder of their days.

There is no mandatory retirement age in the United Citizens' Federation. As long as a civilian can retain employment and perform acceptably, he may continue to serve and reap the rewards for doing so. Retirement wages are somewhat curtailed from what a given worker used to earn, so most hold out for as long as they can before choosing the option. Once a civilian reaches 70 years of age, he may voluntarily retire with benefits. Before this age, retirement is strictly granted at the judgement of a Social Services officer assigned to the civilian's case.

Once a civilian retires, whether willingly or by Social Service mandate, he is no longer eligible to become a citizen by any means other than meritorious service. Enrolment into the military is not an option for any retired civilian of any age, though during times of war this restriction can be relaxed for physically fit retirees that can meet a greatly reduced set of fitness requirements.

Retired civilians tend to live out the remainder of their lives in their housing units, entertaining their children and grandchildren with stories of their youth or engaged in personal hobbies. They have very few responsibilities to the Federation save for compliance with social programs like the yearly census or emergency response to civil issues if they are physically capable of doing so. The last years of a civilian's life is enjoyed in well-deserved leisure.

Death in the Federation

The final disposition of deceased civilians is also dependant on their means and social position. Important or notable civilians with the wealth to do so can be buried in small plots in exclusive cemeteries, even on colony worlds were space is limited. Of course, colony burials tend to be far more expensive than ones on Earth, but even the latter carries a cost that would bankrupt an average civilian and still leave his children indebted for the remainder of the cost.

Thus, most civilians, and even some citizens, as citizenship and a franchise are not solid guarantees of wealth or influence, are cremated in accordance with the corporal disposal laws enforced by the Federation. The benefit to this service is that it costs nothing and includes a memorial service and entombment of the ashes either in an urn for a family member to retain or a community mausoleum. There are more elegant options for those who can afford it, but the vast majority of civilians simply take this standard option and choose to pass what funds they might possess at the time of their death to their loved ones.

PLAYING CIVILIANS

While the entire backdrop of the *Starship Troopers* is about soldiers, combat and the Federation at war, the heart of the UCF is the billions of people living and working from day to day any number of colonised worlds. They are the people that troopers like the Raynes' Raptors are fighting for – normal men, women and children. If the human race is worth dying for, it must be worth representing properly in the roleplaying game.

The civilian character class can be used to model humans on colony worlds, on Earth itself, and in the many walks of life that exist in the United Citizens' Federation. Even older citizens and ex-military characters can use levels in the civilian class as it simply represents mundane skills and social influence beyond that which is taught in boot camp or at the barrel of a gun. The civilian class is used to create normal people in this game; when Mobile Infantry troopers have to deal with reporters, minor government officials or corporate executives during the course of their missions, each one will likely be a civilian.

More on the subject of civilians and citizens will be touched on in the Games Mastering chapter later in this book, but players and Games Masters alike should be careful not to forget about them entirely. Even when a game session takes place entirely on an alien world with nothing but the non-stop frenzy of combat, the people back in the rest of the Federation are an important character motivation and background.

CIVILIAN

Civilians are the core of the Federation and represent the billions of people that work in factories, teach in schools and provide the mundane services that keep everything running from Faraway to Phoenix. While the Mobile Infantry fight their battles with the alien menaces of the galaxy, it is the people at home that symbolise everything they fight and die for; without civilians there could be no Federation.

Unlike other classes, the civilian class is not about specialities and focused abilities. The civilian is a general class that can be applied to any person in any role anywhere in the UCF. From miners on Mars to mechanics on Luna, every human not serving in SICON or the Special Services is at least a 1st level civilian. Levels in this class are more indicative of social class than of actual experience, though they can be used as such.

The civilian class is intentionally weaker in combat and physical activities than the Mobile Infantry class and its specialities. This is not intended to be a player class, though a Games Master can certainly use it as one if doing so fits with the current campaign. In a straight confrontation, any civilian is at a severe disadvantage against a trained trooper of equal or even lesser level. This is also intentional; the two classes could not be equals in that regard and remain logical in any way.

Civilians are not troopers, but then again troopers are rarely as comfortable in civilian situations. Any man or woman that has knelt on a battlefield and counted the scattered body parts of friends is not going to be as comfortable in a boardroom as an executive groomed for management. When trained in life or death situations; trying to tackle economic growth factors is not exactly a compatible task for the skills of a trooper.

Game Rule Information

Civilians have the following game statistics.

Abilities

Civilians come from all kinds of backgrounds and have a widely varied set of physical and mental gifts. Some are smart, others strong and still others are charismatic. They also have their own weaknesses. Any given civilian might be weak, slovenly or constantly in poor health. While all civilians vary, they typically have one or two impressive ability scores and just as many poor ones. While a civilian may be the model for an 'average person', very few are average across the board.

Hit Points

Civilians start the game with a number of hit points equal to their Constitution score. They gain no additional hit points per level thereafter but see the Motivated class feature below.

Class Skills

The civilian's class skills, and the key ability for each skill, are unique in that each one has a different list. Civilians can choose any five skills from the Skills chapter as class skills. These choices, once made, cannot be changed.

Skill Points at 1st Level: (7 + Int modifier) x 4
Skill Points at Each Additional Level: 7 + Int modifier

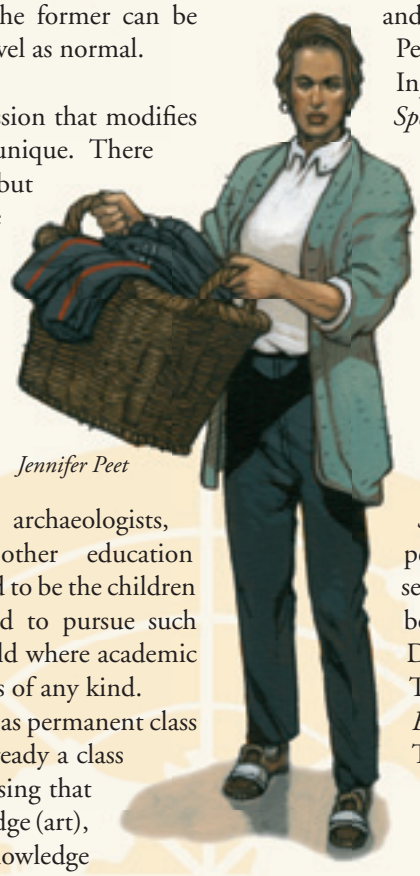
Class Features

The following are class features of the civilian.

Background: In addition to the two feats all characters get at 1st level, a civilian gains the bonus class skills and feat(s) if any from whichever profession he chooses at 1st level. These

are permanent bonus skills and feats; the former can be increased with skill points gained at 1st level as normal.

All civilians also begin play with a profession that modifies their starting potential and makes them unique. There are a few sample professions given here but Games Masters and players should create others to allow for individuality between characters. The combination of chosen class skills, feats and profession greatly define a civilian; careful consideration should be given to these decisions before they are made as none of them can be changed afterwards.



Jennifer Peet

Academic: Academics include librarians, archaeologists, scholars, professors, teachers and other education professionals. In the Federation these tend to be the children of privileged civilians who were allowed to pursue such vaulted and cerebral professions in a world where academic studies are not a high priority for civilians of any kind.
Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 bonus on checks using that skill. Computer Use, Investigate, Knowledge (art), Knowledge (behavioural sciences), Knowledge (business), Knowledge (civics), Knowledge (current events), Knowledge (earth and life sciences), Knowledge (history), Knowledge (physical sciences), Knowledge (popular culture), Knowledge (tactics), Knowledge (technology), Knowledge (theology and philosophy), Research or one additional Language feat.

Blue Collar: Blue collar occupations include factory work, food service jobs, construction and service industry jobs, transport drivers, by-the-hour labourers and other jobs that are usually not considered to be desk jobs.
Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 bonus on checks using that skill. Athletics, Drive, Handle Animal, Intimidate, Ride or Technical (any).
Bonus Feat: Skill Focus (any class skill)

Doctor: A doctor can be a physician (general practitioner or specialist), a surgeon, a reconstruction expert (dealing with cybernetic replacements), a geneticist, a psychiatrist or from some other biological speciality field.
Prerequisite: Intelligence 13+.
Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 bonus on checks using that skill. Computer Use, Knowledge (behavioural sciences), Knowledge (earth and life sciences), Knowledge (technology), Perception, Technical (chemical) or Treat Injury.
Special: When doctors retire (which can occur by choice at 60 as opposed to 70), they are granted a citizen's franchise as a reward for their contribution to the safety and health of the Federation.

Rural: Farm workers and others who make a living in rural communities fall under this category. There are still a few farms on Earth and corporate agricultural domes are found on every single colony of the Federation.
Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 bonus on checks using that skill. Athletics, Drive, Handle Animal, Ride, Survival or Technical (any).
Bonus Feat: Select either Brawl or Toughness.

Technician/Scientist: Scientists and engineers of all types are within the scope of this starting occupation. Most technicians are employed by corporations, but there are a few who work for themselves or for groups that evade the acquisition networks of big business. Scientists are also eagerly sought after by SICON and while joining is always voluntary, recruiters are instructed not to discourage recruits with technical skills and scientific aptitudes.
Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 bonus on checks using that skill. Computer Use, Knowledge (any, each chosen separately), Research or Technical (any, each chosen separately).

Expertise: The civilian chooses one of his class skills as the focus for this feature; this decision cannot be changed once made. Any failed check using the chosen skill may be rerolled once per day, as it represents the single skill he has been educated and trained to perform as well as he possibly can. He also wins all ties that result from contested rolls using the skill in which the civilian has Expertise, regardless of total skill ranks or other conditions.

At 7th level, a civilian has become so versatile that he can extend the Expertise class feature to cover one other skill he possesses. This second skill must have at least five ranks in it as only practised skills can be exercised as well as a civilian can achieve. If the civilian desires, this second choice can

Civilian

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1st	+0	+0	+1	+1	Background, Expertise	+1	+0
2nd	+0	+0	+2	+2	Ubiquitous	+1	+1
3rd	+1	+1	+2	+2	Motivated	+2	+1
4th	+1	+1	+2	+2	Bonus Feat	+2	+2
5th	+1	+1	+3	+3	Government Notice	+2	+2
6th	+2	+2	+3	+3	Motivated	+3	+3
7th	+2	+2	+4	+4	Expertise	+3	+3
8th	+2	+2	+4	+4	Bonus Feat	+3	+4
9th	+3	+3	+4	+4	Motivated	+4	+4
10th	+3	+3	+5	+5	Reputation	+4	+5

be the original skill. Doing this allows a reroll for that skill twice per day.

Ubiquitous: Civilians are good at keeping their heads down and not drawing attention to themselves, even those with more ambition than their peers. Whenever a sentient attacker (Intelligence score 3 or higher) chooses a target at random from a group that the civilian is in, it will only choose the civilian if he is the closest target and is carrying a weapon. Otherwise, he will be passed over in preference of someone else. This ability only functions when the civilian is with others. When he is alone, he gains no special protection from this feature.

Motivated: Civilians rising in levels have a certain spark of life that keeps them going when all else fails. Each time this feature is gained, it adds one to the civilian's hit point total and grants a +1 bonus to all saving throws in a single category chosen from Fortitude, Reflex or Will (these stack from multiple instances of Motivated).

Bonus Feat: The life lessons learned from rising to this level of accomplishment in the Federation pay off with mastery of a special skill or training that is not normally available to civilians. The civilian can choose any feat from the Feats chapter if he meets its requirements. If the feat is a weapon proficiency, the civilian becomes licensed to carry and use such a weapon. Games Masters and players should work together to create an in-game explanation of how the civilian character has gained this bonus feat, especially if it is martial in nature.



Officer Jacob Kells

Government Notice: The civilian's growing prominence within his social circle comes to the attention of elements of the local government. While this is not necessarily the notice of a high official in the Federation, the civilian's name has at the very least made it onto a list of 'people to watch' for possible recruitment into government projects and agencies. While there may be some negative repurcussions of this level of attention, it does come with a few perks as well. Any time a civilian with Government Notice has to deal with law enforcement or other Federal services, he gains a +1 bonus to all Charisma-based checks.

Reputation: Once a civilian gains 10th level in this class, the people in his city or colony of residence treat him as a minor celebrity or at least offer a certain amount of respect for his achievements. Even if the civilian has done nothing to truly deserve such a high reputation, others perceive him as if he had and act accordingly. Only groups actively hostile to the civilian for some personal reason will ever attack him openly; others just let him go his own way as long as he does not act aggressively towards them. This class feature's social protection can be extended to one other person for every point of Prestige bonus the civilian possesses.

Reputation is useless in situations where those opposed to the civilian either have no way to know of his Reputation or are not the kind to care even if they did. Thus, Arachnids are just as hostile to a 10th level civilian as they are to any other living thing. While Reputation can get someone far in the Federation, it cannot protect them from the dire attentions of alien menaces.

THE MOBILE INFANTRY

The heart of SICON, the Mobile Infantry is the finest fighting force ever assembled by humanity. At least that is the way the United Citizens' Federation views the Mobile Infantry and not without reason. Trained in the use of every weapon and tactic imaginable, the Mobile Infantry trooper is quite capable of taking apart any foe with any weapon they might come across. They are consummate soldiers and a finely disciplined organisation that any race would be proud to field.

Combined with a constantly evolving and improving level of technology, the Mobile Infantry have the tools and the talent to tackle any objective put before them. Powered suits of armour, mechanised walkers and even the incredible firepower of nuclear munitions are all at the disposal of the Mobile Infantry. If something needs to be done and a tool is needed to do it, the Mobile Infantry will have it.

SICON depends on the Mobile Infantry far more than any other part of its force. While the Fleet under SICON command is vital for reaching engagements and keeping the skies clear of enemy threats, it is the Mobile Infantry that often gets dirty to get the mission accomplished. They may not be subtle or even elegant, but they are professionals without parallel and they never accept failure as an option. Each trooper is an expert with each one providing a special skill or ability to any mission put before him. From neodog handlers to engineers, when the Mobile Infantry acts it is with the tenacity of a wolverine and the precision of a surgeon.

HOW THE MOBILE INFANTRY OPERATES

To understand the Mobile Infantry and what goes on in the mind of a trooper, one has to learn what it takes just to wear the uniform and bear arms in the name of the Federation. A discussion of tactics and policies will be included in this section, but any chapter describing the Mobile Infantry should begin with a detailed look at the military branch from recruitment to platoon assignment all the way to retirement and life as a citizen.

Military Service

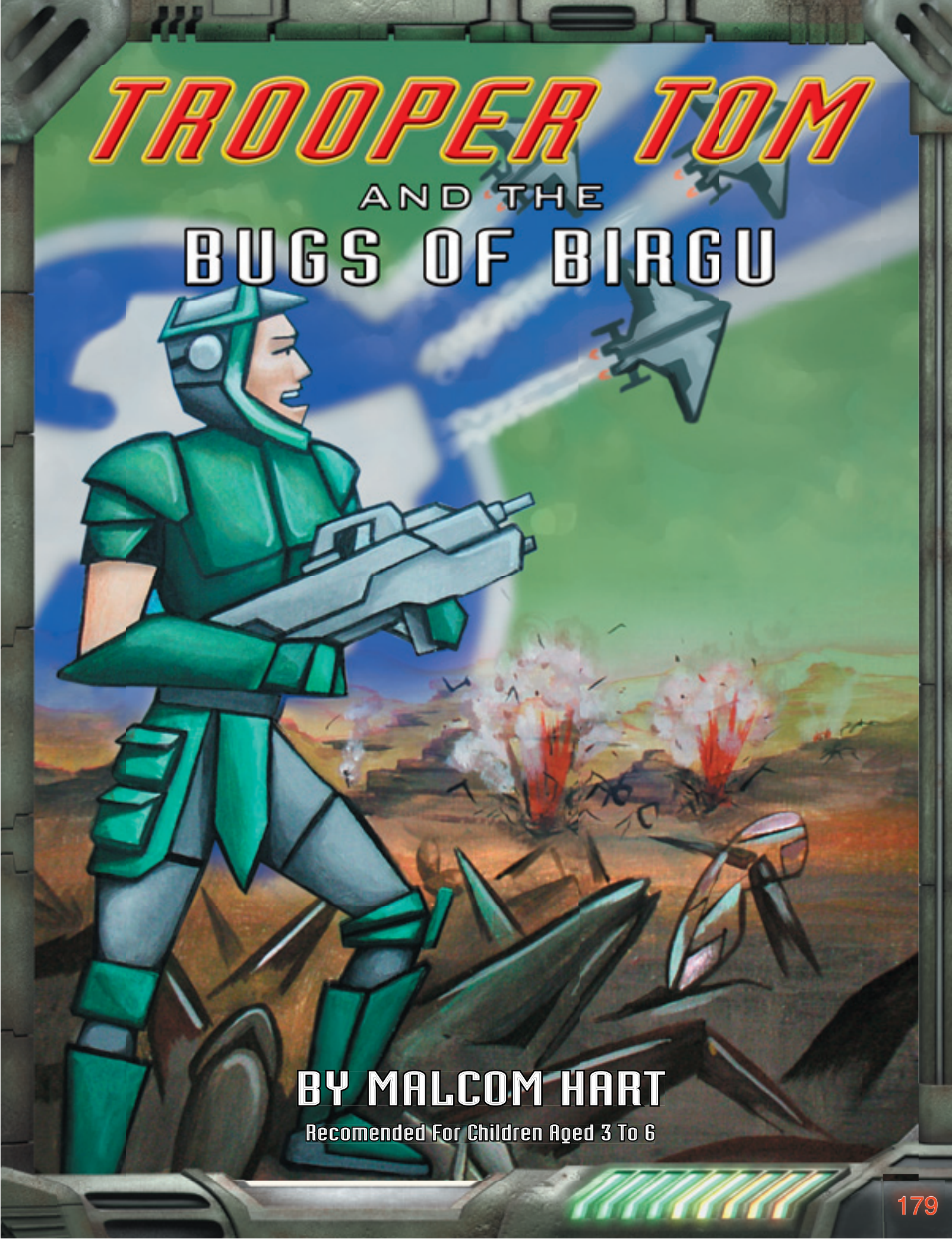
The single most important act a civilian can take in the service of the Federation, joining the military literally changes a person's life forever. From the initial visit to the recruitment office to the last day of a tour of duty and the earning of one's franchise as a citizen, military service transforms everything. Troopers of the Mobile Infantry are taught duty, responsibility and the qualities that set them apart from civilians and elevate them to fully invested members of the United Citizens' Federation.

Recruitment

The first step in joining SICON can occur anytime after a civilian receives his standardised test results from the Federal Education System. These tests are incredibly important to the future of any civilian, as they are the first thing a college looks at when determining admissions and the only way a civilian is allowed to continue his schooling, As far as the military is concerned, the standardised tests of a civilian's twelfth and sixteenth years of education are the basis for determining what divisions of SICON an applicant is qualified to join. As these tests literally mean the difference between becoming a pilot and manning a kitchen, it behoves anyone with ambition to achieve as high a score as they can.

Once a recruitment officer, a former member of SICON no longer fit for active duty, has reviewed and submitted a candidate's scores to SICON headquarters on Sanctuary, he does something that often seems alarming to young volunteers – he does his best to talk them out of joining the military.

This serves two purposes. A military organisation can only be as strong as its weakest member; if a civilian joins up for the wrong reasons or does not have the will to last through his basic training, he has simply been a burden and a drain on SICON resources. It also drives home the message that the military is a voluntary organisation. No one is expected to join and no one should for any reason other than a desire to serve the Federation and a personal ambition to become a citizen and enjoy the rights and privileges that come with a franchise.


TROOPER TOM
AND THE
BUGS OF BIRGU
BY MALCOM HART
Recomended For Children Aged 3 To 6

If the volunteer is still unperturbed by the recruitment officer's lecture the recruits are sworn in with a recitation of the SICON Military Service Oath and given 48 hours leave, in which to settle their affairs. This period also serves as a mandatory 'cooling off' period, if the recruit fails to report back the recruitment office after this time the recruit's papers are marked, *Term not completed satisfactorily,* and the recruit is prohibited from ever again volunteering for Federal service.

Once the recruit has reported for duty at the recruitment office, his first task as a military man is to undergo a medical examination and discuss his future and role within SICON with the Military Careers Officer. This process of psychological analysis and testing is used to determine suitability for later specialist training within the Mobile Infantry or a natural aptitude towards one of the numerous other career options within SICON. Once these procedures have been completed, the recruit is shipped out on the first available transport to one of the many training camps that dot the Federation.

Basic Training

No matter what division of the military a recruit is selected to join, everyone ends up in the same place after taking the SICON Military Service Oath – basic training. This is a dangerous, brutal, physically draining place designed to foster teamwork, harden and train the body and prepare it for the rigid discipline expected of every single member of SICON. Of the thousands that volunteer each quarter in the Federation, less than a hundred graduate from basic training.

Many simply quit, as anyone in basic training can simply sign their PRO-1248 form, collect their personal effects and ship-out on the next available transport. There is no penalty for doing this other than a permanent inability to volunteer for Federal Service again and no chance of ever becoming a citizen. This is typically a horrible enough fate that recruits push themselves to breaking point psychically and/or mentally rather than ejecting themselves from the military. Radical breaches of discipline can force instructing officers to throw recruits out of basic training but this rarely done. Individuals prone to poor behaviour tend to break long before they have to be broken.

Unfortunately for some, especially those intended to serve in the Mobile Infantry, the term 'break' is not figurative. While Mobile Infantry boot camps like Camp Arthur Currie never intentionally pose a threat to life or limb, accidents do occur. The training levels demanded by SICON are very intensive, as they need to be to prepare recruits for the hazardous conditions of engaging dangerous foes in a variety of environments with the most powerful weapons known to mankind.

These training techniques may be harsh, but they produce an incredibly capable fighting force worthy of the honour of being the Federation's first line of defence. Both sword and shield to the UCF, the Mobile Infantry's forging begins in basic training. The sheer import of this process keeps SICON from being lax in any way. Only by pushing its recruits to their limits can they be certain of the quality of its personnel.

This pushing can break those not prepared for the rigors of SICON training. From the first day of boot camp, instructors purposefully prey on a recruit's weaknesses and make their stay as stressful as possible. This is a technique intended to winnow out those too unstable or unsuited to life as a trooper. in the Mobile Infantry Psychological pressure is applied to test willpower and determination as anyone unable to survive the relatively controlled conditions of boot camp will certainly not be able withstand actual combat in a hostile drop zone.

Physical hardship is also a part of basic training. Beginning with difficult and repeated exercise and ending with exercises like being dropped naked into a frozen wasteland and being expected to make it back to camp alive, boot camps take recruits to the very limits of their strength, flexibility and endurance. Those that make it through their two month indoctrination go on to become privates in the Strategically Integrated Coalition of Nations, the finest military the galaxy had ever seen. They are rightly proud and well deserving of their citizen's franchise.

The Dangers Within

Those that cannot handle the risks and hazards of boot camp leave with at least their will and spirit crushed, assuming they can leave at all. When training comes in the form of hardship, exposure and combat simulations that can and do involve full contact and live fire, the occasional accidents occur and someone gets injured or even killed. SICON continues to keep such losses within acceptable levels, but the danger is ever present.

It must always be remembered that such injuries and deaths are entirely avoidable. Since all members of SICON are volunteers, they can quit at any time and ride the nearest shuttle back to whatever colony or country they came from. The only penalty for doing so is the loss of any chance of every attempting to enlist again. During every training cycle, thousands of volunteers take this option and walk down 'Wash-Out Lane' and through the gates of their boot camp back to their civilian lives.

Pride keeps more from doing the same and that hubris gets many of them maimed or killed. Injuries sustained during boot camp are not considered eligible impairments as far as Social Services are concerned. Recruits in basic training are no longer civilians but they are not full privates either; this ambiguous status puts them in a very tenuous and risky position. All of this is explained to recruits before they are accepted into SICON, but since military service is the most common route to citizenship for most civilians, this warning (along with many others) is typically ignored.

Death during boot camp, assuming it was not caused by the recruit's negligence, does provide full military honours during burial. While the Federation is not entirely merciful when dealing with injuries during basic training, they are beneficent with those giving their lives in the service of SICON and the safety of the human race. Unless other instructions are given at the time of enlistment, recruits that die during boot camp have their ashes interred at the SICON mausoleum on Sanctuary.

Unit Assignments

Once a recruit finishes boot camp, he is given his first assignment and awarded the non-commissioned rank of private. This officially marks his entry into the military and confers the full benefits of SICON membership upon him. From his first day as a private in the military and for the rest of his life, a trooper never needs to worry about a place to live, employment or a gainful income. While troopers never get rich off a SICON pay voucher, they can count on never being without funds. Even after retirement or ending his tour of duty, a member of the Mobile Infantry has a significantly smaller but continuous source of income in the form of a military pension.

A trooper's first assignment is usually to a unit that requires the individual trooper's specific training or has openings to fill. The Mobile Infantry has a strict policy where platoons are concerned – the One Fourth rule. Down to one quarter strength, a platoon is replenished with new recruits; below one quarter and the remaining troops are sent to other platoons to fill in holes in their manpower. This often scatters squad mates, but such a disbanding is typically beneficial.

The logic behind scattering squad mates is that each one can carry the lessons and wisdom he has learned from time spent in the field with them to other units. This balances out the fact that many holes in a platoon's membership will also be filled with raw recruits and novices to real combat. While a given trooper fresh out of boot camp might get assigned with several others to a new unit, the unit is generally well experienced and capable of bringing him up to speed with a minimum of effort. This is not always as effective as it could be, but commanding officers in the Mobile Infantry usually handle new recruits quickly and efficiently.

Once a trooper is assigned to a unit, he usually remains with it until he has to be reassigned for reasons of field losses or a greater need for his specific skills. This rarely happens during peacetime, but war can make troop rosters vary a great deal over a short period of time. The degree of shuffling is minimised by the uniform level of training that each trooper receives and the broad combat ability each trooper is expected to master.

A given trooper might have the skills and specialty training, but he is also a fighting machine and a very effective part of any squad. Once assigned, he remains with his unit until he is reassigned by high command. Troopers cannot refuse reassignment, nor is the process open to review; such things occur without his consultation or the approval of the unit's commanding officer.

Unit assignments are designed to maintain an effective fighting strength in as wide an area of the Federation as possible. Troopers are allowed to request a given assignment, but there is no guarantee of compliance with that preference. If a neodog handler requests assignment as part of the Europa garrison but a unit patrolling the Skinny Quarantine Zone needs his skills, he is sent to deep space instead. A trooper must go where SICON needs him. Protests can be filed



A squad of troopers carries out an insugency operation

and made a part of a trooper's military record, but these are rarely acted upon at an administrative level.

Tours of Duty

Volunteers joining SICON sign on for a two year tour of duty, however, the tour's length depends on current circumstances in the Federation, with a tour of duty being extended indefinitely during times of war. A tour of duty can be extended in three different ways. The first is a voluntary two or four year extension. The option to extend one's tour of duty is always presented to a trooper six months prior to the conclusion of his current tour. This gives all troopers up to six years in Federal service; any extension is voluntary and requires approval by SICON high command, however, these requests are rarely denied.

The declaration of war can also cause SICON to invoke their mandatory service clause outlined in the SICON Military Service Oath. During wartime, tours of duty can be lengthened indefinitely and remain in effect until hostilities cease and the Federation determines that the current crisis has abated. With the declaration of peace, SICON immediately offers retirement with honours to any trooper whose tour of duty should have ended during the span of time that any extension was in effect. Other members of the military have the length of the war credited against their time in service but remain in SICON.

The last method of extending one's time in service to SICON is by opting to 'go career'. This decision carries with it a lot of responsibility and must be approved by a trooper's current commanding officer before it can take effect. As being a career trooper is a prerequisite for officer training, any trooper with ambitions of gaining a commission must take this option before they can do so. Re-enlisting as a career member of SICON comes with a moderate pay increase and opens many more opportunities than simply becoming an officer, so even non-commissioned troopers often find this path attractive.

SICON actively encourages its troopers, especially those with promise or remarkable records, to 'go career' as such men are not likely to take their knowledge out of circulation in a few short years when their normal tour of duty ends. Because opting for a career in the military suspends a trooper's ability to leave SICON at any time, SICON can count on career troops being available and dependable for years to come.

Officer Candidacy School

The career option is most often taken by troopers wishing to become officers. Even if they do choose a career in SICON, there is absolutely no guarantee that they will ever become officers. This decision is also up to the trooper's commanding officer and a review board that oversees admissions into Officer Candidacy School. A trooper in training has to leave his assigned unit thus creating a vacuum that has to be filled; this limits most acceptances to truly exceptional personnel showing the potential and talent to become a fine officer – especially during wartime.

Assuming a trooper can clear all of these hurdles and be accepted into Mobile Infantry OCS, he is far from guaranteed a commission. A battery of training classes and higher education courses awaits him, all of which must be passed with no less than a 80% minimum grade. Failure to complete even a single class or test satisfactorily is general grounds for dismissal and a return to active duty at the candidate's previous rank and (whenever possible) previous assignment.

Troopers only get one chance at Officer Candidacy School unless special provision is made for extraordinary circumstances. This very rarely occurs, making OCS a one-time opportunity for all but the most fortunate or promising candidates. Once a trooper enters OCS training classes on Sanctuary, he leaves that world as either an enlisted man for the rest of his career or an officer with the rank of third lieutenant en route to his proving assignment. There are further details about becoming an officer in the Mobile Infantry in the officer cadet character class on pg. 39.

Other divisions of SICON follow similar patterns, though in some respects their candidates have an easier time with both training and their future officer careers. The Mobile Infantry is simply the best of the best and no one gains a rank without earning it.

THE RANK STRUCTURE OF THE MOBILE INFANTRY

This hierarchy of ranks is used in both the Mobile Infantry and Military Intelligence, while the Fleet has an alternative rank structure inherited from naval and aerospace military ranks of the past. There comes a point where both ranking structures merge at the very height of power in the Strategically Integrated Coalition of Nations and the rank of Sky Marshal is granted only to officers with training in both the Mobile Infantry *and* the Fleet.

As can be assumed, this is a difficult feat to accomplish; Sky Marshals are typically extraordinary military leaders with a wide range of knowledge and the experience to put it to good use. Because they are supreme commanding officers, nothing less would be acceptable or reflect the unity of

MOBILE INFANTRY RANK INSIGNIA



PRIVATE | CORPORAL | SERGEANT | SERGEANT MAJOR



LIEUTENANT | CAPTAIN | MAJOR | LIEUTENANT COLONEL



COLONEL | GENERAL | SKY MARSHAL | SKY MARSHAL IN CHIEF

MOBILE INFANTRY COLLAR INSIGNIA



PRIVATE | CORPORAL | SERGEANT | SERGEANT MAJOR



LIEUTENANT | CAPTAIN | MAJOR | LIEUTENANT COLONEL



COLONEL | GENERAL | SKY MARSHAL | SKY MARSHAL IN CHIEF

purpose and perfection that the United Citizens' Federation stands for.

Recruit (Rct.): Only used as a brevet rank for recruits during basic training.

Private (Pvt.): Automatic rank increase given upon graduation and initial assignment to a duty station or unit.

Lance Corporal (L. Cpl.): This rank is indicative of exemplary service and minor leadership responsibilities at a squad level.

Corporal (Cpl.): This rank is indicative of leadership responsibilities at a squad level.

Sergeant (Sgt.): Rank often held by non-commissioned officers placed directly in charge of a unit or squad. Sergeants promoted to assignments of leadership within platoons or training positions, such as instructors in Mobile Infantry boot camps have this rank appended to master sergeant or drill sergeant.

Sergeant Major (Sgt. Maj.): Sergeant majors are given authority at a platoon level and are held directly accountable for the performance of troopers in the field. Sergeant major is the highest rank a non-career trooper can hold and are usually brevet ranks given to sergeants either in lieu of Officer Candidacy School or because battlefield conditions require the promotion.

Lieutenant Third Class (Lt. 3rd): A rank that exists solely to differentiate members of Officer Candidacy School on their proving mission. Lieutenants third class have no authority under most circumstances but are considered officers during times of emergency.

Lieutenant Second Class (Lt. 2nd): Passing a proving mission successfully completes OCS and improves a lieutenant's rank to second class. This rank allows lieutenants to be placed in full command of platoons.

Lieutenant First Class (Lt.): A promotion based on merit and service, it does not change or elevate a lieutenant's duties in SICON. It does indicate an officer's eligibility for captaincy and command of a full company.

Captain (Cpt.): The captain's rank indicates command status at a company level. Captain is considered by SICON to be the first 'true' command rank and great status is afforded accordingly.

Mobile Infantry Organisation

The Mobile Infantry consists of a variable number of Armies, all of which are overseen by the Sky Marshal-in-Chief.

An Army consists of four Brigades (173,397 men total, including one Sky Marshal).



A Division, also called Corps when combined with Fleet assets, consists of four Brigades(43, 349 men total, including one General)



A Brigade consists of four Regiments (10,837 men total, including one Colonel).



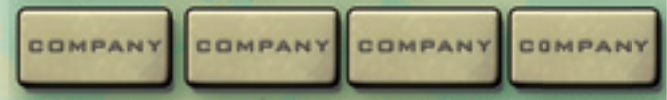
A Regiment consists of four Battalions (2,709 men total, including one Lieutenant Colonel).



A Battalion consists of four Companies (677 men total, including one Major).



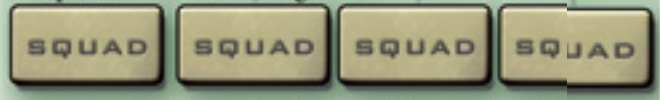
A Company consists of four Platoons (169 men total, including one Captain).



A Platoon consists of four Squads (42 men total, including one Sergeant Major and one Lieutenant).



A Squad consists of ten men, including one Corporal and one Sergeant.



The 28 Armies, the Sky Marshal-in-Chief, and a panel of five Generals who form the Mobile Infantry Advisory Board equal a standing military force of 4,855,122 soldiers and commissioned officers at the time of the Pluto Campaign.

Major (Maj.): This rank often places an officer in charge of a battalion (four companies) and indicates senior command potential.

Lieutenant Colonel (Lt. Col.): This rank brings with it command of a regiment and the right to directly confer with Sky Marshals on military matters and current or proposed orders.

Colonel (Col.): These officers provide leadership at the division level and are eligible for service on the infrequent military boards of inquiry called up by SICON.

General (Gen.): These officers are placed in direct command of brigades and occasionally accompany troops into the field during missions of serious import to SICON. Generals are often called upon to form an advisory panel for Sky Marshals and the Sky Marshal-in-Chief. This is the highest rank an officer can achieve without Fleet service.

Sky Marshal (SM): There are a variable number of Sky Marshals, fluctuating with the current size of SICON. Each Sky Marshal leads an Army and is the absolute authority over the star system that Army is assigned to unless overruled by the Sky Marshal-in-Chief.

Sky Marshal-in-Chief (SMC): The highest rank in SICON, this singular position is filled by a Sky Marshal appointed to the role from the pool of Sky Marshals by the government of the United Citizens' Federation. Only the Sky Marshal-in-Chief can declare or end a state of war and all deployments involving one or more armies or fleets must be approved at this level.

Disposition of Mobile Infantry Forces

Every effective military in mankind's history has possessed a rigid organisational structure at the troop level. The Mobile Infantry is no exception. Troopers form larger groups, which are gathered into still larger groups and so on all the way up the army level. This form of regimented and incremental organisation allows for forces of the appropriate size to be assigned to missions in an orderly and efficient way. If a situation calls for only a hundred or so men to handle, it is vastly easier to assign a company to the issue than to try and piece together enough ten-man squads.

While the numbers given here are very stratified, the truth of the Mobile Infantry where its troop roster is concerned is a different story altogether. Attrition, personnel shifts and other internal issues keep all but the most fortunate units from being fully staffed. In general, the information below is accurate up to the platoon level. Beyond that, numbers vary greatly. No two regiments in SICON are anywhere near the same strength, though these values can be taken as a general guideline.

Insignia of the Mobile Infantry

The mobile Infantry have a distinctive set of insignia used to determine, at a glance, the rank of any given trooper or officer. While this system may seem cryptic or difficult to a civilian, all SICON personnel know it by heart by the time they leave basic training. Insignia is worn on a trooper's uniform as such symbols have been for the known history of military forces.



The advent of powered combat suits and Marauders has necessitated a few changes to this rule, however. Because such garb is often damaged during combat, rank insignia can be easily broken off, scuffed or otherwise obscured. Accordingly, rank marks are still worn on internal uniforms and commonly adorn a trooper's helmet or the cockpit of a Marauder, but placement elsewhere is strictly a matter of personal taste, unit policy or opportunity before a combat mission. If deployment does not offer a chance for combat armour to be decorated with rank insignia, they are generally omitted.

Though this sometimes causes a minor amount of confusion, active duty with power suits and Marauders also poses the



The M.I. trooper; the backbone of the Federation's defences

problem of occasionally having to assign such equipment in a hurry or on the basis of condition in preference of commanders first. This can result in officers temporarily wearing insignia indicating a rank other than their own. This is corrected whenever possible, but some missions, especially during times of war, simply do not offer the luxury of changing these marks before an engagement.

Like every other part of a trooper's standard uniform, insignia (if present) are expected to be kept in pristine condition at all times. Damaged insignia cannot be worn, even if the disfigurement is relatively minor. Doing so is considered an insult to the uniform, the rank in question and can be grounds for disciplinary action. The only exceptions to this are those temporary pips handed out prior to the departure of a third lieutenants from the Officer Candidacy School, as many of these insignia are treasured reminders of those who have fallen for the Federation. Replacement insignia are usually kept on hand under the watchful authority of a quartermaster, typically the officer given control of a unit's munitions, armour and equipment.

Acquiring such a replacement should be a trooper's first priority after a mission. In the rare event that a replacement is not immediately available, a trooper is expected to mark his uniform so as to some way indicate his rank until proper insignia can arrive from the nearest SICON outpost.

TACTICS OF THE MOBILE INFANTRY

A fighting force is much more than just weapons and armour. The Mobile Infantry is effective not because of their gear, but because they are trained in the most effective methods of using that gear. Battle is far more than a continuous series of rocket volleys and gunfire. Using terrain, taking advantage of cover, and seeking opportunities to flank and surround are methods of modern warfare stressed in SICON basic training and supplemental tactics courses.

The Mobile Infantry trooper is moulded and instructed in how to maximise their own potential but also how to maximise the deadly potential of his entire team. Unit formations and manoeuvres are part of every trooper's education from the moment basic training begins at boot camp. While ten troopers are lethal on their own, they are far more devastating as a squad. When these groups are combined into platoons or larger, their effectiveness is once again increased beyond the sum of their parts. The need to fight as an army is stressed above the ability to kill as a single trooper.

The many forms of combat taught to a Mobile Infantry trooper echo this military sentiment. While quick strikes and lethal attacks are given top billing early in basic training, delaying tactics and combined fire techniques are worked into the courses over time. While each recruit is taught how to fight, they are shown the value of acting as a team and given far greater instruction in unit reliance and covering one's squad mates. War is a dangerous business, especially for the Mobile Infantry, but no trooper dies alone.

Combat Training

While any weapon is deadly in the hands of a Mobile Infantry trooper, emphasis is placed on three forms of engagement. Hand-to-hand combat is taught first, followed by handguns and rifles during ballistic and marksmanship classes. The last form of combat instruction involves powered suits and Marauders, as these carry great firepower and require a level of experience in the first two techniques before they can be effectively mastered.

Hand-to-hand fighting as taught by the Mobile Infantry is a synergy of classic martial arts and straightforward boxing. Sometimes referred to as 'commando style', the emphasis is on quick takedowns, avoidance of blows, incapacitating and killing strikes. This training is very self-oriented and seeks

to refine each man into a combat-ready trooper in his own right first. As a beneficial side-effect, the effort involved in mastering SICON hand-to-hand fighting ensures a level of physical fitness that only increases a trooper's overall effectiveness. This order exists because the Mobile Infantry has to be a complete fighting force and not every engagement can be won through ranged combat. A solid foundation of hand-to-hand combat also improves co-ordination and confidence, two traits that factor highly in skilful use of ballistic weapons.

Firearms follow melee training and troopers learn to care for their weapons, administer minor repairs and finally gain firing range time and instruction. By the time combat training moves on to heavier equipment, a trooper knows his standard equipment inside and out. In the field, every trooper is expected to maintain his own weapons; this approach makes every man his own technician and increases the overall effectiveness of the Mobile Infantry.

Last but most certainly not least, troopers learn to wear and operate in both grades of powered suit. Lighter M-1S7 , or Stryker, suits are used only in breathable atmospheres for missions where stealth and speed are more important that brawn and heavy protection. The more comprehensive M-1A4 powered suit is standard issue in inimical environments and whenever serious combat is expected. Stryker suits typically remain in the possession and care of each trooper but heavy powered suits are maintained in a unit's armoury and issued as required.

Power suit training also includes basic instruction in the operation of both classes of Marauder. Automated vehicles more than suits of armour, these deadly machines are armed with enough firepower to level buildings, destroy enemy tanks and fighters and decimate troop formations with ease. Marauders are the last word in Mobile Infantry response. When these vehicles are taken out of cold storage and prepped for combat, there is very little the Mobile Infantry cannot accomplish.

Techniques & Tactics

Listed here are some example tactics and techniques that take advantage of the Mobile Infantry's unique abilities and special equipment. In addition to these, the Mobile Infantry draws upon thousand's of years worth of warfare wisdom and the observations of generals as far back as Hannibal, Alexander and the warrior-philosophers of ancient Greece. Hundreds of texts and courses exist in the SICON archives, each one designed to educate troopers in the intricacies of battle.

- ***Rocket Blitzkrieg:*** A technique by which a relatively small number of troopers (one or two squads) move at top speed while firing full salvoes of rockets and missiles along their path. This causes incredible damage and sows confusion in enemy forces as the attacking troopers are generally moving too fast to engage effectively and are moving under the cover of smoke and fire.
- ***Wall of Steel:*** Using the damage resistance afforded by Marauders, troopers in less well-protected powered suits place Marauders in front of them for cover and fire indirectly at an enemy stronghold or opposing force. The wall of steel tactic protects the most vulnerable Mobile Infantry fire teams from direct attack but is weak against return indirect assault as such attacks simply ignore the Marauders and discount the cover they provide.
- ***Concerted Fire:*** Less a tactic and more an efficient use of firepower, this technique utilises every member of a squad by focusing their attacks on a single objective until it is dropped. Most effective against hard targets and well-armoured enemy troops, concerted fire is directed by a unit's commanding officer. This stratagem determines each target of the technique by opening fire with tracer rounds to mark it; every other squad mate then concentrates his attack on the same opponent.
- ***Rain of Fire:*** The codename given to Mobile Infantry troopers capsule dropping from starships in orbit over a target world, the rain of fire is so abrupt that few enemy forces have a chance to intercept it or prepare themselves for the rapid deployment it represents. A rain of fire usually covers a wide area in and around a drop zone, allowing troopers to surround an objective in a very short amount of time.
- ***Firebasing:*** Named for firebases, command and assault structures normally used in forward positions to take and hold hostile territory, Mobile Infantry squads with sufficient engineering assets use this tactic to establish control outposts deep behind enemy lines. Normally used just after a capsule drop or when shuttles can deliver the needed equipment, the Mobile Infantry can usually erect a structure that provides cover, hardpoints for mounted weaponry and communications in a matter of hours using pre-fabricated components.

Over the course of its long and distinguished history, the Mobile Infantry has developed a number of effective tactics that continue to prove effective in the modern era. While some change to match the innovations advanced science has to offer, others are classical stratagems used to win countless engagements for the Federation. No matter what the target or where the battle may be fought, the Mobile Infantry can be depended on to meet each new challenge with professionalism and solid tactical precision.

THE FLEET

Among SICON's many assets, the most expensive and difficult to maintain is its air force and space armada, collectively known as the Fleet. From small one man drop ships to massive orbital installations, the Fleet comprises more than 60% of the SICON's yearly budget. These funds are well spent, however, the Fleet's state-of-the-art starships and facilities are quite capable of keeping UCF space defended against any incursion. While the Fleet has only infrequently entered combat, they have achieved at least technical victories in every engagement, and since coming under the control of SICON, the Fleet has never been defeated by any enemy force, a record it is quite proud of.

When most civilians think of the Fleet, they usually envision corvette transports like the *TFCT Robert E. Lee* or the *TFCT George Patton*. While these ships are a vital part of the Fleet, they hardly comprise its whole complement or even a majority of its vessels. The Fleet also maintains shuttles, warships, bases, cargo vessels and many other air and space vehicles, all of them ships are part of a well-organised force, answerable directly to the Sky Marshals in exactly the same way as the Mobile Infantry. In fact, the Fleet works hand in hand with the Mobile Infantry, as the former is responsible of transporting and supporting the latter wherever conflict takes them.

While the working relationship between the Fleet and the Mobile Infantry is good, it serves to screen a constantly simmering and mutual resentment. Mobile Infantry troopers generally despise Fleet personnel because of the perceived 'easy' life the Fleet appear to lead. Fleet personnel technically outrank Mobile Infantry troopers of equal station, making the problem that much worse. While both sides are generally too disciplined to allow this resentment to come to anything more than the occasional galley scuffle, it can become a morale issue and commanding officers on both sides work to ensure that it never becomes a serious issue.

'I know I've said I'd rather be dead than be Fleet, but those rocket jocks are alright in my databox. When we're pinned down on some backwater ball of rock, surrounded by wall-to-wall bugs, it's gonna be some crazy-ass flygirl that'll get us back to the *Thomas Paine* again.'

– Pvt. James 'Mule' Richards

During its long history, the role of the Fleet has changed to match the needs of the Federation it serves. Originally intended as a police force to ensure the smooth operation of Earth's extraterrestrial colonies, its duties have expanded to include system patrol, interdiction and escort for ranking personnel and vital supply convoys. While the Fleet has now completely replaced the defunct Federal Stellar Authority, a minor division of the Fleet, the Federal Transport Authority (FTA), still performs civilian aerospace services under the direct command of the United Citizens' Federation.

The role of the Federal Transport Authority has caused some unrest among civilians, primarily because civilian employees of the FTA are not considered Fleet personnel and thus not eligible for military experience, pay or citizen benefits. While the Federation recognises that civilian FTA employees, such as merchant marines, transport pilots and commercial starship crews take the same risks and require much the same training as Fleet members, it has maintained its policy of considering them civilians unless they officially enlist into SICON. Ironically, this enlistment typically involves them having to give up their jobs to undergo basic training and then being reassigned to a completely different line of work, thus defeating the reason FTA employees chose to volunteer in the first place.

Despite this, the Fleet is well received by the general populace of the Federation, as most are just glad to have such effective protection in space. With the number of alien encounters on the increase over the past few decades, the UCF has increased their funding to SICON for the construction of additional ships and the training of their crews. While the commissioning and building of a Fleet vessel can be an expensive undertaking, its crew is usually a far more costly investment after training, equipment and maintenance are factored in.

This is an especially vexing concern for larger ships like transports and dreadnoughts. Even a relatively small frigates can require upwards of two hundred personnel. To get a new group of cadets to crew such a ship, the Fleet has to find the best and brightest volunteers and begin their training immediately after they graduate from the Fleet Academy, the Fleet's own version of Mobile Infantry boot camps. The SICON policy of bringing everyone through the same level of basic training can make finding effective cadets difficult, even more so because so many potentially excellent pilots and crewmen 'wash out' due to stress before they can be taken into the Fleet.

MILITARY SERVICE IN THE FLEET

The Fleet has an unofficial answer to the 'Wash-Out' problem – a Form 15-A. This is an administrative form that authorises the commanding officer issuing it to pull a recruit from basic training without invalidating a Mobile Infantry recruit status. By identifying potential cadets in basic training and 'fifteening' them out, SICON recruits can be redirected into the Fleet Academy.

While Fleet Academy is no less stressful than an Mobile Infantry boot camp, they are tailored to the needs and policies of the Fleet. Once a cadet graduates Fleet Academy, he is a fully qualified ensign ready to fulfil that role aboard any starship in current service.

The First Assignment

Once an ensign receives his first commission, his next port of call is whatever ship or installation he has been assigned to as crew. Unlike militaries of the past, there is no secondary training centre; any ship-specific skills an ensign requires are taught to him during his tenure at this first posting. This form of direct education allows each ensign to fit perfectly within his new role within a week or two of assignment; this also keeps the Fleet's personnel up to date on all advances in technology and new ship types. When a new design comes out of the shipyards ready for service, a veteran crew from the ship's nearest base is usually moved in its entirety to staff it.

This is done because ship crews are usually considered block assets by the Fleet. The relationship between a captain and his crew is often even more cohesive than that of a platoon in the Mobile Infantry. This results in a marked loss of efficiency if a ship's roster is changed too greatly or assigned a new captain. This tendency has given rise to the Fleet tradition of keeping crews together for as long as possible, even during ship changes. While it does cause a 'down' week or two while an entire crew familiarises themselves with the intricacies of the new vessel, doing this is greatly preferable to the month or more of inefficiency that occurs from radical personnel changes.

During a first assignment, ensigns are taught all the things they did not learn at the Academy. They are shown how to cut corners during emergencies, told all of their commanding officer's expectation and idiosyncrasies and made aware of the technological differences between ships on paper and a real vessel. It takes a while, but learning these things makes each crewmember of a Fleet vessel a more effective part of a starship or installation's greater whole.

Careers in the Fleet

A Fleet officer can remain a cargo handler during his entire tour of duty or rise to command his own vessel. The key to excelling in the Fleet is acquiring flight time and experience. The only limitations placed on a Fleet officer's career are entirely self-imposed. Unlike Mobile Infantry promotions, a Fleet officer can rise into higher ranks after only a year or so of mandatory training and time in service.

There are some limitations to this system. The first is the time in service required for each rank elevation. This three month period has to be completed before an officer can apply for a higher ranking position. These applications can be turned down up to three times by the commanding officer for any reason, but a perseverance clause ensures that the fourth application must be accepted. This means that any officer in the fleet can attempt promotion once a year at the very least.

In practise, this rarely occurs so quickly because of the testing requirement to achieve promotion. Even ambitious officers generally wait for promotion until they master the duties and responsibilities of their current rank. Because a failed promotion exam automatically locks an officer out of trying again for six months, trying for and failing such a test can severely impinge an officer's career advancement if it occurs too often. It is far more efficient to wait and study than schedule a test he cannot pass. These tests are very difficult and their comprehensive nature ensures that even the brightest minds in the Fleet can be caught unprepared if they do not study.

This leads to the other difficulty in rising from one's current rank. Fleet officers have duties that increase with seniority and position. These responsibilities must be attended to before an officer can find time to study for a promotion exam. Dereliction of duty is a very quick way to ensure a commanding officer will refuse a petition for promotion, so competent and timely performance is a must for any officer with ambitions of higher station or command.

Crew Composition

The Fleet is divided into two forms of officers; ship's crew and flight crew. Ship crews handle all of the mechanical and engineering requirements of a Fleet vessel from cargo containment to hull repairs. If a component needs to be fixed or a piece of equipment recalibrated, ship crewmen take care of such matters. The highest rank a ship's crewmember can achieve is lieutenant; past this rank an officer is automatically assigned to an advisory or management role over some section of a ship or installation.

Women in the Fleet

It is a long held tradition, backed by considerable scientific evidence and precedent, that females make better pilots and Fleet officers than males. The truth of this belief is open to debate as there have been many excellent male officers of the Fleet, but at least some of the tradition and the reasons behind it are accurate. Women do tend to have better hand-eye co-ordination, emotional empathy allowing for a better command style and superior mathematical ability. The latter is important for calculating vectors and manipulating flight plans and quantum values integral to Cherenkov propulsion.

In the game of *Starship Troopers* there is no tangible benefit or in-game reward to playing a female officer of the Fleet aside from a slight tendency for promotions and commands to go to deserving females before males with equal skill and qualifications. This behaviour on SICON's part can breed a certain amount of resentment between male and female officers but command positions are seldom completely filled and so officers rarely compete against each other. While it can be galling to a male officer when a female makes captain first and takes a choice assignment he wanted, another commission is likely to open up quickly and boost him into his own command before his resentment has time to fester.

Flight crew consist of officers directly in change of ship and installation systems. They direct others in the performance of their jobs and comprise the chain of command. Pilots are always flight crew, as are the officers present on the bridge of any starship or the command and control decks of any installation. Any officer in the Fleet can assume a flight crew role by gaining a full lieutenant rank and being assigned to a critical position such as Engineering or Station Operations. Actually joining the flight crew of any ship and placing oneself in line for a promotion involves earning many hours of flight time.

Pilot Training

Flight time is difficult to get for any Fleet officer not already ear-marked by SICON to be a pilot, but it can be done through careful scheduling of one's time. Every ship larger than a shuttle and every installation has at least one simulator for flight training purposes. Amassing the 200 hours needed to apply for a position with a bridge or command crew begins with these simulators and the captain's approval. There is no perseverance clause involved with this approval, meaning that while an officer can technically keep requesting a promotion, there is an unstated limit to how high he can rise in his given assignment.

Simulators teach piloting skills and indoctrinate a Fleet officer to the rigours and requirements of aerospace vehicle operations. The standard Fleet simulator is a comprehensive machine capable or emulating every vehicle class in the Fleet and certain subcategories within those broad classification. For an officer to even qualify for a pilot test and earn his flight wings, he must complete 20 witnessed hours of transport, 20 hours of fighter, 20 hours of warship, and 20 hours of his choice with these simulators.

A further 20 hours of flight time must be taken in an actual atmospheric vehicle or starship. Captains with faith in a pilot trainee's abilities can make their own ship or a shuttle attached to an installation available for this purpose, but otherwise the trainee has to secure flight time for himself. This can be a difficult task and many would-be pilots find their aspirations stalled for lack of a vehicle in which to complete his needed hours.

Once the last 20 requisite hours are earned, an officer can take his pilot test. This is a rigorous mental, physical and practical examination that takes a full week to complete and is conducted at a SICON Fleet base equipped to process the results. At the present time, the only bases capable of holding pilot tests are Sanctuary, the Fleet Academy on Luna and the orbital installation over Hod in the Alpha Centauri system. When a pilot trainee successfully completes these tests to the satisfaction of an administering official, he is awarded his flight wings, the status of a temporary pilot and returned to his original assignment to await further commission.

Pilot commissions are difficult to come by even for fully trained, fully tested officers. Unless a replacement shuttle or fighter pilot is needed, a candidate may have to wait years before a flight crew position opens up on an existing ship. While an officer-in-waiting continues to serve out his current assignment, his commanding officers generally start moving his critical duties onto others in preparation for his eventual departure. This is not always the case; an officer can agree to wait for his pilot commission until an opening occurs on his current ship or installation instead and in situations where an officer has a close relationship with his fellow crew and commanders, this is a common occurrence. This often increases an officer's wait time, but the bonds of experience developed during his assignment are best served by keeping him in that assignment if at all possible.

Fleet Retirement

Like members of the Mobile Infantry, Fleet officers of any rank have a lot to look forward to when they retire and re-enter the Federation as citizens. Their experience usually allows them to simply step into a high-powered role with the FTA, allowing them to continue serving the Federation in a manner similar to their previous duties. They are also highly valued by corporations and other businesses looking for dependable, disciplined individuals with a knowledge of aerospace and technical skills.

Fleet training is a definite boon when joining the work force as a citizen. While Mobile Infantry troopers are generally given to serving as law enforcement, emergency services and other professions where physical ability and soldiering methods are of benefit, Fleet officers can fill almost any position with the comprehensive skills they have gained in their time with SICON. Ex-Fleet officers also have an advantage during initial interviews and vocational placement as they are usually seen as more approachable because of their relaxed service aboard a starship or military installation. These traits serve them very well during civilian life.

Like retiring troopers of the Mobile Infantry, Fleet officers that retire from SICON are given a sizable pension and excellent accommodations.

SICON FLEET ASSETS

Recent increases in military spending and production keep any roster of ships and assets from being entirely accurate, but as of the recent announcement of contact with an unknown species indigenous to Pluto the numbers for the Fleet are most impressive. It should be kept in mind that this official Fleet tally of military assets does not include miscellaneous shuttles and emergency craft, most of which could be used as combat assets during an emergency. It is also something of an overview, listing only the major installations and approximate numbers of starships and other assets and only a partial representation of the SICON Fleet's true strength.

The following information is presented with the largest asset (Aberdeen Base) at the beginning of the list and the smallest applicable items (primary shuttle craft) at the end. The numbers next to each vessel or installation indicate the optimal crew complement needed to maintain full combat readiness. Most, however, do not operate with a full crew complement, despite this the Fleet has shown a great ability to serve in a full response capacity with crew totals up to half this value. Thus each ship has a unique crew number that ranges from 50% of the listed value up to its total crew complement.

Installations

Aberdeen Base (925): This installation is the largest Fleet base in the Federation (not counting Sanctuary, as it is technically a colony world dedicated to all SICON administration). Aberdeen Base is permanently stationed in equatorial orbit over Earth and serves as the final fallback point for the Fleet. Its massive weapons arrays are capable of laying waste to any attacking force, carrying as much firepower as an entire battle group of dreadnoughts. Both the headquarters for the Fleet and its most powerful asset should the need arise, Aberdeen Base is Earth's last line of defence against invasion.

Crimson Base (400): An orbital platform over Mars, this is the Fleet's checkpoint for materials coming from all outposts into Earth space. Equipped with sensory equipment and prominent docking bays, all incoming and outgoing vessels must check in with Crimson Base and be fully inspected unless they have specific SICON bypass clearance.

Io One (290): Four times larger than its orbitally opposite sister station Io Two, this orbital outpost is a listening site that utilises cutting-edge communications gear to provide constant contact between every colony in the Sol system.

Io Two (75): Sister station to Io One, this orbital outpost is a refit and repair installation. While considerably smaller than its counterpart it is no less vital. The pair of outposts works in tandem to keep the Fleet up to date and up to specification.

Luna Shipyards (3,500): Technically, the Luna Shipyards are a chain of small satellites in synchronous orbit, but as they all serve the same purpose they are generally listed together as a Fleet asset. The 12 stations are responsible for building Fleet vessels, accommodating critical and large scale repairs and housing research and development teams charged with constant updating and innovation. Each station is optimised to handle one kind of engineering task, though all 12 can function as a repair bay if needed.

Luna One – Andromeda: The administrative complex for the Luna shipyards, Luna One is commanded by Fleet Captain Makeda and handles oversight of all shipyard operations.

Luna Two – Cassiopeia: This station deals with major repairs to capital ships and mobile installations. It is incapable of undertaking actual construction beyond minor projects, but its equipment is the best in the Fleet for handling crippled warships and other massive repair tasks.

Luna Three – Demeter: Colloquially called 'Mother', Demeter's facilities are dedicated to housing and recreation. When damaged ships come to the Luna shipyards, their crews reside here for the duration of the repairs.

Luna Four – Gaea: Materials processing and storage comprise most of Gaea's purpose. This station is used as the support centre for all of the Luna shipyards' supply needs.

Luna Five – Hector: Every installation attached to the Fleet has certain mandated defence minimums according to SICON regulations. In addition to serving as a base for the shipyard's starfighter defences, Hector can provide small vessel repairs and carries a cannon array easily capable of protecting all 12 stations.

Luna Six – Icarus: A construction platform specialising in the construction of fighters, shuttles and smaller transports. Icarus also houses a research station and the most complex network of automated construction robots in the entire Luna collective.

Luna Seven – Lagos: A general purpose station, Lagos is used primarily as an overflow platform for repairs and construction. When several elements of a battle group need repairs simultaneously, Lagos handles everything the rest of the shipyards cannot support.

Luna Eight – Mnemosyne: The computer resources of Mnemosyne are only rivalled by the central core on Sanctuary. Every schematic and technical bullet-in for every single Fleet asset are stored here and disseminated to other installations upon approved request.

Luna Nine – Orpheus: Inextricably linked to Mnemosyne, Orpheus houses the communications array that permits the latter station to function and keeps the shipyards in constant contact with the rest of the Fleet. When a ship needs repairs or orders come in from SICON, Orpheus is the first to know.

Luna Ten – Perseus: The centre for all scientific research and advanced engineering in the Fleet, this station houses some of the finest minds in aerospace technology. Perseus, like all of the stations in the Luna shipyards, has repair and construction facilities but these are almost always occupied with prototypes of one kind or another.

Luna Eleven – Tiberius: Power generation station for the entire shipyards, Tiberius is vital as an energy centre for the shipyards and a recharging site for ships of the Fleet.

Luna Twelve – Xerxes: The largest of the Luna stations, Xerxes is also the newest; it was constructed to service the immense dreadnoughts of the Fleet. Gigantic ships with specialised equipment and intensive needs where repairs and refits are concerned, the personnel of Xerxes are rarely idle.

Ticonderoga Gunbase (750): Notable because of its unique mobility, the Ticonderoga is an installation with massive manoeuvrability thrusters and an integral Cherenkov drive. Designed as a firebase with heavy assault and defensive capabilities, the Ticonderoga is still a prototype and has yet to be used in direct combat. Its maiden voyage took it to the distant world of Faraway and back successfully, giving the administration of the Fleet hope for several more mobile gunbases in the foreseeable future.

Orbital Facilities

Resource Stations (30+ crew each): These large orbital stations are the military equivalent of civilian installations designed to store, process and utilise resources mined on nearby worlds or transport them along trade lanes from other systems. Generally better maintained than corporate stations and always better defended, Fleet versions typically incorporate recharging and rearming facilities to better serve SICON transports.

Defence Platforms (20+ crew each): Built to provide firepower in critical areas of planetary defence, these enormous gun emplacements are geosynchronous and usually placed directly over colonies or vital outposts. Of the dozens of defence platforms that exist in the Federation, six orbit Earth and four handle key approach vectors around Sanctuary.

Repeater Satellites (5 crew each): The automated heart of the Federation's communication network between its many colony worlds and the Sol system, these tachyon-based satellites form links with each other to intercept transmissions and redirect them multiple times if necessary to deliver them to their final destinations. While fully autonomous, repeater satellites do require constant upkeep, hence each maintains a small crew of engineers at all times. Each satellite is capable of transmitting its signal to the second closest satellites in case of a breakdown, but inoperative or malfunctioning satellites have to be repaired quickly to prevent communications blackouts

Capital Ships

Dreadnoughts (360 crew each): A relatively new classification with less than a decade of time in service, dreadnoughts are designed for one purpose – space superiority. Armed with more than three dozen primary weapons systems including heavy cannons and torpedo launchers, there is nothing in the sphere of SICON's experience in space that a dreadnought cannot destroy. The high cost in building a dreadnought and maintaining it while on manoeuvres makes it prohibitive to have any more than a handful at any given time. Notable dreadnoughts include the Terran Federation Dreadnought (TFD) *Chronos*, the *TFD Marduk* and the *TFD Asgard*.

Corvette Transports (218 crew each): The most common starship class in the Federation, corvette transports are kept in reserve and used whenever units of the Mobile Infantry are needed en masse. While troop transports are capable of performing most Fleet tasks including planetary embargo and cargo hauling, the cost of a corvette transport during its active cycle makes it more efficient to use more dedicated craft. Notable corvette transports include the Terran Federation Corvette Transport (TFCT) *Rodger Young*, the *TFCT George Patton* and the *TFCT Alexander*.

Frigates (162 crew each): Smaller than corvette transports but far more powerful during space combat, these ships are armoured weapon boats with the speed and endurance to engage any known enemy craft with a reasonable chance of victory. Designed to be more manoeuvrable than their appearance would suggest, frigates have been the mainstay of the SICON Fleet for centuries. Several frigates have a modular equipment and facility layout that allow them to be used as command ships for armada deployment, communications arrays to intercept and boost deep space signals. These redeployments are fairly common and tend to be temporary rather than permanent. As the modifications needed to alter the basic functionality of a frigate are minor and can, given proper facilities, be completed in a number of days, this flexibility allows the Fleet to respond to changing conditions far faster than waiting for speciality ships to arrive on station in conflict areas. Notable frigates include the Terran Federation Frigate (TFF) *Thanatos*, the *TFF Indomitable* and the *TFF Hammer*.



The TFCT Rodger Young

Heavy Transports (90+ crew each): The large proportion of the capital assets commanded by the Fleet, heavy transports are large vessels nearly the size of a frigate and almost as fast. They lack much of the manoeuvrability, firepower and defensive capabilities of other capital ships, but they have the advantage of being modular and easily repairable. In a short amount of time, generally less than 24 hours, a modern heavy transport can be reconfigured to provide fire support, act as a carrier, provide communication and command services or any other function that may be required. The heavy transport class rose to notoriety after the crew of the Terran Federation Heavy Transport (TFHT) *Marie Curie* were nominated for posthumous Star of Terra honours for ramming an enemy vessel to prevent the planetary bombardment of Karos. The *TFHT Bollinger* has also become somewhat of a celebrity and is now permanently commissioned as a supplementary battleship after its valiant unarmed defence of the Hesperus facility against unidentified assailants.

Aerospace Craft

Haulers (40+ crew each): SICON, with its assimilation of the venerable Federal Stellar Authority, has taken over responsibility for the vast majority of transports and cargo maintenance between the far-flung worlds of the Federation. These ships are lightly armed and capable of defending themselves if the need arises. Haulers built and operated by the Fleet are also equipped with powerful communications gear and can co-ordinate with each other or escort ships to increase their survivability and efficiency. Since the FTA has been in charge of most shipping and transport, the entire system has become far more effective at getting what the Federation needs exactly where and when the Federation needs it.

Light Transports (10+ crew each): A smaller vessel also capable of transporting cargo, these are used for surface to orbit traffic and have specialised equipment that facilitates loading at surface sites and unloading into other ships or stations. Some are built for use completely in space while others have no ability to leave atmosphere; these limited craft are slowly being phased out in favour of more modern vessel designs that can handle any work type or theatre of operation.

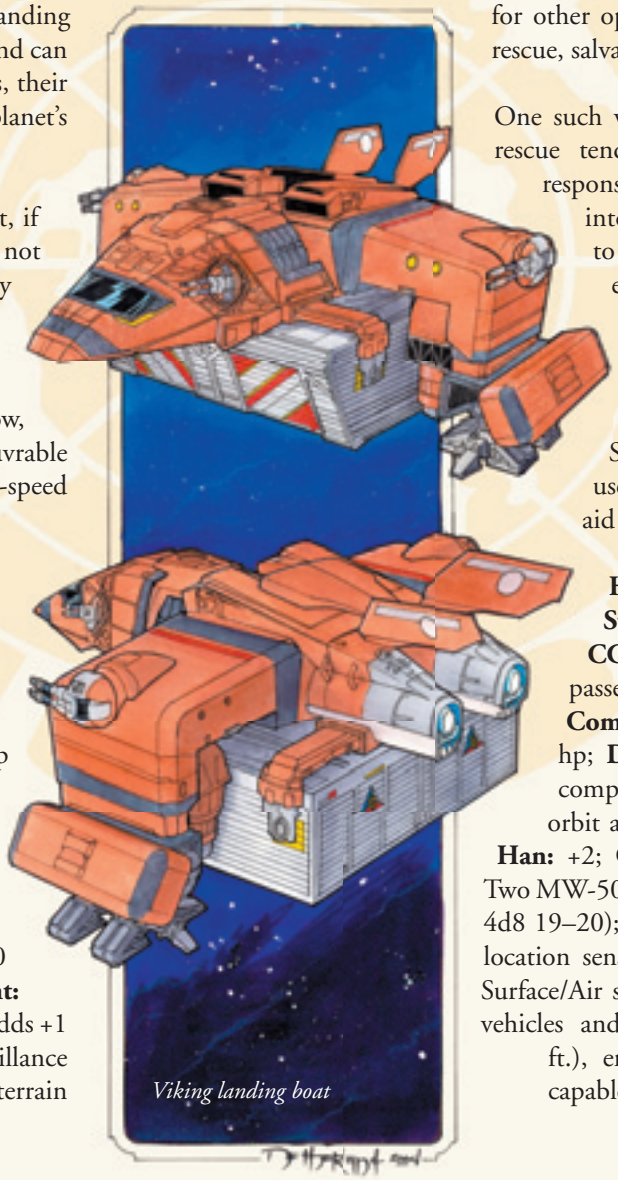
Fighters and Shuttles (1 or 2 crew each): These light vessels are specialised in nature, built to provide a very specific service. In the case of fighters, some are lighter ships intended for interception and direct combat while others are heavier bombers and/or ground assault. Shuttles serve many different purposes, from ship to ship transfers to light cargo transport. In every instance, such light craft are well maintained, as heavily armed as their airframes will allow and reliable enough to operate for weeks or months with only nominal refits and upkeep. Some examples of such craft are given here;

Viking Landing Boat

The heavily armoured 'shed on jets' is commonly used to transport troops from orbiting carriers to a planetary drop zone. These landing boats, unlike drop boats, do not have the capability to drop cap troopers, and instead deliver their complement of troops by affecting a direct landing. The standard Viking landing boat requires a crew of two pilots and can deliver a whole platoon of troopers, their equipment and supplies, to a planet's surface.

Landing boats are extremely robust, if rather slow. Their lack of speed is not so much of a problem on planetary approaches, since gravity-assisted descents are, by definition, rapid. However, since their ability to climb to higher altitudes is so slow, lighter, faster and more manoeuvrable craft are favoured for high-speed extractions.

Gargantuan Hard-armoured Air/Starship Vehicle; **DV:** 22; **CC:** 1 driver, 1 gunner, 40 passengers; **Chassis:** 200 hp; **Troop Compartment:** 100 hp; **Crew:** 10 hp; **DR:** chassis 20, crew 5, troop compartment (2) 10; **Spd:** 200 (capable of orbit and re-entry); **Acc/Dec:** 20/40; **Han:** +0; **Cargo:** 20,000 lb.; **Weapons:** Four MW-5050 autocannons (front (2), left and right, 150 ft., 4d8 19–20); **Equipment:** Geosynchronous location sensor (adds +1 to Pilot checks), Surface/Air surveillance radar (senses other vehicles and terrain features within 400 ft.), environmentally sealed, VTOL capable; **Weight:** 110 tons



Viking landing boat

Skyhook Retrieval Boat

The Skyhook is a smaller and faster cousin to the Viking. Its lighter armour is designed only to withstand light weapons fire and is in no way capable of surviving the same degree of punishment as a Viking.

The troop compartment aboard a retrieval boat can carry a fully combat-equipped squad of troopers safely, though it has been known for many more troopers to be crammed into the hold of one of these craft in an emergency.

While commonly found in a troop transport capacity, many decommissioned Skyhooks have found a new lease of life as armoured cargo runners or as personal shuttles for high ranking officials, while others are converted for other operations including search and rescue, salvage and exploration.

One such variant is the Heavenly Mercy rescue tender, equipped to drop first-response medical and rescue personnel into disaster areas, before landing to provide a field hospital or emergency control centre. Originally developed for non-military relief operations, the Heavenly Mercy variant has now been adopted by SICON, where it is commonly used to provide a mobile trauma-aid centre in theatres of war.

Huge Hard-armoured Air/Starship Vehicle; **DV:** 19; **CC:** 1 driver, 1 gunner, 10 passengers; **Chassis:** 100 hp; **Troop Compartment:** 50 hp; **Crew:** 10 hp; **DR:** chassis 10, crew 5, troop compartment 5; **Spd:** 400 (capable of orbit and re-entry); **Acc/Dec:** 50/40; **Han:** +2; **Cargo:** 10,000 lb.; **Weapons:** Two MW-5050 autocannons (front, 150 ft., 4d8 19–20); **Equipment:** Geosynchronous location sensor (adds +1 to Pilot checks), Surface/Air surveillance radar (senses other vehicles and terrain features within 400 ft.), environmentally sealed, VTOL capable; **Weight:** 50 tons



Slingshot drop ships at dock

Slingshot Drop Ship

Regularly used to drop Mobile Infantry troopers into combat zones where capsule drops are not advisable, these workhorses of the Fleet are fast, durable and more than able to defend themselves. Capable of delivering a platoon of Mobile Infantry troopers and their equipment by direct landing or orbital drop, the Slingshot was developed as a response to the increasing loss of Fleet assets as they delivered their trooper complements. Many pilots prefer a Slingshot to a fighter craft or a starship; the former are too specialised and the latter rarely see any action.

The Slingshot requires a crew of two pilots. It is incredibly robust for its size and can happily shrug off small arms and light support weapon fire, however, it remains vulnerable to heavier weapons fire.

Huge Hard-armoured Air/Starship Vehicle; **DV:** 17; **CC:** 1 driver, 1 gunner, 10 passengers; **Chassis:** 120 hp; **Wings:** 30 hp; **Crew:** 10 hp; **DR:** chassis 12, crew 5, wings (2) 5; **Spd:** 500 (capable of orbit and re-entry); **Acc/Dec:** 50/50; **Han:** +4; **Cargo:** 10,000 lb.; **Weapons:** Twin rotary cannons (front, 300 ft., 4d8 x2 crit), two MW-5050 autocannons (left and right, 150 ft., 4d8 19-20); **Equipment:** Geosynchronous location sensor (adds +1 to Pilot checks), Surface/Air surveillance radar (senses other vehicles and terrain features within 600 ft.), environmentally sealed, VTOL capable; **Weight:** 18 tons

F-76 Thunderbolt TAC Fighter

The Thunderbolt, the standard SICON Tactical Airspace Control (TAC) fighter, is a dual-purpose craft capable of conducting ground support operations and air-superiority missions. Thunderbolts are designed for operations in atmosphere, though they can undertake limited space combat if necessary.

Armed with an integral rotary cannon, the F-76 can also be fitted with a wide range of munitions and missile launch systems, it is this versatility that makes it a favourite with pilots everywhere.

Large Soft-armoured Air Vehicle; **DV:** 12; **CC:** 1 pilot/gunner; **Chassis:** 50 hp; **Wings:** 10 hp; **Crew:** 5 hp; **DR:** chassis 5, crew 4, wings (2) 1; **Spd:** 800; **Acc/Dec:** 100/75; **Han:** +6; **Cargo:** 500 lb.; **Weapons:** Twin machine gun (front, 200 ft., 3d8 x2 crit), M-666C5 HEAT missiles (4) (forward, 400 ft., 4d10 (ignores all hardness and DR, 10 ft. blast radius)), Firestryke missiles (6) (forward, 300 ft. 4d6 (+12 bonus to hit airborne targets, –8 penalty to hit non-airborne targets); **Equipment:** Geosynchronous location sensor (adds +1 to Pilot checks), Surface/Air surveillance radar (senses other vehicles and terrain features within 800 ft.), environmentally sealed; **Weight:** 10 tons



F-76 Thunderbolt TAC Fighters

THE RANK STRUCTURE OF THE FLEET

Few comparisons between the rank structures of the Fleet and the Mobile Infantry are possible, the manner of the Fleet's creation and its origins have ensured certain differences. These are substantial enough to warrant a separate rank chart for Fleet personnel. It should also be kept in mind that every rank in the Fleet is technically a commissioned officer's position and brings with it a level of command authority.

In practice, this authority is rarely an issue as Fleet and Mobile Infantry do not mix in the field and orders are typically issued by the appropriate officer for the relevant branch of service. On those infrequent occasions where a Fleet officer finds himself in command of a unit of Mobile Infantry through attrition of other officers, it is commonly assumed that his one and only decision as commanding officer will be to issue a field promotion to the most capable trooper present. Once a trooper is promoted in this fashion, most Fleet officers are then content to let the newly promoted trooper take command of his own men. This is not always adhered to and is not an official part of Fleet doctrine, but any other course of action rarely achieves anything better than total disaster.

Cadet (Cdt.): Only used as a brevet rank for recruits during training at the Fleet Academy.

Ensign (Ens.): Automatic rank increase given upon graduation and initial assignment to a duty station aboard a ship or installation.

Mate (Mt.): This rank is indicative of leadership responsibilities within a Fleet vessel. Mates are a unique rank and are given authority over Ensigns assigned to them while answering directly to their commanders, a rank far exceeding their own.

Sub-Lieutenant (Sub-Lt.): Rank provided to Fleet officers placed in the command chain of a ship's or installation's decks. This rank is usually appended by adding the deck in question. For instance, a given Fleet officer might be a sub-lieutenant – Deck 12. Sub-lieutenants in charge of multiple related decks hold a position of authority above the Sub-lieutenants of the decks in question. A sub-lieutenant might, for example, be assigned to oversee the engineering decks of a starship.

Master (Mstr.): Not all vessels have a master aboard as part of the command structure. Generally this rank is reserved for combat vessels and Fleet assets which are home to a contingent of Mobile Infantry. Masters act as liaisons to these troops and handle all interactions between troopers and Fleet officers not specifically dealt with by the ship's captain.

Lieutenant (Lt.): Lieutenant is the lowest rank normally held by bridge crew and denote flight crew and those with a place in the upper ranks of a vessel or installation's chain of command. Flight crew and trained pilots have this rank appended to flight lieutenant to indicate their position as bridge crew. This rank is often held by a captain's first mate or the command staff of an installation not large enough to warrant the presence of a captain.

Wing Commander (Wg. Cdr.): A special rank awarded to flight lieutenants who command a wing of fighters. This rank only really carries any additional authority or responsibility when actually operating within the squadron, otherwise the wing commander is no more or less important than a lieutenant.

Lieutenant Commander (Lt. Cdr.): This rank is bestowed to deserving officers that earn promotions but do not wish to leave their current assignments. Lieutenant commanders are often assigned to important parts of a vessel or installation that a captain wants managed with the level of expertise and experience this rank represents.

Commander (Cdr.): Commanders are technically superiors to any officer on a vessel other than its captain and often have the unique flexibility of being placed in any command role or as a liaison between mates and captains.

Captain (Cpt.): Captains exist to be the commanding officer of a ship or large Fleet complex. Captain is also the honorific given to any officer placed in charge of such a facility by means of losses in battle or other fortunes of war. Captains are the highest rank allowed to permanently command an individual vessel in the Fleet.

Commodore (Com.): Captains promoted to serve the Fleet in an administrative capacity take this rank. They are expected to turn over their previous command to the commanding officer with the most time served aboard the ship or installation in question, but occasionally a commodore will choose a capable officer farther down the chain of command. This rank also places an officer in charge of a fleet, the designation for any collective of ships assigned to a given mission for SICON. Commodores are usually given the responsibility of system defence or massed assault; fleets brought together for other purposes are usually under the command of an admiral or the commodore.

SICON FLEET RANK INSIGNIA



ENSIGN | MATE | MASTER | SUB-LIEUTENANT

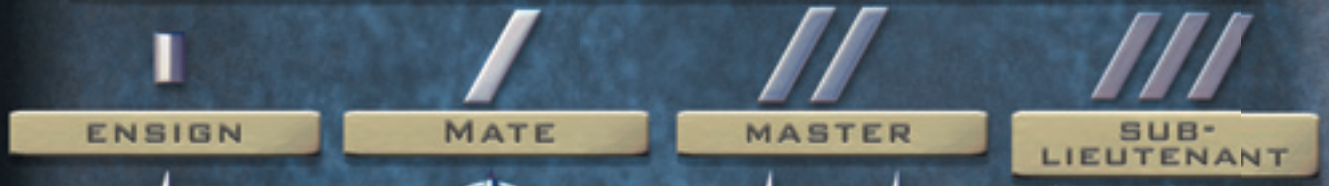


LIEUTENANT | WING COMMANDER | LIEUTENANT COMMANDER | COMMANDER



CAPTAIN | COMMODORE | REAR ADMIRAL | ADMIRAL

SICON FLEET COLLAR INSIGNIA



ENSIGN | MATE | MASTER | SUB-LIEUTENANT



LIEUTENANT | WING COMMANDER | LIEUTENANT COMMANDER | COMMANDER



CAPTAIN | COMMODORE | REAR ADMIRAL | ADMIRAL

The rank of commodore is also used as a name given to any officer with a rank equal to or higher than captain that comes aboard a Fleet vessel with a captain already in charge. The higher ranking officer retains his authority, uses the title commodore to avoid confusion, and typically defers to the ship's captain in all matters that do not specifically involve his role in the Fleet.

Rear Admiral (Rr. Adml.): These officers are in charge of all the commodores in a single star system or sector of the Federation. While they wield great authority, rear admirals are usually forced to administrate from a permanent base and unable to personally command the vessels and installations their commodores control.

Admiral (Adml.): In much the same way as generals in the Mobile Infantry form an advisory board for the Sky Marshals, admirals fulfil the exact same role within the Fleet. When SICON orders a combined operation between both branches of the military, it is the responsibility of Fleet admirals to see that their forces operate with maximum efficiency.

Sky Marshal (SM): There are a variable number of Sky Marshals, fluctuating with the current size of SICON. Each Sky Marshal leads a battle group, often incorporating Fleet and Mobile infantry assets, and is the absolute authority over the star system that group is assigned to unless overruled by the Sky Marshal-in-Chief.

Sky Marshal-in-Chief (SMC): The highest rank in SICON, this singular position is filled by a Sky Marshal appointed to the role from the pool of Sky Marshals by the government of the United Citizens' Federation. Only the Sky Marshal-in-Chief can declare or end a state of war and all deployments involving one or more armies or fleets must be approved at this level.

Distribution of Fleet Forces

Because the conditions in space throughout the Federation are constantly in flux, the organisation of the Fleet is equally fluid. There are certain basic patterns to the deployment of SICON's ships, most notable of which are its fighter and shuttle assets, but for the most part the Fleet is wherever they are most needed in whatever form best suits their needs at the time. Unlike the Mobile Infantry, the Fleet treats each ship and outpost as a singular entity and does not usually draw them together into permanent fleets. Even System Patrol Groups (SPG) seldom consist of the same ships from year to year. While installations do not have the capability of being reassigned (with the exception of mobile gunbases), their crews are constantly cycled.

SICON Fleet fighter and shuttle assets, whether assigned to a starship or an installation tend to observe the following structure;

Squadron: While the numbers of squadrons a starship or installation has assigned to it may vary, a squadron always consists of three flights of atmospheric craft or starships. A squadron is lead and overseen by a commander.

Flight: A flight consists of three wings of atmospheric craft or starships. A flight is lead and overseen by a lieutenant commander.

Wing: A wing consists of two atmospheric craft or starships, one piloted by a flight lieutenant, with the wing being lead and overseen by a wing commander.

Attrition and rotation of vessels to new ports of call keep any formation in the Fleet from growing stagnant. While troopers work best when allowed to keep within the same squad structure for long periods of time, Fleet assets are more efficient when they are changed out periodically. No ship in the Fleet is ever assigned to the same duty for longer than two years; they are exchanged for a fresh ship and moved to a new location to prevent complacency and lapses in combat readiness.

This philosophy is not extended to the crews of most starships. As with Mobile Infantry squads, a level of synergy develops between crew members and their vessels. Moving only part of a crew from ship to ship usually results in a drastic loss of efficiency and performance – an outcome SICON finds wholly unacceptable. While ships and fleet compositions might change, a crew tends to stay together for the entirety of its operational lifespan.

Exact numbers for the Fleet in terms of personnel are nearly impossible to obtain. The nature of the Fleet makes it impossible to quantify it in the same manner as the Mobile Infantry. It is estimated that at any given time more than a million officers of varying rank are assigned to ships and installations. Combined with the millions of contracted citizens and civilians that serve the Fleet in a number of non-commissioned roles, the number of Fleet personnel and related employees exceeds the technical size of the Mobile Infantry.

FLEET CHARACTERS

While the majority of the setting for *Starship Troopers* is based around the Mobile Infantry, characters like Carmencita Ibanez and the fantastic action sequences involving ships and space travel ensure that the Fleet has its place. Because the United Citizens' Federation is so wide spread and occupied such a vest span of the galaxy, the Fleet is an integral and indispensable part of the UCF. Without the resources of the colony network and the armada of vessels maintained by the Fleet to travel and defend it, there would be no Federation.

Aspirations of Command

The key requirement for reaching the vaunted rank of Sky Marshal for any member of SICON is serving a tour of duty as an officer in both the Mobile Infantry and the Fleet. The game mechanics for multiclassing allow for levels in both classes but to fulfil the officer's tour of duty prerequisite additional guidance is required. Assuming that a Games Master wishes to allow players to obtain the rank of Sky Marshal, the following requirements must be met.

First, a character must start as either a Mobile Infantry trooper or a Fleet officer and complete at least one military campaign. If the character starts as a trooper, he must earn enough levels to take and finish the three tiers of the officer cadet class. Fleet characters are automatically officers, so there is no need for Fleet officers to take this speciality class. Instead, characters beginning play as Fleet officers must reach 7th level or higher, take at least five levels of the Mobile Infantry trooper class and complete a second military campaign. Once all of this has been done, a character may be eligible to be promoted into the rank of Sky Marshal.

Meeting the prerequisites for Sky Marshal is no guarantee that a given SICON officer will ever reach that rank. Sky Marshals are rare individuals chosen from hundreds of thousands of officers to guide the military course of the United Citizens' Federation. Since ranks are not something that can be bought with experience points, it is up to roleplaying and Games Master approval whether or not any player ever achieves his lofty aspirations of high command.

FLEET OFFICER

This character class is intended as a background class much like the civilian class presented in the United Citizens' Federation chapter. Unlike the civilian, the Fleet officer character class is not intended to be a poor choice for players to use if doing so fits with the current campaign. While Fleet officers may not be quite as effective in combat as Mobile Infantry troopers, they are trained and well equipped. While much of their careers are spend aboard the massive ships and sprawling bases of the Fleet, these officers are skilled enough to defend themselves and possess their own special talents. Mobile Infantry troopers may represent the brute force of the Federation, but the Fleet and its officers are its subtlety and swift grace.

Fleet officers have a number of military abilities and features that serve them well during space combat and starship operations. While they lack the hardened combat edge that Mobile Infantry troopers wield so expertly, they can hold their own in any fight and bring to a mission resources unavailable to other members of SICON. A swarm of Arachnids may pose a mortal threat to a squad of troopers but they are little more than target practice to a single Fleet officer with the right training and an atmospheric fighter.

Game Rule Information

Fleet officers have the following game statistics.

Abilities

Fleet officers must be both mental and physical paragons. Strength is not incredibly important, but high Dexterity and Intelligence scores are vital. Charisma and Wisdom are needed for any Fleet officer looking to enter the chain of command and captain a starship someday. Constitution is not terribly important for a Fleet officer as any threat to a ship or outpost that might cause damage is more likely going to destroy them in any event. As Fleet officers are occasionally assigned to the Mobile Infantry, Constitution cannot be entirely ignored. It is certainly the least important ability score where members of the Fleet are concerned.

Hit Points

Fleet officers start the game at 1st level with a number of hit points equal to their Constitution score. They gain two hit points per level thereafter. If Fleet officer is not a character's first level, only the two hit points for their initial level in this class are added to their current total.

Action Points

Fleet officers (like all characters) gain a number of Action Points equal to one-half their Charisma score, rounded down, at 1st level. A new point is gained at every even numbered character level.

Class Skills

The Fleet officer'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 (tactics) (Int), Perception (Wis), Persuasion (Cha), Pilot (Dex) Repair (Int), Ride (Dex), Survival (Wis) and Technical (any one).

Skill Points at 1st Level: (5 + Int modifier) x 4
Skill Points at Each Additional Level: 5 + Int modifier

Class Features

The following are class features of the Fleet officer.

Academy Training: Because of the intensely cerebral nature of Fleet basic training, officers begin play with a number of bonus skill points equal to half their Intelligence score. These points must be spent on Intelligence based skills, though these need not be class skills. The bonus points gained from this class feature are spent exactly the same way as regular skill points as detailed on pg, 14.

In addition to the two feats all characters get at 1st level, a Fleet officer begins play with the Simple Firearm Proficiency, Spacer and Zero-G Training feats.

Fleet Support: Fleet officers are a tight-knit lot and always watch out for each other. Whenever a Fleet officer needs help for any reason while one or more of his fellows are in line of sight or contactable via communications gear, he can call for aid and have it as quickly as his fellow officers can respond. This class feature does not make such assistance travel any faster than it normally could and cannot be used to call for help from officers farther than ten miles away while on the ground or the adjacent star systems in aboard a ship. If this class feature is abused or if the character refuses to come to the aid of another Fleet officer, even a Non-Player Character, it should be suspended until suitable amends have been made.

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

Alertness, Atmospheric Vehicle Operation, Block, Brawl, Burst Fire, Confident, Dodge, Drive-By Attack, Heroic Surge, Improved Brawl, Improved Initiative, Jack-of-all-Trades, Knockout Punch, Lightning Reflexes, Starship Battle Run, Starship Dodge, Starship Gunnery, Starship Operation, Starship Strafe, Supreme Effort, Surface Vehicle Operation, Vehicle Dodge, Vehicle Expert.

Continued Education: There can be a great deal of down time between shifts on a starship. While most officers with any ambition use this time to study for promotion exams or to gain valuable simulator time, there are other ways to spend it. The most constructive of these is the Fleet's Continuing Education Program (CEP). When a Fleet officer reaches 4th and 8th level, it is assumed that he has gained enough from these courses to manifest some tangible benefit. Each time this class feature is gained, the Fleet officer can choose a skill not already on his class skill list and permanently treat it as one. This is an immediate gain, allowing the Fleet officer to spend skill points earned at 4th and 8th level on the new skill as if it was already part of their class list.

Fleet Speciality: Constant reinforcement of the skills a Fleet officer uses most often during the fulfilment of his duties provides an expert level of performance. When this class feature is gained, the Fleet officer can pick any two class

Wg. Cdr. Anna Swann



Fleet Officer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1st	+0	+1	+1	+1	Academy Training	+0	+0
2nd	+1	+2	+2	+2	Fleet Support	+1	+1
3rd	+2	+2	+2	+2	Bonus Feat	+2	+2
4th	+3	+2	+2	+2	Continued Education	+2	+3
5th	+3	+3	+3	+3	Fleet Speciality	+3	+3
6th	+4	+3	+3	+3	Bonus Feat	+3	+4
7th	+5	+4	+4	+4	Chain of Command	+4	+5
8th	+6/+1	+4	+4	+4	Continued Education	+4	+6
9th	+6/+1	+4	+4	+4	Bonus Feat	+5	+6
10th	+7/+2	+5	+5	+5	Its Own Reward	+5	+7

skills (including any skill gained as a result of Continued Education). When making checks with these chosen skills, the officer gains a +2 bonus. This modifier is permanent and once chosen, the two skills cannot be changed.

Chain of Command: Even if the Fleet officer is not already part of his ship or installation's command crew, he has gained enough familiarity with them that he can influence other members of SICON with his position and notoriety. This class feature grants a Fleet officer a +2 bonus to Charisma-based checks when dealing with other members of the Fleet of lower rank than himself. This bonus is reduced to +1 for equal or higher ranking Fleet officers.

Unfortunately, reputations have a negative side as well and Fleet command is no exception. The Fleet officer suffers a –2 penalty to Charisma-based checks when dealing with Mobile Infantry troopers of less than lieutenant rank. This animosity can get so severe that if the Fleet officer ever rolls a 'natural 1' while making such a check, hostilities boil over and a brawl erupts. These fist fights never involve weapons or lethal attacks unless the Fleet officer does so first.

It should be noted that striking a superior officer is grounds for court martial or even charges of treason under SICON law. In the case of fights between Fleet and the Mobile Infantry, this facet of the military justice code is often overlooked as long as no one is severely injured and no other laws are violated during the course of the 'minor scuffle'. Both the Fleet and the Mobile Infantry have the same policy of letting these incidents slide with warnings and, on occasion, disciplinary action.

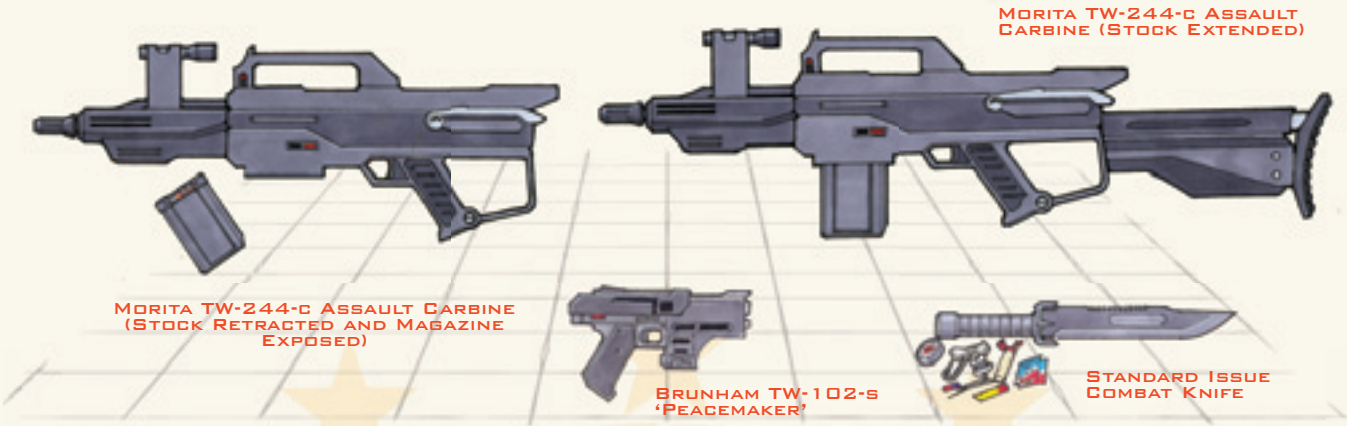
Its Own Reward: Meritorious service is rewarded in the Fleet, typically by offering promotions and command rank perks to those with a record of going above and beyond the call of duty. A 10th level Fleet officer has excelled in his performance and come to the attention of the Admiralty. Even past transgressions are usually overlooked in favour of the officer's impressive abilities. The first benefit of this notoriety and attention is a +1 increase to the bonuses provided by the Chain of Command class feature.

The second and potentially more impressive benefit is a promotion to captain (assuming the Fleet officer has not already achieved that rank or higher) and the offer of command of a starship or outpost somewhere in Federation space. The exact form of this command is entirely up to the discretion of the Games Master, who is encouraged to use this part of Its Own Reward to further the campaign by tailoring the provided command and matching it to the needs of the current plotline.

Fleet Officers & Standard Equipment

Fleet officers begin play with a TW-102-s 'Peacemaker' pistol and a standard issue combat knife and a multipurpose tool. Fleet officers also have access to the TW-244-c carbine and a flight suit. These items are always replaced if lost or damaged and are expected to be on the Fleet officer's person while on duty; most Fleet officers carry these items so long that they never take them off, save to shower and sleep. In addition to this equipment, any toolkits a Fleet officer might need to fulfil his assigned duties are made available to him via storage lockers and maintenance bins throughout Fleet vessels or installations. He does not technically own these tools but he has access to them for any purpose so long as he can reasonably acquire or access them during the course of a given scenario.

Brunham TW-102-s 'Peacemaker' Pistol: The 'Peacemaker' is the culmination of handgun technology dating back to before the Disorders and the formation of the Federation. Capable of killing a man in a single shot and seriously



injuring a bug, it is a Fleet officer's standard sidearm and arguably their most important possession. There is talk of a TW-102-a with the ability for a controlled three round burst, but field trials have failed to produced a version stable or dependable enough for general issue.

Combat Knife: The end result of 5,000 years of blade technology, the standard issue combat knife is a poly-carbide blade with an edge that never needs to be sharpened and an impact resistant design that can withstand the impact of an atmospheric re-entry without breaking. A complete survival kit (twine, hook, sewing kit, basic first aid, matches, compass and one cyanide capsule for use if captured) is hidden in the knife's handle.

Multipurpose Tool: This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers and wire cutters. The whole thing unfolds into a pair of pliers. A well-made multipurpose tool can lessen the penalty for making Technical (mechanical), Technical (electrical) or Technical (structural) checks without appropriate tools to –2 instead of the normal –4. The tool is useful for certain tasks, as determined by the Games Master, but may not be useful in all situations. Very few Fleet offices go anywhere without one of these tucked into one of their flight suit pockets.

Morita TW-244-c Carbine: The TW-244-c is smaller than the standard Morita design used by the Mobile Infantry, with a shorter barrel and a fold-down stock, giving it the appearance of an over-sized pistol, rather than a rifle. Commonly found stowed in the cockpit of any small Fleet vessel or in weapons lockers throughout larger ships, this weapon is the mainstay of SICON Fleet personnel. Though not as powerful and lacking the auxiliary weapons fitting option of its cousins, the TW-244-c is less likely to punch holes in the hull of a ship if it has to be used to fend off boarding parties.

Combat Flight Suit: Standard issue to all combat pilots throughout the Federation, this one-piece padded flight suit protects its wearer against decompression, g-forces and harmful environments; it can also provide limited protections against shrapnel and physical damage. A flight suit comes with a helmet and gloves that seal the suit and provides up to two hours of life support in a hostile environment. A flight suit can give a +2 bonus to a Fortitude saves to resist temperature extremes.

Fleet Officer Armaments Table

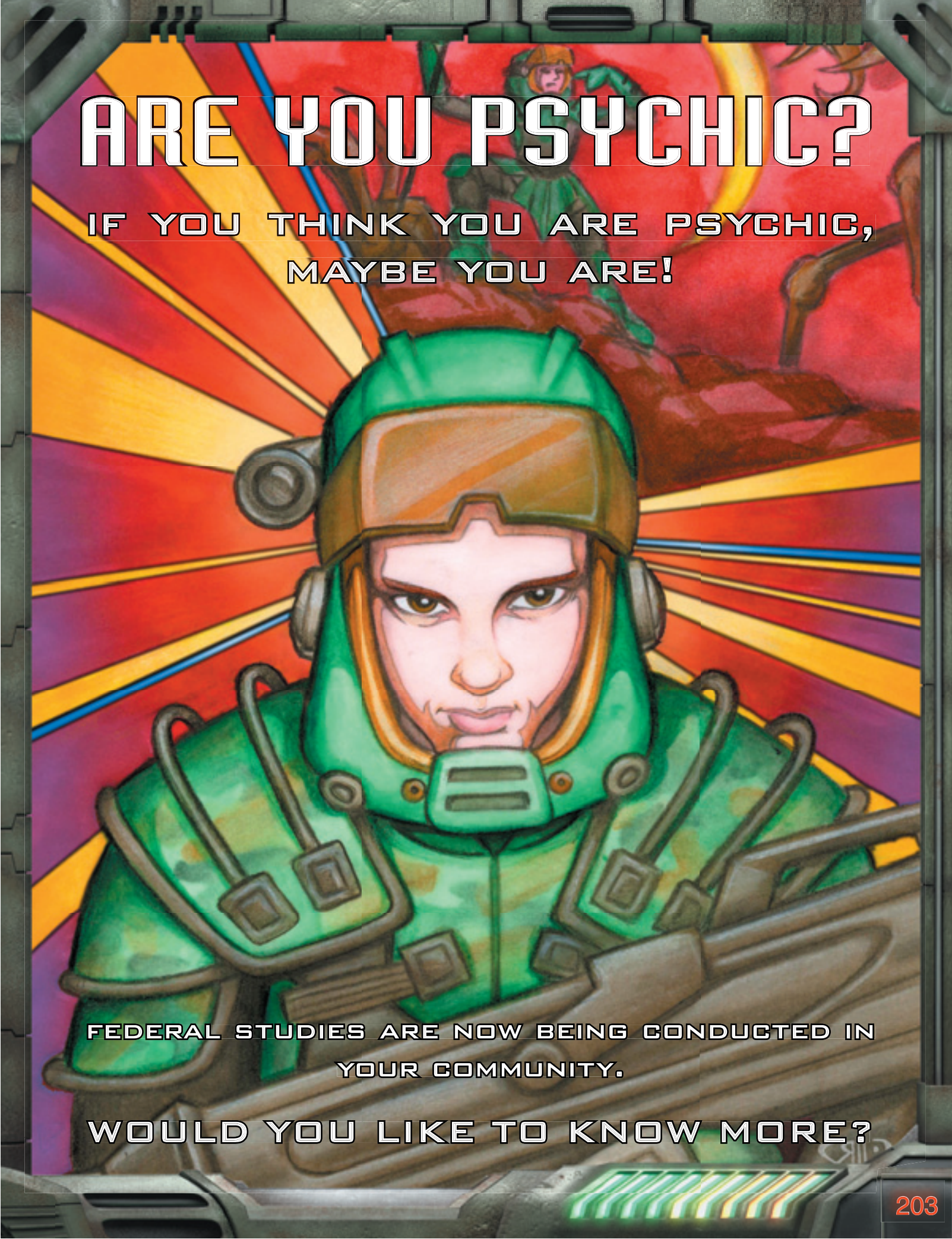
Weapon	Type	Damage	Crit.	Range/Spaces	Burst	RoF	Mag.	Size	Weight
Combat Knife	Close	1d4	19–20	20 ft./4	—	—	—	Small	1 lb.
Brunham TW-102-s 'Peacemaker' Pistol	Pistol	2d6	20	50 ft./10	—	S	15	Small	3 lb.
Morita TW-244-c	Rifle	3d4	19–20	70 ft./14	Y	S	30	Medium	6 lb.

Fleet Officer Armour Table

Armour	DR	Defence Bonus	Max. Dex	Speed	Weight
Combat Flight Suit	2	+1	+4	30 ft.	11 lb.

Fleet Officer Equipment Table

Item	Size	Weight
Combat Belt	Tiny	2 lb.
Multipurpose Tool	Diminutive	½ lb.


ARE YOU PSYCHIC?
IF YOU THINK YOU ARE PSYCHIC, MAYBE YOU ARE!
FEDERAL STUDIES ARE NOW BEING CONDUCTED IN YOUR COMMUNITY.
WOULD YOU LIKE TO KNOW MORE?

THE ARACHNIDS

A STRANGE RACE of questionable sentience but unmistakable ferocity, the Arachnids have recently been discovered on the planet Pluto in the Sol system, the primary star system of the United Citizens' Federation. Insect in origin and possessed of phenomenal strength, Arachnids (or bugs as they are colloquially referred to throughout the Federation) appear to be hostile to all forms of life not their own.

How they could survive on a desolate world with no apparent prey species is unknown, but Federation scientists believe they may be in the active part of a hibernation cycle. If this is true, the alien insects will likely re-enter that state when they discover the utter lack of food that exists on the surface. Since these creatures appear to be very efficient at tunnelling through soil and porous rock, they may have a subterranean source of nourishment.

In either case, the discovery of the Arachnids is an exciting time for the United Citizens' Federation. Long categorised as a lifeless world, Pluto's current inhabitants indicate that previous beliefs about mankind's sole existence in the solar system may be false. If life, even brutal life like the bugs, can exist on Pluto and be missed during countless exploration surveys, there may be other creatures to be found closer to home. Sol and its planets, assumed entirely mapped and quantified, may hold secrets undreamed of by past generations.

There is some concern that Arachnids might pose a threat to any mining or colonisation of Pluto, but they have so far proven unwilling to make contact or interfere with their human visitors. An official attempt by SICON diplomats to make first contact will be undertaken soon and all of humanity waits to see its outcome.

Arachnid Physiology

While the Arachnid race varies greatly in form and function, there are certain similarities between all the known breeds. They appear strongly related to the insects of Earth, exhibiting many of the same characteristics as arthropods, the phylum into which all insect life falls. Arachnids are considerably bigger and more aggressive than Terran insects, but entomologists attached to the Xenomorphic Studies division of Military Intelligence believe this may be the result of vastly over-developed nervous systems derived from their unusual size.

'BUGS. WE DON'T KNOW WHAT THEY ARE, WHAT THEY WANT, OR WHERE THEY REALLY COME FROM. ALL WE KNOW FOR CERTAIN IS THAT THIS GALAXY IS NOT BIG ENOUGH FOR THE BOTH OF US.'

– SGT. KYLE RAYNES

One factor of Arachnid physiology that is unique to the species apart from their gargantuan size is the existence of a unified nerve cluster in the centre of their thoracic cavity. This cluster is always heavily shielded by the thickest chitin on an Arachnid's body and for good reason. Any damage to this cluster can cause the instant demise of the creature as its nervous system goes into shock and all cerebral activity ceases.

Through the diligent efforts of Military Intelligence, a method may have been found to kill Arachnids quickly and with a minimum cost in casualties and resources. This research is not yet complete, but SICON officials remain hopeful that it will soon yield impressive results.

Diet

Arachnids are presumed to be omnivorous like many breeds of arthropod. Their body structure, discussed later, is such that they could consume plant and animal matter equally well. Smaller captured species of Arachnid, like the Arkellian sand beetle have even been sustained on a glucose-based liquid diet while being held for analysis and dissection. They respond poorly to preserved meat; it is assumed that they derive more nutrition from fresh kills than carrion.

The digestive tract of an Arachnid varies widely depending on the sub-species but some details are identical to all. The hinged jaws drive food directly into the throat passage of the Arachnid by scissoring it and drawing it back. Once in the oesophagus, food is crushed by a series of grinding sphincters collectively called a craw. The pulped mass then enters the stomach sac in the centre of the Arachnid body. There, it is sieved through membranous tissues until all but the largest parts enter sub-stomachs, called appendal cysts.

These cysts contain a more concentrated acid than the stomach that breaks down the fine paste inside them into useful nutrients. The larger particles still in the stomach stay there until bile acids eventually soften them enough to permit passage into the cysts. Though this might sound complicated, it is actually a simpler and more efficient system than human digestion.

A Brief Overview of Arthropods

It is estimated that the number of living arthropod species in known space is probably in the hundreds of millions. Arthropods have a stiff carapace (or exoskeleton) made of largely calcium carbonate. This extrusion is a compound known as chitin. They have segmented bodies and show various patterns of exterior fusion; these form integrated units of skeletal growth and protect the soft inner body from damage and exposure.

The phylum takes its name from the distinctive jointed appendages. These limbs are modified in a number of unique ways to form antennas, offensive appendages, mouth parts (including fangs) and reproductive organs. Arthropods first appeared in the sea on Earth, but this origin cannot be assumed for species discovered on other worlds.

Arthropods have traditionally been divided into five types – Hexapoda, Crustacea, Arachnida, Myriapoda, and Megalopoda. An Arthropod is any animal that belongs to the major division, or phylum, of the animal kingdom called Arthropoda. This term is formed from two Greek words (*arthos* and *podae)* and means jointed feet. Technically speaking the legs rather than the feet are jointed. All Arthropoda have legs; these appendages are one of their most distinctive characteristics.

An expanded list of the types of arthropods as noted above is presented here.

- ***Hexapoda:*** Insects, including cockroaches, beetles, bees, butterflies and related species.
- ***Crustacea:*** Most aquatic arthropods, including crabs, lobsters, shrimps and barnacles.
- ***Arachnida:*** Eight legged arthropods, including mites, ticks, spiders and scorpions.
- ***Myriapoda:*** Chillopods, including centipedes and millipedes.
- ***Megalopoda:*** The class given to the recently discovered and inappropriately named 'Arachnids'. These extraterrestrial arthropods differ in structure enough from hexapods (their closest scientific relative) to warrant a unique classification.

Waste matter consisting of insoluble food, processed biological materials from the Arachnid's circulatory system and other hard minerals are passed from the stomach and cysts through a network of passages into a glottal chamber either on the ventral side of a warrior or worker Arachnid or the anterior end of the crawling varieties. Here the matter is subjected to one last acid bath with the strongest solvent the Arachnid can produce. Anything this acid can pull from the material is digested and used. The rest is expelled by muscular contraction in the form of numerous black pellets.

Psychology

Arachnids are believed to share a common trait with many hexapods – the hive mind. While this cannot be substantiated and is not even a matter of full agreement in the scientific community, many researchers have posited the idea of Arachnid psychology modelled on *eciton burchelli*, the common Earth army ant. There are many similarities between the known types of Arachnids and the army ant, both physical and behavioural.

If the correlation between the two species can be taken to its logical conclusion, the Arachnids must have a hive mind mentality to explain their behaviour during engagement. Just like *eciton burchelli,* Arachnid warriors swarm enemies and react with almost preternatural teamwork and co-ordination in battle. As the biological study of a warrior Arachnid cadaver does not indicate a large enough cerebrum to allow for higher order thought, an outside force must logically be enforcing such disciplined and effective behaviour upon them.

Unfortunately, there have been no sightings or direct physical evidence to support the hypothesis of an Arachnid queen or what one might look like. Given the sheer number of Arachnids, a queen could be truly immense; it might be the largest land creature in the galaxy. All of this is pure supposition, of course, but with no evidence to the contrary, the 'Hive Queen' theory of Arachnid psychology has become SICON's standard behaviour model for this hostile organism.

There is a minor faction of the researchers on the Arachnid species that postulates the existence of several smaller Arachnids functioning as intelligence sources for the hive mind, as opposed to one central queen. This theory is not lent much credence as there is no evidence of the Arachnids being much more complex than massive hexapods. As sub-queens or distributed intelligence has no precedent on Earth, there is little chance of such a creature existing within Arachnid society.

Bug Tactics

Arachnids have no subtlety aside from rudimentary trap making in the form of nearly completed tunnels they come out of when opponents move overhead. This may simply be a hunting reflex adapted to the battlefield, especially as the Arachnids may not even consider engagements like the incidents on Pluto to be anything more than stalking particularly dangerous prey. They are not a tactical species, but their brutal full-frontal attacks and swarming behaviour maximise their considerable physical prowess to the point of needing little else.

Though Arachnids probably do not understand the idea of ranged combat or aerial attacks, they have natural reactions that diminish the effectiveness of both. In case of aerial attacks, Arachnids seek shelter after only a few casualties, showing that while they may be of only limited intelligence they can understand potential threats and take steps to avoid them. If they are caught in the open, Arachnids will even burrow (assuming they are in terrain that allows this) to remove themselves as targets.

Ranged attacks are dealt with through the same inadvertent tactics that army ants use – overwhelming numbers and unceasing assault. The advantage provided to the Mobile Infantry by ranged weapons dwindles quickly when it takes a few seconds to kill one warrior bug and there are 20 more moving forward at full speed.

Arachnids are deadly; this cannot be over-emphasised. They are perfectly capable of severing the limbs or even biting through a human torso in a single attack. Ignoring their potential for violence and slaughter is a foolish mistake. It should always be kept in mind that while the Arachnids have no true grasp of modern warfare or tactical thinking, their primitive reactions in battle are still very effective when multiplied by the dozens that may appear during any protracted engagement.

The Possibility of Empire

Though still considered highly unlikely, the possibility that Arachnids are not indigenous to Pluto raises the obvious question of whether or not there may be a homeworld dominated solely by these voracious predators. This 'Bug Planet' or system, assuming one exists, would be entirely overrun by them unless a mitigating factor somehow keeps their numbers in check. It has even been suggested that encroachment into Arachnid territory or the investigation of the Arachnid infestation of Pluto might have given rise to their migration.

The idea of a bug civilisation is commonly regarded as fantasy. Given their behaviour and unthinking savagery it is not entirely impossible that there might be one or two worlds in the distant reaches of the galaxy where Arachnids either are or were in existence in far greater numbers than on Pluto.

The official United Citizens' Federation response to this possibility is sceptical at best, but a warning has been issued that if the bugs have encroached into human space once, they might well try again with more serious ramification. Citizens of the Federation have since approved a 15% increase to SICON's defence budget, the largest increase in more than a century. SICON administration has assured the Federation that this improved budget will be enough to fund advances capable of defending against the deadly Arachnids, should they return in force.

Most citizens and government personnel bear little belief in the idea of a bug empire existing anywhere in the galaxy. The prevailing theory on the Arachnids is that the species is an evolutionary dead end and while there might be a great deal more of them somewhere among the stars, they lack the means or the sophistication to threaten Earth itself. Colonies may be at great risk, especially those dissenter camps not protected by the UCF, such as the religious secessionist movements that have established unaffiliated colonies on inadequately explored planets along the edge of known space.



Persistent diplomatic efforts to persuade these unlawful assemblies to return to the Federation, at least until the possible crisis of the Arachnids has been concluded, have so far failed. It has been stressed that because their worlds are outside the technical jurisdiction of the Federation, no aid can be guaranteed to any unapproved colony. SICON has stated that it cannot be held responsible if this warning goes unheeded.

BUG FEATS

While these feats are not necessarily exclusive to Arachnids, most do not apply to humans or humanoid races. They are applied solely to Arachnids in this book, but that does not mean that they could not be used for other alien races if the Games Master desires. Some could even be given to characters if desired, though careful attention must be given to ensure that a specific 'bug feat' is appropriate for player use.

Cleave

Prerequisites: Strength 13 or higher, Power Attack
Benefit: If the creature deals an opponent enough damage to make the opponent drop (either by knocking the opponent out or by reducing the opponent's hit points to less than zero), the creature gets an immediate extra melee attack against another target adjacent to the previous opponent. The creature cannot take a five foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. The creature can use this ability once per round.

Beam Shot

Prerequisite: Ranged attack or ranged special attack, Far Shot, base attack bonus +10 or higher
Benefit: The creature's attack is not limited by range, though its accuracy drops off even more sharply than with Far Shot. After extreme range, the creature's attack will travel on and literally enter space if aimed upwards towards the sky. Every 1,000 feet (200 squares) after the end of extreme range, the attack suffers an additional –2 penalty. This makes a beam attack very unlikely to hit, but creatures with a beam attack have a tendency to cover this lack of accuracy with the overpowering advantage of numbers.

Flying Tackle

Prerequisite: Ability to fly, Dexterity 13 or higher
Benefit: The creature can combine a flying double move of any speed greater than twice its base movement rate with a single grapple attack. If the grapple hits and the target of the attack is one size category smaller or more, the target is picked up and carried to the end of the creature's movement this round. If the target is the same size category as the creature or larger, the creature's movement stops immediately (though the target is still grappled).

Importance

Prerequisite: Intelligence 12 or higher
Benefit: This creature has the ability to make command decisions and is capable of exercising its will and going to extra effort. Creatures with Importance gain two Action Points plus one additional Action Point for every four Hit Dice they possess. These points can be spent as per the rules for Action Points and refresh when the Games Master deems it appropriate for them to do so.

Instinctive

Benefit: The creature has an instinctive grasp of what should be an Intelligence-based skill. Instead of using that ability score to determine the modifier for that skill, it uses Wisdom instead.
Special: This feat can be taken several times. Each time it is taken, the creature selects a new Intelligence-based skill for it to apply to.

Power Attack

Prerequisite: Strength 13 or higher
Benefit: On the creature's action, before making attack rolls for a round, the creature may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the creature's base attack bonus. The penalty on attacks and bonus on damage applies until the creature's next action.

A COLLECTION OF ARACHNIDS

This section should not be taken as a complete list of the extant species of Arachnids in the galaxy or even all of the types encountered by SICON during their conflict with these creatures, more breeds and physical mutations doubtless exist. The examples given here are all fully grown, adult specimens.

Bug Traits

All Arachnids are alien beasts, a type of creature with several special features and traits. These are listed below after the entry on alien beast entries. Other forms of life in the galaxy may qualify as a different type of creature; these beings will have their type detailed in their descriptions in future supplements.

Alien Beast Type: Alien beasts are often similar to animals but can have Intelligence scores higher than 2 and vary widely

in structure and/or size. Alien beasts can have a remarkable array of special qualities and attacks or sometimes merely be bizarre in appearance or habits.

Features: An alien beast has the following features:

- d10 Hit Die.
- Base attack bonus equal to total Hit Dice.
- Fortitude, Reflex and Will saves progress at a rate equal to that of a Mobile Infantry trooper, increasing with each additional Hit Die rather than class level.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die. The alien beast subtype uses as many skill points as it requires up to its maximum allocation as described, however, it does not have to spend them all. Additionally, as many alien beasts are created to fulfil specific tasks, they are capable of using alternative ability scores to as the key ability to govern certain role-related skills.

Traits: An alien beast possesses the following traits (in addition to those noted in an alien beast's description). Any variation from this will also be noted in the alien beast's description. Alien beasts, as living creatures need food, sleep and breathable atmosphere.

Weapon and Armour Proficiency: Alien beast's are proficient with all their natural weapons and no types of armour.

Blindsight: Using non-visual senses, such as sensitivity to vibrations, keen smell, acute hearing or echo-location, a creature with Blindsight manoeuvres and fights as efficiently as a sighted creature. Darkness and most kinds of concealment are irrelevant, though the creature must have line of 'sight' to a creature or object to discern it. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within range of its Blindsight ability. Unless noted otherwise, Blindsight is continuous and the creature need do nothing to use it. Some forms of Blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its Blindsight ability, the creature gains the benefits of Blindsight only during its turn. Stealth checks made to evade a creature with Blindsight suffer a –4 penalty.

Damage Reduction: A creature with this special quality ignores damage from physical weapons, natural and melee attacks. Wounds either heal immediately or the attack bounces off harmlessly; in either case, the opponent knows the attack was ineffective. The creature takes normal damage from energy and psychic attacks. Certain kinds of weapons may be able to damage the creature normally, as noted in its description. The entry indicates the amount of damage ignored as a numerical value listed after its entry.

Darkvision: A creature with Darkvision can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight and the creature can function just fine with no light at all. If the creature can see further than 60 feet with its Darkvision, this will be noted in its description.

Fear: A creature with the Fear ability causes its opponents as described on pg. 127. Certain creatures have a Fear effect. This is noted in their Special Features entries and is rated with a number, such as Fear (18). The first time the creature is seen, all sentient creatures not of their species (in the case of living beings) within line of sight of them must make a Will saving throw against Fear using the value in parentheses as the DC for the saving throw. The number is also the minimum Wisdom score a creature can possess to ignore the Fear effect completely.

Hive Mind: Instant two-way communication. Not one true entity, information has to be analysed by controllers, who work on an individual basis though retain communication with their peers. Thus, it can take time for reactions to occur on a planet-wide scale. Tactically, they are lightning fast if somewhat simple in their plans and goals. Certain bugs, such as brain bugs, are more capable of extended or indirect logic but even they display a certain linear tendency.

Low-Light Vision: A creature with Low-Light Vision can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of shadowy illumination. It retains the ability to distinguish colour and detail under these conditions.

Sensitive Antenna: As well as granting various degrees of Blindsight and full Tremorsense while an Arachnid is underground, such as lying in wait to open a tunnel beneath an opponent walking overhead, these specialised appendages also pick up radio transmissions. While this does not allow an Arachnid with an Intelligence score of less than 5 to understand these signals, they do provide a sense of general distance and direction to any active transmission source within 240 feet.

Tremorsense: A creature with Tremorsense is sensitive to surface vibrations and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with Tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Blaster Bug

Large Alien Beast
Hit Dice: 5d10 + 10 (42 hp)
Initiative: +3
Speed: 50 ft. (10 squares)
Defence: 17 (+3 Dex, +4 natural)
Base Attack/Grapple: +5/+14
Attack: Claw +9 melee (1d6+5/19–20) or Fiery Blast (see below)
Full Attack: Two claws +9 melee (1d6+2/19–20) or Fiery Blast (see below)
Space/Reach: 10 ft. (2 x 2 squares)/5 ft. (1 square)
Special Attacks: Fiery Blast
Special Qualities: Blindsight 60 ft., Damage Reduction 3, Fear (15)
Saves: Fort +8, Ref +7, Will +4
Abilities: Str 20, Dex 16, Con 14, Int 2, Wis 10, Cha 2
Skills: Athletics +6, Perception +5, Stealth +6
Feats: Great Fortitude, Toughness

Blaster bugs are almost a specialist form of the blister bug and likely come from the same hive or one very similar because its external appearance is quite similar. These terrifying bugs can spew streams of extremely volatile chemicals that ignite in contact with the air to create sweeping sheets of torrential flame. This chemical reaction renders the blaster bugs useless for fire support outside of an oxygen-rich atmosphere, but the hive has other breed-forms for such instances. The blaster bugs are extremely difficult to generate as eggs and most brain bugs conserve their numbers whenever possible.

Fiery Blast: These bugs are capable of generating a stream of fire 15 feet (3 squares) wide and 40 feet (8 squares) long. All creatures in that area must make a Reflex save (DC 16) or suffer 3d6 fire damage immediately. For 1d4 rounds thereafter, victims of the Fiery Blast that suffered its initial damage suffer an additional 1d6 points of fire damage each round unless they take a full-round action to smother the flames.

Blister Bug

Large Alien Beast
Hit Dice: 3d10 + 10 (26 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Defence: 16 (+2 Dex, +4 natural)
Base Attack/Grapple: +5/+14
Attack: Claw +9 melee (1d6+5/19–20) or Acid Spit +6 (60 foot (12 spaces) range, 2d6 acid, splash weapon, 10 ft. blast)
Full Attack: Two Claws +9 melee (1d6+2/19–20) and Acid Spit +1 (60 foot (12 spaces) range, 2d6 acid, splash weapon, 10 ft. blast)
Space/Reach: 10 ft. (2 x 2 squares)/5 ft. (1 square)
Special Attacks: Acid Spit
Special Qualities: Blindsight 60 ft., Damage Reduction 3, Fear (14)
Saves: Fort +6, Ref +7, Will +4
Abilities: Str 20, Dex 14, Con 14, Int 2, Wis 10, Cha 2
Skills: Athletics +10, Perception +4
Feats: Precise Shot, Weapon Focus (acid spit)

Blister bugs are a very low-level ranged troop for the Arachnid army and are treated as even more expendable than other 'soldiers'. They are easily produced as eggs, making them less valuable than other hive types; this places them firmly in the line of fire whenever a hive is attacked. En masse, they can be incredibly deadly, but their fragile exoskeletons make them easy to take down with concerted firepower. With an oversized, bulbous upper body and spindly legs underneath, blister bugs are very distinctive on the battlefield and readily identified.

Acid Spit: The jaws and thorax of a blister bug generate a very powerful acid that it can forcibly hurl at opponents. A blister bug can fire acidic spittle once every 1d4 rounds after having used it once in combat; a blister bug can always spit during the first round of combat if it wishes to do so. Targets struck by a blister bug's acid suffer an additional one hit point of damage each round for 1d6 rounds unless they spend a full round action cleaning it. The blister bug's acid also permanently reduces the damage reduction of any armour worn by an opponent by one point.



Blaster and Blister Bugs



Brain Bug

Brain Bug

Huge Alien Beast
Hit Dice: 14d10 + 28 (109 hp)
Initiative: +0
Speed: 10 ft. (2 squares)
Defence: 11 (–2 size, –1 Dex , +4 natural)
Base Attack/Grapple: +14/+23
Attack: None, but see Psychic Abilities
Full Attack: None, but see Psychic Abilities
Space/Reach: 15 ft. (3 x 3 squares)/5 ft. (1 square)
Special Attacks: Psychic Abilities
Special Qualities: Blindsight 30 ft., Damage Reduction 6, Action Points (5), Fear (10)
Saves: Fort +10, Ref +3, Will +11
Abilities: Str 12, Dex 8, Con 14, Int 16, Wis 20, Cha 10
Skills: Knowledge (humans) +5, Knowledge (tactics) +5, Persuasion +15, Perception +15, Stealth +10
Feats: Importance, Iron Will, Psychic Talent, Skill Focus (Persuasion)

Brain bugs are at the visible top of the Arachnid hierarchy, though it is assumed there must be at least one level above them that has never been seen by humans. Massive and bizarrely shaped, brain bugs almost look like giant grubs. Powerfully psychic, any trooper making the mistake of thinking these creatures are defenceless may not live to realise their mistake. Brain bugs act as a communications and tactical centre for Arachnid hives, connected to every insect in the colony through its impressive, but utterly alien telepathic mind.

Psychic Abilities: A brain bug can wield the following powers, once per round, as an attack action. There is no limit to how often each power can be used, but each use causes the brain bug one point of nonlethal damage. Telepathic characters can attempt to interfere with a brain bug's powers as detailed in the Psychics chapter.

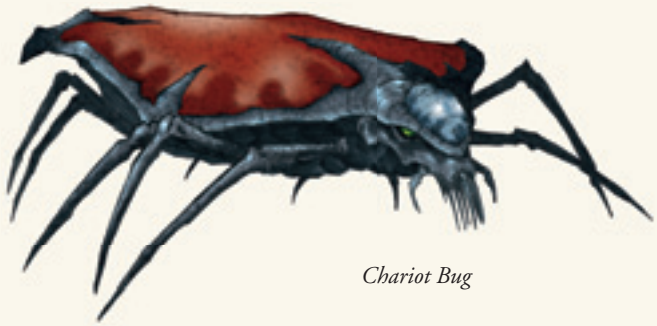
Rally the Swarm: This power grants every bug within 120 feet in all directions the brain bug's Will save bonus for ten rounds and instantly removes any mental condition they may be suffering (*stunned, shaken, terrified* or *frightened)* for any reason. If the brain bug wishes, this power also issues an irresistible command for all bugs in the area of effect to immediately move toward it as their best possible speed.

Psi-Lash: This is a tightly focused beam of disruptive mental energy that strikes the closest non-Arachnid mind to the brain bug within 60 feet and deals 1d6+5 points of damage. This damage ignores all forms of damage reduction, is only subject to Psychic Resistance and is quite real. Victims suffer intense pain, ear, eye and nose bleeding, and can die from cerebral haemorrhaging if taken below zero hit points and they fail to stabilise.

Wave of Horror: This ability sends out a mental command that strikes on an empathic level. Only psychics with the Mental Endurance class feature or characters with the Iron Will feat may make a Will save (DC 18) against this effect. All other sentient, non-Arachnid minds in the area are *shaken* for 2d4 rounds by the terror this surge of emotion deals to them. If a victim is already suffering from a Fear effect, they instantly become *terrified* for one full round and then *shaken* for 1d4 rounds thereafter.

Chariot Bug

Small Alien Beast
Hit Dice: 2d10 + 8 (23 hp)
Initiative: +6
Speed: 60 ft. (12 squares), 40 ft. (8 squares) when carrying a brain bug
Defence: 17 (+2 Dex, +5 natural)
Base Attack/Grapple: +2/+3



Chariot Bug

Attack: None
Full Attack: None
Space/Reach: 5 ft. (1 x 1 square)/5 ft. (1 square)
Special Attacks: None
Special Qualities: Blindsight 60 ft., Damage Reduction 5, Conveyance, Fear (8)
Saves: Fort +8, Ref +7, Will +4
Abilities: Str 20, Dex 14, Con 18, Int 2, Wis 10, Cha 2
Skills: Athletics +9, Stealth +4, Perception +3
Feats: Beat Feet, Improved Initiative

These over-sized shield bugs serve to illustrate a hypothesis many scientists have been pondering since the discovery of the Arachnids – they seem quite capable of breeding important needs and abilities directly into their populace. This concerns SICON because of the short time the bugs seem to need to adapt to anything it can throw at the alien menace. While chariot bugs are not dangerous in their own right, what they suggest is very disconcerting indeed.

Conveyance: Chariot bugs are designed specifically to transport large, less mobile Arachnids, such as brain bugs. This role defines their wide, flat shape and their relatively high speed. They also have the added benefit of being able apply their speed to any Arachnid they carry. While riding a chariot bug an Arachnid may also act on their chariot bug's Initiative score rather than their own if they wish.

Cliff Mite

Tiny Alien Beast
Hit Dice: 1d10 (10 hp)
Initiative: +5
Speed: 20 ft. (4 squares), burrow 20 ft. (4 squares)
Defence: 19 (+2 size, +5 Dex, +2 natural)
Base Attack/Grapple: +1/+8
Attack: Bite +6 melee (1d2)
Full Attack: Bite +6 melee (1d2) (see text)
Space/Reach: 2 1/2 ft. (1 x 1 square, does not get free attacks)/0 ft. (0 squares)
Special Attacks: Dextrous Attack
Special Qualities: Blindsight 30 ft., Fear (14), Wall Crawler
Saves: Fort +3, Ref +6, Will +4
Abilities: Str 8, Dex 20, Con 12, Int 2, Wis 15, Cha 15
Skills: Stealth +9, Sense Motive +5
Feats: Improved Initiative

Cliff mites are often used as sentries and advance scouts due to their small size. These insects are somewhat crab-like in appearance and posses a vicious pair of mandibles capable of slicing through even hardened steel. When a cliff mite attacks an inanimate object as a full-round action it ignores half of the objects hardness (as described on pg. 137).



Cliff Mite

Dextrous Attack: Due to their nimble nature, cliff mites are able to use their Dexterity score rather than their Strength score to attack.

Wall Crawler: A cliff mite can climb and travel on vertical surfaces or even traverse ceilings as well as a Terran spider can. While the cliff mite is doing so it may continue to travel at its base speed and need not make Athletics checks to climb a vertical or horizontal surface, even if doing so upside down. A cliff mite retains its Dexterity bonus to its Defence while climbing and opponents gain no free attacks against it, however, a cliff mite cannot travel any faster than its base speed while climbing.

Control Bug

Tiny Alien Beast
Hit Dice: 1d10 (10 hp)
Initiative: +5
Speed: 20 ft. (4 squares)
Defence: 19 (+2 size, +5 Dex, +2 natural)
Base Attack/Grapple: +1/+8 (see text)
Attack: Bite +6 melee (1d2) (see text)
Full Attack: Bite +6 melee (1d2) (see text)
Space/Reach: 2 ½ ft. (1 x 1 square, does not get free attacks)/0 ft. (0 squares)
Special Attacks: Dextrous Attack, Grappler, Mind Bondage
Special Qualities: Blindsight 30 ft., Fear (14), Wall Crawler
Saves: Fort +3, Ref +6, Will +4
Abilities: Str 8, Dex 20, Con 12, Int 2, Wis 15, Cha 15
Skills: Stealth +9, Sense Motive +5
Feats: Iron Will

Control bugs are a deadly and dangerous new element of the Arachnid offensive against the advance of humanity. Designed and bred specifically to take over bipedal creatures, control bugs are very potent, albeit subtle, weapons with the added benefit of being almost undetectable should they



Control Bug

wish to hide themselves when riding a thrall. They attach themselves to the base of a victim's skull, which allows them to grapple far better than they normally would and making detection difficult once the command their slave to put on a heavy jacket or top.

Dextrous Attack: Due to their nimble nature, control bugs are able to use their Dexterity score rather than their Strength score to attack.

Grappler: Control bugs almost exclusively opt to grapple in combat. Given their tactic of striking from the dark at the backs of their target's automatically grants the control bug a +8 bonus to grapple checks.

Mind Bondage: If this creature can grapple a character and maintain that hold for three rounds without being killed or forced to release its victim, it can fire tendrils into its victim's brain stem and nervous system. These allow the control bug to manipulate the target as if it was the victim with all of its own knowledge added to the victim's thoughts, memories and person. In essence, the victim remains himself but works for the interests of its Arachnid master in word and deed. Any attempts to detect or control the host or its control bug using psychic powers while the control bug is active suffer a –4 penalty at anything longer than close range. Even then, any successful scans produce a garbled stream of psychic feedback, which, while not harmful to the psychic, it does leave them *stunned* for one round. This mental slavery ends only when the control bug is forced to separate from its host for any reason.

Wall Crawler: A control bug can climb and travel on vertical surfaces or even traverse ceilings as well as a Terran spider can. While the control bug is doing so it may continue to travel at its base speed and need not make Athletics checks to climb a vertical or horizontal surface, even if doing so upside down. A control bug retains its Dexterity bonus to its Defence while climbing and opponents gain no free attacks against it, however, a control bug cannot travel any faster than its base speed while climbing.

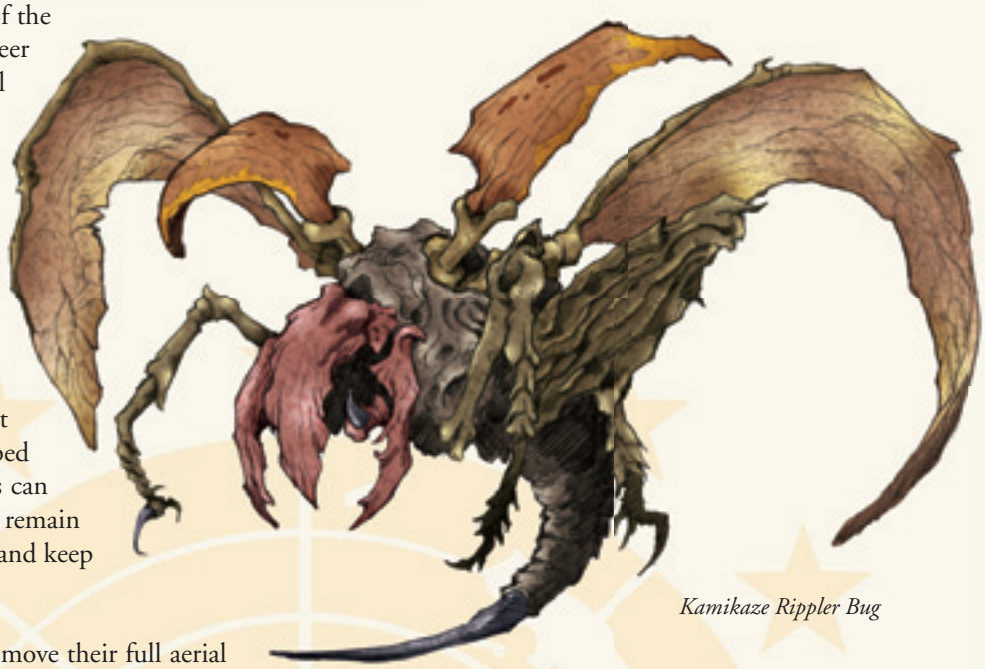
Hopper Bug

Large Alien Beast
Hit Dice: 4d10 + 8 (35 hp)
Initiative: +3
Speed: 20 ft. (10 squares), fly 60 ft. (12 squares)
Defence: 18 (+4 Dex, +4 natural)
Base Attack/Grapple: +4/+12
Attack: Claw +9 melee (1d6+4/19–20)
Full Attack: Two claws +9 melee (1d6+2/19–20)
Space/Reach: 10 ft. (2 x 2 squares)/5 ft. (1 square)
Special Attacks: Deadly Pass
Special Qualities: Blindsight 90 ft., Damage Reduction 6, Fear (14)
Saves: Fort +6, Ref +10, Will +2
Abilities: Str 18, Dex 18, Con 14, Int 2, Wis 10, Cha 2
Skills: Acrobatics +6, Perception +5
Feats: Flying Tackle, Lightning Reflexes



Hopper Bug

Hopper bugs are a deadly part of the Arachnid army both for their sheer speed and mobility and the lethal nature of their sudden attacks. A flight of them sweeping down out of the sky towards a platoon of troopers can be the swift and violent end to an entire military campaign. While there are ways to detect the motion of hopper bugs in flight before they become visible, it is incredibly difficult and most units are not equipped to do so. The best most squads can hope for with hopper bugs is to remain alert, be ready to dive for cover, and keep looking to the sky.



Kamikaze Rippler Bug

Deadly Pass: Hopper bugs can move their full aerial speed (a x4 move equalling 240 feet (48 squares)) and gain a single attack action. To do this, they must fly in a straight line during the round in which they make their deadly pass. The target of this attack is subjected a claw attack, which take place when the bug sweeps past it on its flight path. This motion does not offer a free attack. If the claw attack hits during a Deadly Pass, it deals an additional 1d6 damage per four Hit Dice due to the speed and force of the blow.

Kamikaze Rippler Bug

Large Alien Beast
Hit Dice: 6d10 + 12 (50 hp)
Initiative: +3
Speed: 20 ft. (10 squares), fly 60 ft. (12 squares)
Defence: 18 (+4 Dex, +4 natural)
Base Attack/Grapple: +6/+14
Attack: Claw +9 melee (1d6+4/19–20) or spike +9 ranged (120 ft. (24 spaces) range, 1d6+4/20)
Full Attack: Two claws +9 melee (1d6+2/19–20) and spike burst +4 ranged (120 ft. (24 spaces), 3d6+4/20)
Space/Reach: 10 ft. (2 x 2 squares)/5 ft. (1 square)
Special Attacks: Deadly Pass, Poison
Special Qualities: Blindsight 90 ft., Damage Reduction 5, Fear (14)
Saves: Fort +6, Ref +10, Will +2
Abilities: Str 18, Dex 18, Con 14, Int 2, Wis 10, Cha 2
Skills: Acrobatics +6, Perception +5
Feats: Flying Tackle, Precise Shot

Kamikaze rippler bugs look exactly like a regular rippler, however, these airborne nightmares have a hidden sting. In addition to the rippler bug's formidable attacks, kamikaze ripplers unleash a barrage of lethal poisoned barbs from their mouths at targets below. As with the rippler bug, this kamikaze rippler cannot use its spike spitting ability and its deadly pass at the same time. Again, as with the rippler bug, this variant is very dangerous and contact with them should be avoided at all costs.

Deadly Pass: Kamikaze rippler bugs can move their full aerial speed (a x4 move equalling 240 feet (48 squares)) and gain a single attack action. To do this, they must fly in a straight line during the round in which they make their deadly pass. The target of this attack is subjected a claw attack, which take place when the bug sweeps past it on its flight path. This motion does not offer a free attack. If the claw attack hits during a deadly pass, it deals an additional 1d6 damage per four Hit Dice due to the speed and force of the blow.

Poison: Kamikaze ripplers have the ability to poison their barbs before spitting them. This can only be done if the spikes are fired singly; they are just normal spikes if fired as a spike burst. The poison has a Fortitude DC of 17, initial damage of 1d4 Dexterity and Constitution, and secondary damage of 1d6 Dexterity. This makes it a very effective immobilising poison and one of the key ways Arachnids possess for capturing targets.



Plasma Bug

Plasma Bug

Gargantuan Alien Beast
Hit Dice: 22d10 + 198 (324 hp)
Initiative: +1
Speed: 10 ft. (2 squares)
Defence: 15 (–4 size +1 Dex, +8 natural)
Base Attack/Grapple: +22/+41
Attack: Bite +25 melee (2d6+7/x2) or plasma sphere +19 ranged (see below)
Full Attack: Bite +25 melee (2d6+7/x2) or plasma sphere +19 ranged (see below)
Space/Reach: 25 ft. (5 x 5 squares)/15 ft. (3 squares)
Special Attacks: Plasma Fire
Special Qualities: Blindsight 240 ft., Damage Reduction 8, Fear (12)
Saves: Fort +19, Ref +8, Will +6
Abilities: Str 24, Dex 12, Con 28, Int 2, Wis 10, Cha 2
Skills: Perception +25
Feats: Beam Shot, Deadly Aim, Far Shot, Precise Shot

Plasma bugs are the Arachnid's version of a planetary defence system and despite their lack of targeting skills or specialised systems, they fulfil their mission objectives admirably. Plasma bugs are ponderously large, almost unable to move on the ground and incapable of burrowing. How the Arachnid handle moving plasma bugs from underground hives to their 'stations' on the surface for attack is yet another mystery about these incredibly powerful insects.

Plasma Fire: Plasma bugs can unleash an powerful blast from their lower abdomen, generally aiming it into the air in an attempt to smash atmospheric craft and bring down spacecraft. This plasma attack tears through most vessels, dealing 50 points of damage to every location on a Large or smaller vehicle. Huge or larger targets suffer the damage, though all to a single location. Plasma fire cannot be directed at ground-based targets, unless via indirect fire.

Rippler Bug

Large Alien Beast
Hit Dice: 6d10 + 12 (50 hp)
Initiative: +3
Speed: 20 ft. (10 squares), fly 60 ft. (12 squares)
Defence: 18 (+4 Dex, +4 natural)
Base Attack/Grapple: +6/+14
Attack: Claw +9 melee (1d6+4/19–20) or spike +9 ranged (120 ft. (24 spaces) range, 1d6+4/20)
Full Attack: Two claws +9 melee (1d6+2/19–20) and spike burst +4 ranged (120 ft. (24 spaces), 3d6+4/20)
Space/Reach: 10 ft. (2 x 2 squares)/5 ft. (1 square)
Special Attacks: Deadly Pass
Special Qualities: Blindsight 90 ft., Damage Reduction 5, Fear (14)
Saves: Fort +6, Ref +10, Will +2
Abilities: Str 18, Dex 18, Con 14, Int 2, Wis 10, Cha 2
Skills: Acrobatics +6, Perception +5
Feats: Flying Tackle, Lightning Reflexes



Rippler Bug

At first glance, rippler bugs look like heavily armoured hopper bugs and possess all the same flight characteristics and deadly combat prowess as those aerial horrors. In addition to the hopper bug's formidable skills, ripplers can unleash a barrage of lethal barbs from their mouths at targets below them as they fly past. The nature of a rippler bug's attack focus prevents it from using its spike spitting ability and its deadly pass at the same time; they are too single-minded to be quite that flexible in battle. Singular of purpose or not, rippler bugs are very dangerous and contact with them should be avoided at all costs. Their thorns fire with enough velocity to pierce power suits with ease and can even crack the plating of a Marauder.



Tanker Bug

Deadly Pass: Rippler bugs can move their full aerial speed (a x4 move equalling 240 feet (48 squares)) and gain a single attack action. To do this, they must fly in a straight line during the round in which they make their Deadly Pass. The target of this attack is subjected a claw attack, which take place when the bug sweeps past it on its flight path. This motion does not offer a free attack. If the claw attack hits during a Deadly Pass, it deals an additional 1d6 damage per four Hit Dice due to the speed and force of the blow.

Tanker Bug

Huge Alien Beast
Hit Dice: 14d10 + 84 (166 hp)
Initiative: +2
Speed: 20 ft. (4 squares), burrow 40 ft. (8 squares)
Defence: 16 (–2 size, +2 Dex, +6 natural)
Base Attack/Grapple: +14/+28
Attack: Caustic Flame +16 ranged (see below)
Full Attack: Caustic Flame +16 ranged (see below)
Space/Reach: 15 ft. (2x2 squares)/5 ft. (1 square)
Special Attacks: Caustic Flame
Special Qualities: Blindsight 30 ft., Damage Reduction 6, Fear (18)
Saves: Fort +19, Ref +8, Will +6
Abilities: Str 22, Dex 14, Con 22, Int 2, Wis 10, Cha 2
Skills: Perception +25
Feats: Skill Focus (Stealth), Stealthy, Toughness

Tanker bugs often rest just under the surface of battlefields, waiting for a command to rise up and unleash their devastating venom. This bug is particularly feared because while it is large enough to be easily hit, a single well-placed blast of its flaming acid can burn down an entire squad of troopers. The heat from its caustic flame is so hot it can slag the cockpit cowling of a Marauder within moments. It is quite understandable that standard Mobile Infantry protocol for encounters with tanker bugs is to scatter a squad at least 80 feet before hammering the bug with heavy firepower.

Caustic Flame: The volatile mixture that a tanker bug spews from behind its charged mandibles is ignited by a static electric charge to become an incredibly hot incendiary fluid that either fans out in a triangle five feet (1 square) wide at the end adjacent to the bug and 40 feet (8 squares) long. This attack deals 4d6 damage to any creature cause in its area (Reflex saving throw of DC 18 to reduce damage by half). Alternatively, the tanker bug can fire its flaming acid in a stream five feet (1 square) wide and 60 feet (12 squares) long. This stream automatically hits any creature in that line and deals the same damage as above, however, no Reflex saving throw is allowed to reduce damage. Caustic Flame stops burning quickly and does not cause any continuing damage. Effects or equipment that reduce damage from fire have no effect on this attack.

Warrior Bug

Large Alien Beast
Hit Dice: 4d10 + 8 (35 hp)
Initiative: +3
Speed: 50 ft. (10 squares), burrow 10 ft. (2 squares)
Defence: 18 (+3 Dex, +5 natural)
Base Attack/Grapple: +4/+14
Attack: Claw +9 melee (1d6+6/19–20)
Full Attack: Two claws +9 melee (1d6+3/19–20) and bite +4 (1d8+6)
Space/Reach: 10 ft. (2 x 2 squares)/5 ft. (1 square) and 10 ft. (2 squares) with claws
Special Attacks: Lethal Grapple

Warrior Bug



Special Qualities: Blindsight 30 ft., Damage Reduction 4, Fear (16), Sensitive Antenna, Wall Crawler
Saves: Fort +7, Ref +8, Will +4
Abilities: Str 22, Dex 16, Con 14, Int 2, Wis 10, Cha 2
Skills: Athletics +10, Acrobatics +9
Feats: Cleave, Iron Will, Power Attack

Warrior bugs are physically indistinguishable from worker bugs aside from a very slight difference in its thorax chitin and mandible arrangement. Spotting this difference requires a Knowledge (alien species) check DC 20 at 60 feet. By their nature, warrior bugs are highly aggressive and are capable of laying waste to a whole squad if not dealt with quickly. These creature make up the primary troop type of the Arachnid threat.

Lethal Grapple: If the warrior bug attacks with its bite weapon during a full-attack action, it may choose to start a grapple as a free action. It may only do this to targets that are of Medium size or smaller. While the target remains grappled, the warrior bug is not considered grappled itself and will automatically deal its bite damage every round. The target will be pulled into the warrior bug's space for the duration of this attack. Warrior bugs can only affect one target with its lethal grapple at a time; the current target must be killed or released before another can be grappled or bitten.

Wall Crawler: A warrior bug can climb and travel on vertical surfaces or even traverse ceilings as well as a Terran spider can. While the warrior bug is doing so it may continue to travel at its base speed and need not make Athletics checks to climb a vertical or horizontal surface, even if doing so upside down. A warrior bug retains its Dexterity bonus to its Defence while climbing and opponents gain no free attacks against it, however, a warrior bug cannot travel any faster than its base speed while climbing.

Worker Bug

Large Alien Beast
Hit Dice: 4d10 + 4 (31 hp)
Initiative: +1
Speed: 50 ft. (10 squares), burrow 20 ft. (4 squares)
Defence: 14 (+1 Dex, +3 natural)
Base Attack/Grapple: +4/+11
Attack: Claw +6 melee (1d6+3)
Full Attack: Two claws +6 melee (1d6+3)
Space/Reach: 10 ft. (2 x 2 squares)/5 ft. (1 square)
Special Attacks: None
Special Qualities: Blindsight 50 ft., Damage Reduction 2, Fear (16, 10 if recognised as worker), Wall Crawler
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 17, Dex 12, Con 12, Int 2, Wis 10, Cha 2
Skills: Technical (structural) +7
Feats: Instinctive (Technical (structural)), Toughness

Worker bugs are physically indistinguishable from warrior bugs aside from a very slight difference in its thorax chitin and mandible arrangement. Spotting this difference requires a Knowledge (alien species) check DC 20 at 60 feet. By their nature, worker bugs are entirely non-combatant. They are capable of dealing injury, but only do so if they cannot flee an opponent and are literally forced to defend themselves. Even then, workers will only fight if there is not a warrior bug within 120 feet of it; otherwise the worker bug will passively take any attack thrown at it on the assumption that the warrior bug will defend it.

Wall Crawler: A worker bug can climb and travel on vertical surfaces or even traverse ceilings as well as a Terran spider can. While the worker bug is doing so it may continue to travel at its base speed and need not make Athletics checks to climb a vertical or horizontal surface, even if doing so upside down. A worker bug retains its Dexterity bonus to its Defence while climbing and opponents gain no free attacks against it, however, a worker bug cannot travel any faster than its base speed while climbing.

Worker Bug



KNOW YOUR FOE

REPORT ALL ARACHNID ENCOUNTERS TO YOUR SQUAD COMMANDER

Warrior [Uropygi]



CDR*: 1
Weight: 550 kg.
IQ: 30
Very aggressive. High agility in any environment. Exoskeleton can withstand temperatures in excess of 500°c. Low intelligence, excellent follow-through.
Weweapons: Cutting/chewing mandibles. Jaws exert in excess of 4,000 foot-pounds/kg.
Ground Speed: Cross-country – 64 km/hr. Acceleration (0–50 km) – 7.2 seconds



Hopper [Opiliones]

CDR*: 1
Weight: 485 kg.
IQ: 30
Very aggressive. Jumping and short-range flight capable.
Weapons: See warrior specifications.
Ground Speed: See warrior specifications.
Jump Range: 50 m
Glide Ratio: 1–3
Air Speed: Up to 341 kh/hr

Tanker [Amblypygi]



CDR*: 1
Weight: 3.5 metric tons
IQ: 35
Very aggressive. Fast in tight situations. One metric tone bio-corrosive reservoir. Effective range of bio-corrosive is unknown but thought to be under 50 metres.
Weapons: Sprays highly bio-corrosive fluid. Cutting/chewing mandibles.
Speed: Cross-country – 35 km/hr

Brain [Cerebus Rex]



CDR*: Unknown
Weight: Unknown
IQ: Unknown
May be a very large Arachnid, one metric ton or more in weight. May be aggressive when confronted. Believed to be capable of reason. May have intuitive and psycho-kinetic abilities.
Weapons: Evidence of piercing mandibles or palpus.
Ground Speed: Unknown

Plasma [Solifugae]



CDR*: 3
Weight: 7 metric tins
IQ: 18
Non-aggressive. Generates one-time only accelerated burst of high-energy plasma. The plasma bug is chemically stable until contact with the breeder. Can be fired ballistically or aimed with precision into high planetary orbit.
Weapons: High-energy plasma.
Ground Speed: less than 2 km/hr

*Combat Danger Rating

THE SKINNIES

An enigmatic race encountered on the edges of Federation territory, the Skinnies are focused and deadly raiders that have encroached on United Citizens' Federation space on several occasions and 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 inferred 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 may be a form of cultural privilege or merely a benefit of high rank in whatever passes for the Skinny military.

WHAT IS KNOWN ABOUT THE SKINNIES?

While the Skinnies were originally thought to be peaceful, even pacifistic but their recent spate of savage attacks against Federation interests close to the border planets of Ventis, Lalande and Xi Bootis have proven otherwise. Striking with unusual energy rifles, terrible incapacitating technological devices and clad in powered suits akin to those worn by SICON's own Mobile Infantry.

While casualties to Skinny raids have been few, losses have been troubling. With the exception of those trooper deaths caused by misadventure in battle, the Skinnies have so far not been documented as killing anyone. While they do appear to have weapons of lethal capability, they favour the incapacitation and capture of their enemies and survivors of such raids report that being struck by a Skinny weapon is painful, disorientating and can cause unconsciousness but are almost never fatal.

Unfortunately for both Mobile Infantry and colonist victims of Skinny raids, whose unconscious bodies are dragged away and never seen again, SICON has so far been unable to locate any captives once claimed by the Skinny raiders. Whatever happens to captives of the Skinnies is entirely unknown, but Military Intelligence suspects that whatever their fate, it is anything but pleasant. Special Services sensers employed to find missing soldiers and citizens have been unable to detect even a trace of them, suggesting that this race may have some kind of innate psychic shielding.

These same psychics have, however, been able to detect several locations believed to be Skinny installations or outposts, though attempts to identify any kind of homeworld have so far met only with failure. More conventional investigation methods have also had only limited success, though SICON has managed to capture a number of Skinny vessels and corpses, and while live captures have been less numerous, some have been made. Autopsies and questioning of these captives lead SICON to suspect they can speak and may even understand Standard English, however, to date no meaningful communication with members of the race have been conclusive.

> 'They came from nowhere, attacking with strange weapons, before leaving as quickly as they had arrived. In their wake they left only destruction and the realisation that they had taken many of us with them. I have no idea what happens to a Skinny prisoner, I'm not sure anybody does, but I wish them a quick death. Not long after that we were dropping low and fast over one of their alien cities. Their buildings were strange, but I had a feeling my rocket launcher would turn them into rubble easily enough. SICON was only giving us ten minutes to level the town. Ten minutes, sixty buildings, one squad of troopers? Plenty of time...'
>
> – Cpl. Micheal 'Doc' Holden

With the lack of an identifiable homeworld or command structure all attempts at diplomacy with the Skinnies have failed, leaving the Federation with only one choice. Not wishing to commit the full resources of the Strategically Integrated Coalition of Nations to an all-out war against an race of unknown capabilities, the Fleet and Mobile Infantry have been deployed in limited numbers to defend worlds along the apparent shared border and systematic strikes have been launched against nearby Skinny holdings to create an exclusion zone.

The UCF cannot and will not tolerate violence directed against its territories. If the Skinnies do not cease their raids, these initial strikes will only become larger in scale and more numerous. There are, however, several located worlds under Skinny control that the Federation has avoided attacking in

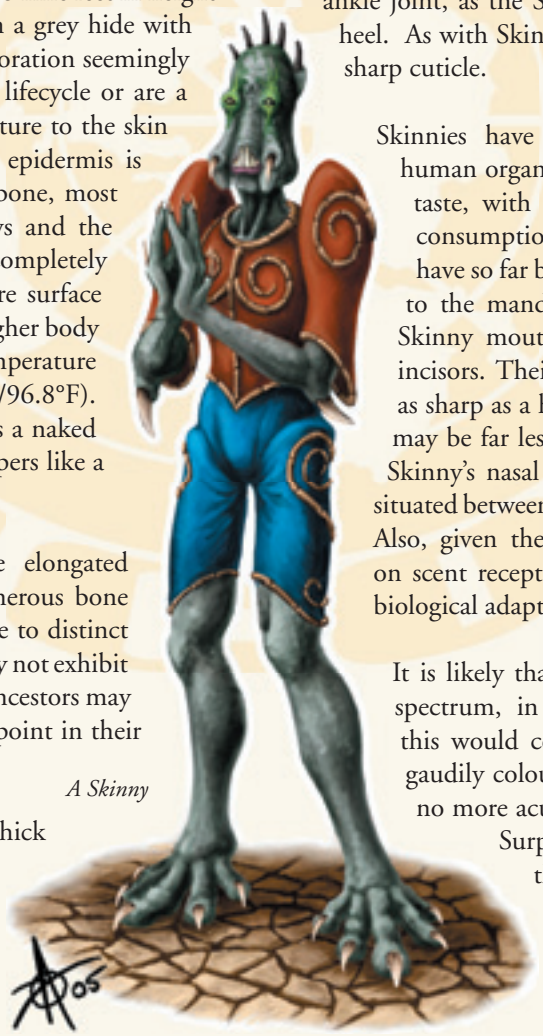
the hopes of showing the alien race that humanity is not a barbaric race. There are limits to SICON's patience, however. If the Skinnies do not cease and desist their attacks, the Federation will be left with no choice but to classify them as a threat to humanity and dedicate SICON's forces to the eradication of their kind.

The coalition of Sky Marshals have already worked out a plan of attack called Operation: Clean Sweep, a staged program of assault so overwhelming and large scale, it is considered an infallible method of dealing with the Skinny menace once and for all. Clean Sweep has not yet been put into effect, largely in the interests in peace but also because of the discovery of the Arachnids on Pluto. Bowing to the ancient wisdom of not fighting battles on two fronts, Clean Sweep and the forces tentatively assigned to it have been placed on standby until Pluto can be explored and the threat potential of the bug presence there is fully assessed.

SKINNY PHYSIOLOGY

Skinnies are tall, grey-skinned bipeds with thin limbs and knobbly hides. Ranging from seven to nine feet in height these wiry humanoids are covered in a grey hide with occasional greenish blotches, this coloration seemingly either shifts throughout the Skinny lifecycle or are a sign of racial variation, similar in nature to the skin tones of humanity. Their leathery epidermis is pierced in places by protrusions of bone, most commonly on the shoulders, elbows and the length of the spine. Skinnies are completely hairless and do not appear to require surface respiration. Skinnies have a much higher body temperature (45°C/113°F), a temperature that can be fatal to humans (36°C/96.8°F). This higher body temperature causes a naked skinny to show up on a pair of snoopers like a neon sign.

The appendages of a Skinny are elongated and, as mentioned above, bear numerous bone protrusions. These protrusions come to distinct points and suggest that while they may not exhibit any pugilistic tendencies now, their ancestors may have been physical hunters at some point in their evolution.



A Skinny

The combination of their long limbs, thick skin and height requires a remarkable efficient cardiopulmonary and respiratory system to ensure proper circulation of gas and fluid to the structures of the body.

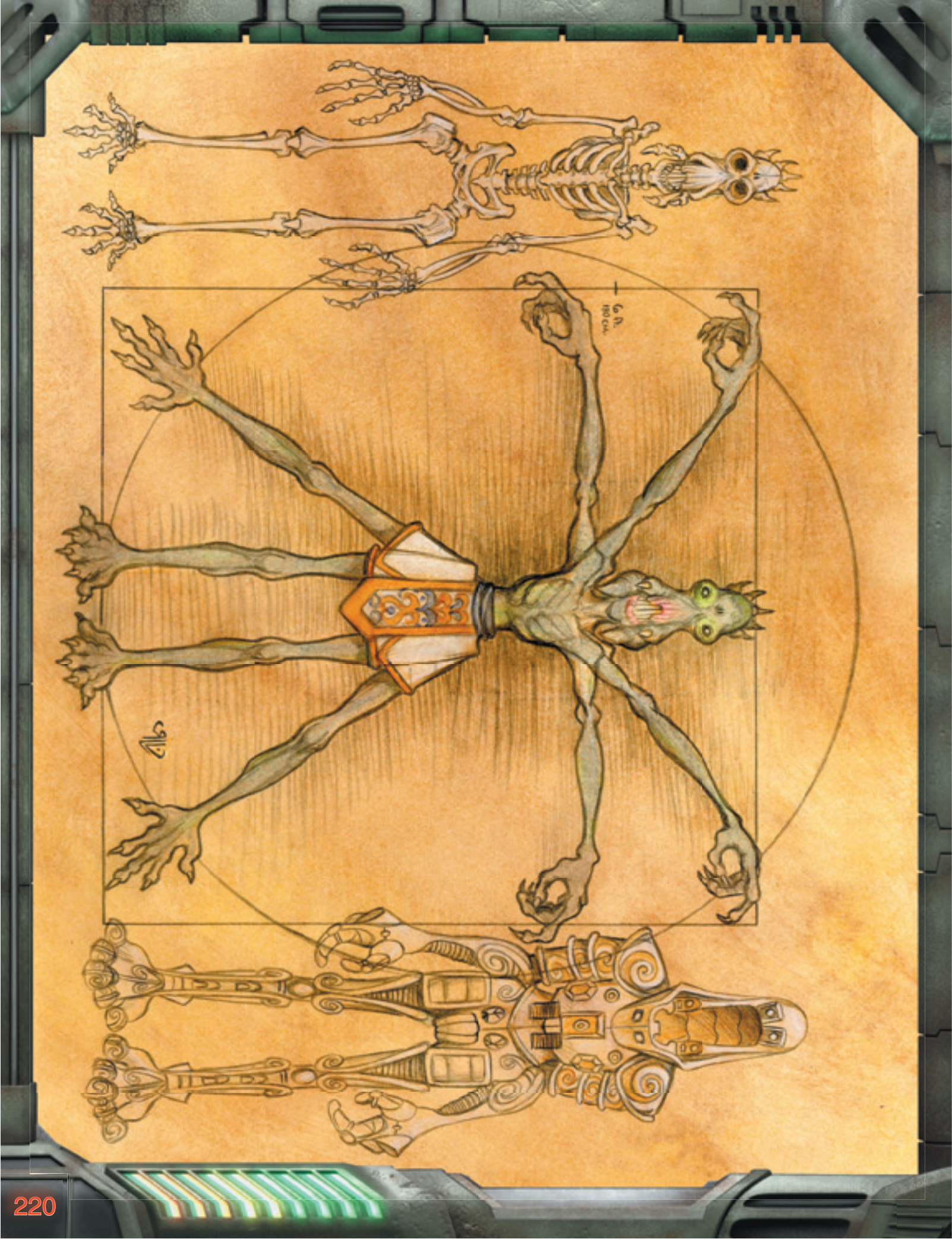
Sex traits are almost completely concealed inside a Skinny's body and though there is certainly a gender difference as of the dozens of specimens taken during their unprovoked attacks, nearly 50% have been what SICON researchers have determined to be 'females'. SICON scientists are still not prepared to confirm, however, whether or not Skinnies reproduce sexually.

Skinnies have four joints in every one of their three fingers, improving their manual dexterity by an estimated 12% when compared to that of a human. The most prominent feature of the Skinny hand is the sweeping talon on the back of the palm, which appears to be similar in nature to the dew claw of a neodog. This fearsome spike is typically between six and eight inches in length, however, some rare specimens have exceeded ten inches.

The unusual traits of the Skinny hand are mirrored in the pedicular array of this race. While each 'foot' has five toes, these are jointed in three places. Skinny toes splay our in a wide fan with the third or central toe being the longest, at almost 12 inches in length. This fan of toes elevates the ankle joint, as the Skinnies appear to lack any form of heel. As with Skinny fingers, each toe is tipped with a sharp cuticle.

Skinnies have the same sensory capabilities as human organs; they smell, sight, hear, touch and taste, with the tongue appearing to aid both consumption and communication. Scientists have so far been unable to attribute any function to the mandibles that lie to either side of the Skinny mouth, filled with a wide row of large incisors. Their other four senses are presumably as sharp as a human's, though their sense of smell may be far less acute due to the reduced size of a Skinny's nasal passages, the nostrils of which are situated between the bulging, close-set ocular organs. Also, given the slightly caustic effect of methane on scent receptors, this would not be a surprising biological adaptation.

It is likely that a Skinny can see only in the red spectrum, in much the same fashion as dogs, this would certainly explain their proclivity for gaudily coloured garments. Hearing is similarly no more acute than a human's audio sensitivity. Surprisingly, the structure of their ears, the five jointed appendages, similar to fingers that crest the elongated skull of the Skinny, does not grant the same ability to sense vibrations outside their normal



hearing range. It is possible that their humanoid evolution has robbed them of this capacity or that on their homeworld such a feature was never part of the forebear race they came from originally. Regardless, these 'fingers' serve as the Skinnies aural organs, capable of receiving the vibrations of sound waves across their surfaces before transmitting them to the brain.

Their tactile senses are in no way limited by their dense layers of skin that covers the Skinny body. A Skinny has a thinner layer of skin over his hands, feet and face, while this is still noticeably thicker than the epidermis of a human, an advanced nervous system and a greater propensity of nerve endings seems to have adapted to this. SICON scientists are, however, at a loss to explain this apparent adaptation, as there does not seem to be any biological reason for this degree of sensitivity, suggesting that this adaptation is environmental in nature. It is likely that if the Federation could answer the tactile riddle of the Skinnies, they would learn a lot more about their homeworld.

SICON medical staff have been able to closely examine Skinny cadavers and in doing so have uncovered a number of microscopic lacerations on the back of the neck. These lacerations have been the subject of special investigation, as the small incisions and discoloration surrounding them form a distinct pattern that match other cadavers autopsied by SICON scientists.

While Military Intelligence would have preferred to perform these examinations directly, it is their opinion that these marks are a form of cultural patterning, much akin to ritualistic scarification seen on Earth before the Disorders. They may indeed have some racial importance, but SICON scientists have made the assertion that these lacerations indicate the presence of a piece of equipment or some other foreign object that 'disengages' from the user immediately upon death.

Internal Anatomy

While cadavers have been captured for study, only very little is known of Skinny internal physiology. The Skinnies display a reflex that permits a Skinny to die at will by activating a gland or organ within their bodies to self-destruct, releasing some kind of putrefying agent into their bloodstream. Indeed, this acidic chemical has made it almost impossible to determine anything substantial about their organs and blood chemistry, as so little of it remains uncorrupted after this toxin has been released. Theoretical anatomical models indicate that Skinnies share many basic biological traits with humanity, but the full extent of that similarity is impossible to accurately gauge.

It has been determined from the recovery of Skinny power suits that the Skinnies are methane breathers, the nature of these suit's respiratory systems imply that this must be supplied at a constant rate suggesting rapid, shallow breathing is normal for this race. Their respirators cycle pure methane and carry a typical supply that, at the assumed rate of breath for a Skinny, lasts roughly two hours. This is probably because of the heavy nature of methane and the amount of space it requires for storage. This may explain the rapid nature of Skinny raids; they do not have time for protracted battles given their limited methane supplies.

Bones and cerebral matter have both been difficult to study as neither is sufficiently intact after Skinny putrefaction to promote analysis. In the case of a Skinny brain, decapitation and hydrogen freezing are required to preserve a useful sample, as the decomposing chemicals will work their way into the skull and liquefy it within minutes. Bones will also eventually decay if permitted, but this process takes long enough that even without external preservation they can be examined in detail.

The skeletal structure of a Skinny is intriguing in its basic yet elegant design. Every joint in the body of a Skinny is omni-jointed through the same uniquely shaped open socket and even their spinal columns are free moving to a certain extent, making them nearly impossible to immobilise. However the constriction of their own muscle mass, which is severely limiting and the thickness of their skin impair their ability to move many parts of their body in alternative directions.

Skinny bones are not built in layers by their bodies as with human skeletal systems. They are a form of permeable but insoluble organic calcium growth, strong yet uniform in composition. As a Skinny grows, it is theorised that they add density to their bones through a chemical rebuilding and transport process researchers have yet to fully comprehend. It is known that Skinny bones are not as resistant to injury as those of a human would be, though they are theoretically also easier and faster to heal.

The brain of a Skinny is as complex as their bones are simple. Four lobed, as opposed to the human two, and extremely well developed, its overall composition is still very much a mystery to SICON scientists. Through laboratory analysis, it has been determined that every Skinny dissected at the cerebral level shows no evidence of psychic capability. This thinking has so far been borne out by the fact that Skinnies have never been witnessed exerting any form of mental ability on the battlefield. The Skinnies' lack of psychic potential, however, makes this race no less worrisome to the Federation and they require continued investigation.

TECHNOLOGY

The primary material used by Skinnies in the construction of their devices and vehicles is a resilient and energy resistant polymer similar, yet far superior to bronze. This gives the race's vehicles, weapons and armour a distinctive look and an almost antique quality; this appearance belies the highly advanced nature of their technology. Skinnies seem to have mastered exotic energies, their storage and their efficient application. While much of the technological base of the Skinnies is not yet fully understood, the Federation has learned a certain amount from the devices and gear that remains on their corpses.

It should be remembered that all of this information represents what can be determined from captured items after a Skinny raid. This equipment and power technology may only be a small subset of the sophistication of the Skinnies as a whole. Raiders may carry the least advanced or the most advanced of their race's scientific developments. Consequently the actual level of technological development on Skinny-held worlds may vary widely.

The Skinnies rely exclusively on a standing energy wave pulse power cell for their devices. This cell stores a wave pulse of cascading energy, a form of radiation that increases its intensity and output while it is in magnetic containment. This energy can be tapped to 'bleed' its overcharge to power everything from their neural beamers to their starships. While SICON has experimented with using captured cells, the interfaces required are simply too complex to properly duplicate. Skinny power cells, like many common in the Federation, can be used as explosive devices, but they are useless to the Federation as dependable power sources at the current time.

Armour

Every encounter with the Skinnies in Federation space has been with their forces dressed in fully enclosed suits of power armour. These suits appear to serve the same purpose as those of the Mobile Infantry, providing physical protection and life support to the wearer. Captured suits of Skinny armour have led scientists to hypothesise that Skinnies are a methane breathing species, however, as encounters with the Skinnies have yet to take place on worlds with a methane-rich atmosphere, this theory has been impossible to categorically prove.

Skinny power suits seem to be centred around the same design principals as those of the Mobile Infantry, granting protection, as well as a number of other features, from a respirator to a heads up display similar to a trooper's snoopers and storage for additional weapons and suit power cells. Their suits also do not seem to come in any alternate forms; all known Skinny power suits are of the same design.

It appears that during battle the Skinnies are able to use basic commands transmitted through a system of interconnected neural relays located at the top of the spine. The inherent complexity of this race makes any real understanding of this technology a difficult and distant accomplishment for the Federation.

Weapons

It is suspected that Skinnies must have some form of lethal weaponry for use in their domestic disputes but every encounter to date with this race has involved incapacitation and capture methodology in their armaments. Their weapons are highly sophisticated and cannot yet be reproduced by SICON, though innovations have been made in comprehending their functionality. With each passing year since the first appearance of the Skinnies at the borders of Federation space, the United Citizens' Federation comes closer to taking a bold step forward in its technological understanding of them.

In the Shadow of the Bugs what role will the Skinnies play in the Galaxy's future?



Skinny weapons are an example of form over function, as they appear almost organic and their inner workings are enclosed in the same polymer as used in their armour. Often bulbous and unwieldy to humans, these devices use chemical ammunition or energy generation to deal damage. They fall into one of two common classifications – capture or incapacitation.

Capture weapons include the brutally effective constrictor, a weapon that generates a stream of viscous liquid chemically similar to cyanoacrylate at its target. Once hit with a constrictor stream, a victim is quickly bound by the tightening gelatinous mass until he is left helpless and can be easily collected by teams of Skinnies and abducted to endure an unknown fate. There is little defence against being struck by a constrictor and the level of strength offered by even power suits cannot allow a victim to tear his way free once the compound hardens and becomes virtually impervious to harm. Researchers theorise that the Skinnies must have a solvent they use to free victims eventually but no trace of such a chemical has been discovered among their captured gear, and success in manufacturing such a solvent by SICON scientists have so far been unsuccessful.

Incapacitation weapons force a target out of combat, often inducing a coma or vegetative state in their victims. Of all the incapacitation devices in the hands of the Skinnies, none is more effective than their neural beamers. An energy weapon with multiple settings, they are effective to a certain degree even on drivers of Marauder suits or the pilots of combat aircraft, however, the more matter a beam has to penetrate, the weaker its effect becomes. This makes power suits only partially effective in resisting its cerebral-affecting blast but cannot negate it completely. Neural beamers are most useful against unarmoured targets and at close range.

Skinnies have become aware of the Federation's determination to capture their technology to better understand the threat they pose. Since their first few raids into UCF territory, every weapon and suit of armour has been fitted with a detonation chip. While the initial discovery of these traps was costly, SICON has managed to determine an effective means of circumventing them and continues commandeering such equipment despite the Skinny security measures. Citizens and civilians are warned not to attempt collection of Skinny artefacts due to the danger of severe injury or death present in so many of these items.

Vehicles

Skinnies seem to prefer fast, manoeuvrable ships and vehicles over heavy armament or defensive plating. A typical Skinny conveyance consists of a gravitational generator of a size far smaller than SICON scientists are able to build. An oval or circular transport platform rests over this generator and takes advantage of its inverted field to hover and motivate. While not all Skinny vehicles are gravitic, all use the same form of motive power.

Weaponry mounted to a Skinny vehicle, even their spacecraft, tends to be minimal and limited to neural beamers only. There is no explanation for this, but it likely has to do with the reason Skinny raiders use only nonlethal tactics during combat. This also reduces the overall weight of a vehicle and thus improves its speed dramatically. Combined with the remarkable agility and co-ordination Skinnies have shown during military engagements, this race can make adroit use of light transport skiffs and smaller vehicles in battle without suffering the same vulnerability that SICON has struggled to overcome in its own deployment of vehicles into contested areas.

Starships

While Skinny starship capabilities are not truly understood, they do seem to have ships of similar designations to the SICON Fleet. Ships akin to the Federation's own dreadnoughts and corvette transports have been observed. On the rare instances when the Fleet has attempted to give chase to these vessels, Skinny ships have proven considerably faster and more manoeuvrable. No ship of Skinny design has yet been caught by Federation vessels.

One thing that is known about the ships used by Skinnies during raids is that the race seems to have a lot of them. Even a relatively small raid resulting in the capture of only a few dozen captives is handled by at least a troop transport with a pair of defending warships. During planetary observations, more than 100 vessels of varying size and strength have been documented. This large number of ships strongly suggests that the territory commanded by the Skinnies is quite large, though its exact dimensions are still purely theoretical.

Skinny starships are always made of the same bronze-like polymer used in the construction of raider armour and weapons. The known resiliency and strength of this material makes effectively damaging a Skinny vessel very difficult, something Skinnies seem to count on in combat. Escort warships fly directly into the path of incoming fire so often that Fleet deck officers have taken to calling them 'shield ships' instead.

This manoeuvre occasionally backfires on the Skinnies as even their superior plating cannot hold up under the massed fire of multiple ships. Skinny ships can take a remarkable beating, however, and more often than not a blocking warship can at least buy their transports time to flee.

A bizarre pattern of behaviour among the ships in the Skinny 'armada' has emerged during the encounters with the SICON Fleet. While the Skinny ships, especially their warships, have the same lethal capacity as their infantry counterparts, they have never used them to fire first – even when SICON ships close to attack. Skinny warships seem to prefer to be destroyed rather than be the first to open fire.

Planetary Defences

The number of sizeable defence satellites that orbit worlds currently identified as Skinny colonies is also responsible for the staying of SICON's hand. These orbital platforms seem to be completely automated and hold a number of atmospheric and space capable fighter craft. Without knowing the range or capability of these satellites, SICON has no desire to discover the answers by placing valuable Fleet ships in their line of fire.

These satellites also support the theories of SICON analysts who suggest that the Skinnies are capable of generating even larger weapons. It is assumed that these weapons must use some form of high energy pulse or beam to drive off attackers. While the current shielding of a given Federation starship is far too thick to allow the known forms of Skinny weapons penetration, even if scaled up to the size of one of these orbital guns, this may not always be the case.

Though SICON researchers do not know the true functionality of the Skinnies' orbital weapons, the wavelength of the neural energies used by these orbital weapons systems could be so powerful and so incredibly amplified as to punch straight through the hull plating of a capital ship. These guns, as with so much about the Skinnies, have yet to be captured and studied with any degree of reliability in the United Citizens' Federation.

TACTICS

From what little intelligence has been gathered regarding Skinny holdings, their standing military force is a volunteer organisation much like SICON itself. Each population cluster designate a number of its people to form a type of militia charged with defence of, or an attack on a nearby target. As most Skinnies seem eager to do their duty and participate in these endeavours, a large group of raiders can be gathered very quickly.

It does not appear as if the Skinnies place as much stock in a thorough training regimen for their troops. Militias are formed in a matter of days, issued basic equipment and divided into units. If a Skinny gets any military training, it is done in some way that cannot be determined by the best SICON scout probes or the most capable Special Services senser. This makes their skill at raiding and evading capture all the more impressive, as they seem to have an ingrained racial understanding of such tactics.

What the militias of the Skinnies lack in formal, or at least witnessed, training they make up for in technological support and tactical leadership. Certain Skinnies have a strong grasp of small unit tactical deployment; these gifted commanders can take a tiny force and effectively use it to raid a large installation or even a SICON military depot and escape with only minimal casualties while achieving their objectives.

The sound raiding tactics shown by the Skinnies and their remarkable technology have proven highly effective against several lightly defended UCF colonies. By moving swiftly, never remaining any longer than necessary and only taking enough time to stun and collect captives before withdrawing, the Skinnies have been predominantly successful in every known encounter with the Federation.

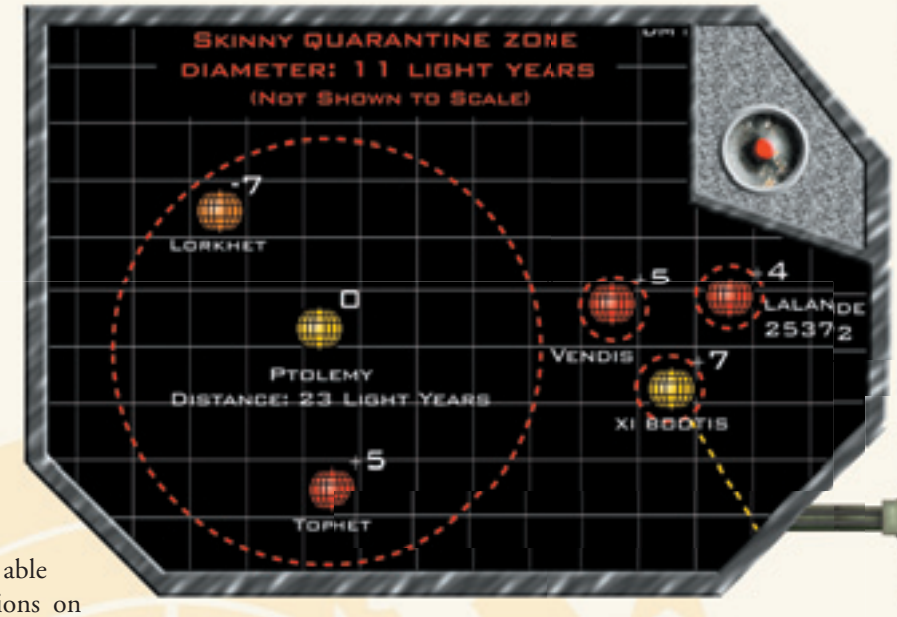
It is likely that the Skinnies have a well-developed economy or industrial base. Yet a civilisation with healthy commerce has not, historically, had any need to conduct raids against neighbouring cultures. As the Skinnies have merely raided Federation worlds and do not seem interested in entering long-term hostilities or waging war. This further compounds the mystery of the Skinnies.

That said, it is worth noting that the Skinnies have a great deal of skill at raiding and may not cease the activity. Federation behavioural scientists have deduced this possibility but cannot predict the likelihood of continuing Skinny hostility with any great accuracy. More in-depth studies regarding the culture and philosophy of the Skinnies are required.

POSSIBILITY OF EMPIRE

It is known that the Skinnies occupy more than one world and leading researchers within SICON believe their raiders may be the vanguard of a much larger civilisation – the defence force of a multiple-planet empire. This suspected territory might be quite sizeable and the possibility has forced the United Citizens' Federation to set up a quarantine

zone beyond the planets of Vendis, Lalande and Xi Bootis as a buffer. This quarantine zone is aimed at isolating the Skinnies and allowing SICON forces to focus on a finite area for potential retaliation.



As can be seen on the galactic map, two of the Skinnies' colonies have been located within the quarantine zone and there is little hope for the human colony on Ptolemy, which, despite being 23 light years from Vendis, still lies inside the Skinny Quarantine Zone. Out of contact now for more than a year, the three million or so lives on Ptolec, the system's only inhabitable world, are presumed lost to the Skinnies.

While Special Services sensers have been able to detect the locations of Skinny installations on minor worlds, more detailed psychic probes have proved inconclusive and more conventional methods of investigation have all been for naught. Captured Skinny technology has largely eluded comprehension and prisoners taken during battle rarely survive long in captivity. Incidents during combat lead SICON to suspect they can speak or at least understand Standard English but to date no member of the race has been willing to communicate.

With no way to find the homeworld of the Skinnies and no effective way to determine the capabilities of Skinny starships, the United Citizens' Federation has had little choice but to remain on the defensive where skirmishes against this hostile race are concerned. Unwilling to declare war on a largely unknown force of indeterminate size without a homeworld to act as a goal, SICON continues to wait.

What few transmissions have been intercepted and translated during Skinny raids have caused SICON to speculate as to the existence of both a hidden homeworld and a heavier form of trooper capable of withstanding much more punishment. These guardians have been dubbed Homeguard by the Mobile Infantry. Though nothing is known about these Homeguard, it is theorised that they would have heavier powered suits. If and when SICON locates the moves on the Skinnies' homeworld, the reality of these more heavily armoured troops may be entirely different.

In any case, Skinny Homeguard would likely resemble raiders in their armour styling and the weapons they carry. While some visible differences and heavier construction might occur, it is not likely that Homeguard equipment varies too much from the gear their race's raiders use in the field. Capture and confirmation of the Homeguard locations, capabilities and equipment are considered high priorities that must be accomplished before Operation: Clean Sweep can commence.

EQUIPMENT OF THE SKINNIES

In every instance, Skinny weapons and items are made from their unique polymer and always appear 'alien'; the Skinnies are not humans and their technology should not and does not bear any resemblance to that of humanity. Whenever there is a gauge, it is an odd shape and has indicators in a language no one in the Federation can comprehend. Dials and switches are replaced with small finger recesses that respond to pressure and conductive contact. Every raised surface has at least one light and likely sets of three or four. Handles are made to fit Skinny hands; humans may have an awkward time holding a Skinny weapon, much less firing one with any accuracy. All of these features combine in any given piece of Skinny equipment to make them very exotic and bizarre.

While SICON has had little success in duplicating or even understanding captured equipment, Skinnies do not seem to labour under the same limitation and many military innovations have been seen in their raiders since initial encounters with them.

Weapons & Equipment of the Skinnies

Belt Module: This collection of several pouches and compartments stores critical gear such as ammunition magazines, power cells and other small items. Belt modules can hold any one toolkit in addition to up to eight one pound or lighter objects. The key benefit to a belt module lies in

Standard Skinny Equipment

While this is just a supposition on the part of SICON, it uses information gained by the Mobile Infantry units that have actually encountered and defeated Skinnies in the field. The following equipment should be considered standard issue for any Skinny raider. While it is possible for a Skinny to carry other weapons or additional gear, the items on this list have been repeatedly found on Skinny corpses. The listed power suit and encounter helmet are *always* worn.

The following list details the equipment carried by every Skinny raider entering a combat zone. Skinny characters automatically gain this equipment at 1st level.

Skinny Armaments Table

Weapon	Type	Damage	Crit.	Range/Spaces	Burst	RoF	Mag.	Size	Weight
Powered Glove	Close	1d8[1]	20	—	—	—	—	Tiny	1 lb.
Light Neural Beamer	Pistol	1d8 + Daze[1]	—	60 ft./12	—	S	15	Small	2 lb.
Constrictor Rifle	Rifle	1d4 + Special[1]	20	60 ft./12	—	S	12	Large	6 lb.

[1] This weapon delivers nonlethal damage only.

Skinny Grenades Table

Weapon	Direct Hit/ Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range	Size	Weight
Grenade, Vertigo (2)	See pg. 228	—	—	30 ft.	—	40 ft.	Diminutive	1 lb.

Skinny Armour Table

Armour	Defence Bonus	Max. Dex	Speed	Weight
Raider Suits	+5	+6	30 ft.	60 lb.

Skinny Equipment Table

Item	Size	Weight
Belt Modules	Tiny	2 lb.
Steel Handcuffs	Diminutive	1 lb.

its accessibility. Getting an item from a belt module is a free action for any character with one level or more in the Skinny raider class. This can be done once a round; retrieving more than one item (or the tools needed to perform one skill check) in a round is a move action. Mounted with one, two or occasionally three lighted nodes of various colours, it is hypothesised by SICON experts that such modules may also serve as the Skinnies' equivalent of rank markers or commendations.

Boneshard Pistol: The origin of the tiny poisoned needles fired by these weapons is unknown, but a detailed analysis of a captured weapon found them to be made of a substance very similar to Skinny bones. It is believed that this ammunition is organically created and impregnated with the toxin they deliver during this process.

These weapons are extremely effective at both penetrating armour of any thickness short of vehicle plating and delivering their toxic payload into their victims. Boneshards, which dissolve on contact, force a target to make a Fortitude saving throw (DC 16). Failure causes spasms in the ocular organs of the body. This induces temporary *blindness* for 2d4 rounds, after which time the muscular disruptions stop and the victim can see again. Boneshard weapons are ineffective against any target with a damage reduction of seven or greater.

Boneshard Rifle: Generating considerably more force and thus bearing an improved ability to penetrate armour and flesh, these weapons are otherwise identical in concept and function to their pistol counterparts. A longer barrel and two additional conductor nodes provide the motive energy needed to fire boneshards over a greater distance with surprising accuracy and effectiveness. The munitions are the same size and thus their toxin is no more effective, but they can deal passable damage on their own. While these weapons could possibly be used to kill, Skinnies seem fully aware of this fact and never use more then two or three shards on any given target.

Constrictor Pistol: This smaller variant fuctions in exactly the same way as the constrictor rifle.

Constrictor Rifle: The most common weapon used by the Skinnies, these are also the most unique and effective for live capture as they both incapacitate and prepare a target for capture all in the same strike. Constrictors work by hurling a mass of cyanoacrylate-like chemical at a target. The subject of the attack must be Large size or smaller;

anything larger cannot be affected successfully and the mass simply dries to them ineffectually. If the target is valid, it gets an initial Reflex save (DC 19) to avoid the majority of the chemical stream and only suffers the normal 1d4 points of nonlethal impact damage. Unlike other Skinny weapons, this nonlethal damage does *not* ignore damage reduction.

A failed saving throw causes the mass to envelope the target and constrict. This pressure is painful but causes 1d4 nonlethal hit points of damage plus one point of nonlethal damage each round thereafter. It also renders the target *helpless* until he either breaks free or the constrictor mass is cut away from him by dealing 15 hit points of damage to the mass or by tearing through sheer strength; the latter deals damage equal to a character's Strength modifier.

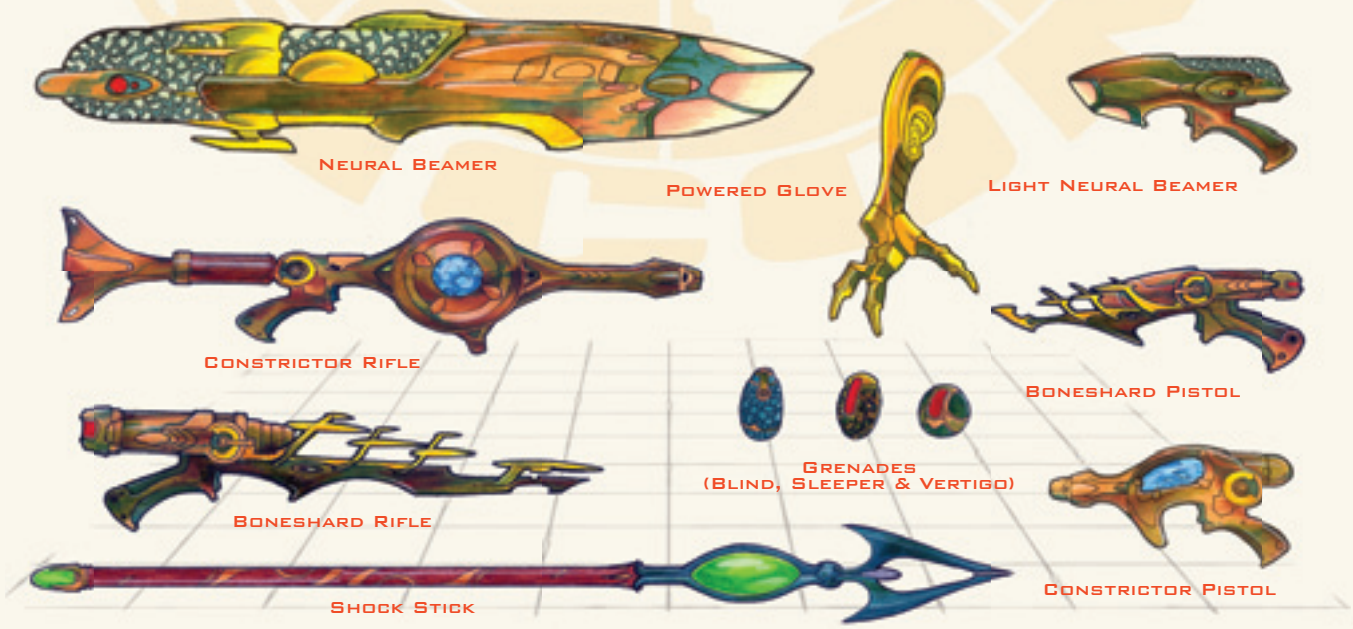
Breaking free requires a Strength check (DC 20). The check is allowed once each round starting with the round after immobilisation. If this checks fails, the victim takes one point of additional lethal damage. This damage is from internal straining or bone breakage and is not affected by damage reduction at all.

Once a victim is reduced to zero hit points, a constrictor mass causes one hit point of lethal damage each subsequent round and prevents the subject from stabilising. Even medical attention will not stabilise a target while a constrictor is still affecting him. The fluid expelled by a constrictor is not flammable or vulnerable to acid; only physical force or a special chemical solvent can affect it.

Grab Net: A weapon carried by Skinny leaders to occupy and hold attackers while others neutralise their potential danger with repeated neural blasts and boneshards. By themselves, grab nets are not terribly fearsome or effective. They have to be thrown, can only affect a single target of Medium size or smaller, and allow a Reflex saving throw (DC 15) to avoid entirely. If this save is failed, the internal charge of the grab net clings to its target and renders them immobile and *helpless* for five rounds minus one round per point of Strength or Dexterity modifier the target possesses. Only the higher of the two modifiers apply and this duration can actually be extended by a negative modifier.

Grenade: These small ovoid metal weapons are thrown weapons, though they do no damage on their own (other than as a tiny improvised weapon). Their purpose is to deliver a payload into a given area and detonate as an explosive/splash weapon. The common types of grenade used by the Skinnies are given here. It is assumed the Skinnies have other lethal forms of grenade, but these have yet to be seen on the battlefield.

Blind: These munitions have a 15 foot blast radius, extending for three squares around a target square in all directions. Blind grenades deliver a potent photon burst specifically tailored to shock the visual receptors of anyone in that area. The Reflex DC for a Blind is 18; success indicates they were able to shut their eyes and turn away from the blast of light. Failure leaves a victim suffering from *blindness* until he can seek out medical attention (Treat Injury check, DC 20. Healing the effects of a blind grenade takes ten minutes).
Sleeper: This grenade creates a dense smoke cloud that fills a 30 foot (six spaces) blast radius. This chemical cloud is impossible to see through with any form of vision. A sleep grenade puts to sleep any target within that area failing a



Fortitude save (DC 15) for one hour; victims cannot be awakened by any means other than physical pain (one hit point or more of lethal damage). The formulation of this sleep agent can even affect targets in environmental body gloves or power suits; these well protected targets must make the same save if and only if they remain in the cloud for three consecutive rounds or more. Skinnies are immune to the effects of sleep grenades.

Vertigo: An energy grenade built on the same principles as neural beamers, these generate a diffuse wave of psychic disruption with a burst radius of 30 feet (six squares). This blast's incredible speed denies any Reflex save to avoid its effects. Anyone caught in the vertigo wave suffers a –4 penalty to attack rolls and skill checks due to intense nausea and confusion for 2d4 rounds. There is no save against this effect for the first round, but victims can make a Concentration check as a free action every subsequent round to ignore the grenade's effect. The effects of vertigo grenades do not stack, but if a victim rolls a natural 1 on their Concentration check they become *nauseated* for the remainder of the vertigo grenade's duration.

Light Neural Beamer: An energy amplification and redirection weapon, the light neural beamer uses mental energy in an unknown process. The transfer coils at the end of the weapon collect these thought waves and project them into the minds of its wielder's targets. These weapons are amazingly accurate at short ranges but in their compact form as pistols they cannot sustain a beam for long. The feat Far Shot and any other form of range enhancement are ineffective in increasing their maximum range (twice its listed range in the Skinny Weapons table).

Anyone struck by a light neural beamer becomes *dazed* for as many rounds as half the nonlethal damage dealt by the weapon (rounded up). If a target is hit by a neural beamer while *dazed* by a previous beamer strike, it must make a Fortitude save (DC 10 + the damage done by the attack). Failure on this saving throw causes unconsciousness lasting four hours; this comatose state is very deep and nothing short of physical damage (one hit point or more of lethal damage) can awaken the target. Success on this saving throw avoids unconsciousness and reduces the damage done by this attack to only two points and an additional round of being *dazed*.

Neural Beamer: A much heavier version of the light neural beamer, this model has a number of enhancements, including a greater wavelength resulting in a longer range, a larger neural capacitor for more field time before recharging and the ability to overcome the smaller weapon's limitation on long range fire. A neural beamer can be fired (assuming a user has the Far Shot feat) up to three times its listed range, but no farther.

Neural beamers also have a wider energy ray and can somewhat affect targets they technically miss. If a wielder misses a target by five or less, it still deals a single point of nonlethal damage and dazes the target for one round. A near miss like this cannot force a *dazed* target to make a saving throw against unconsciousness, however. Neural beamers that daze an opponent can still force their targets to make a Fortitude saving throw if the target is subsequently struck by a direct hit from a neural weapon.

Powered Glove: A conductive metal glove capable of channelling the same form of energy generated by a neural beamer, this gauntlet-like weapon acts exactly like a blast from a light neural beamer upon any successful melee attack. This form of melee attack is not common for a Skinny but when they do, it can be quite devastating to living creatures unable to withstand the shock of their neurally-charged touch.

Skinny Weapons Table

Weapon[1]	Type	Damage	Crit.	Range/ Spaces	Burst	RoF	Mag.	Size	Weight
Grab Net	Close	Special	—	10 ft./2	—	—	—	Medium	1 lb.
Powered Glove	Close	1d8[1]	20	—	—	—	—	Tiny	1 lb.
Boneshard Pistol	Pistol	1 + Blind	19–20	30 ft./6	Y	S	20	Tiny	1 lb.
Constrictor Pistol	Pistol	1d2 + Special[2]	20	30 ft./6	—	—	6	Small	2 lb.
Light Neural Beamer	Pistol	1d8 + Daze[2]	—	60 ft./12	—	S	15	Small	2 lb.
Boneshard Rifle	Rifle	3 + Blind	19–20	80 ft./16	Y	S	60	Medium	4 lb.
Constrictor Rifle	Rifle	1d4 + Special[2]	20	60 ft./12	—	S	12	Large	6 lb.
Neural Beamer	Rifle	2d6 + Daze[2]	—	150 ft./30	—	—	30	Large	5.lb.

[1] All Skinny weapons listed here ignore damage reduction, though boneshard weapons can still be turned aside by a damage reduction of seven or higher. See the descriptions of those weapons for more information.

[2] These weapons deliver nonlethal damage only.

Skinny Grenades & Explosives Table

Weapon	Direct Hit/ Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range	Size	Weight
Grenade, Blind	See Text	—	—	15 ft.	18	40 ft.	Diminutive	1 lb.
Grenade, Sleeper	2d6 Con[1]	—	—	30 ft.	—	40 ft.	Diminutive	2 lb.
Grenade, Vertigo	See Text	—	—	30 ft.	—	40 ft.	Diminutive	1 lb.

[1] See the weapon description for more information about this temporary Constitution loss. This weapon cannot kill, even if Constitution is brought to zero or less.

Shock Stick: This electrokinetic prod is commonly found amoung Skinny raiding parties, ideal as it is for their capture and containment raids. Like the SICON equivilant, the Skinny shock stick is fully capable of frying targets with high amperages of electricity. Any target hit with a shock stick set to incapacitate must make a Fortitude saving throw (DC 10 plus the base damage done on 1d8 or 2d8 on a critical) or be struck *unconscious* and immobile for 3d10 rounds.

Because the tip of a shock stick is somewhat fragile, all of its damage is done by its electrical charge; Strength bonus damage cannot be applied without immediately breaking the electrical discharge head of the weapon thereafter. A broken or unpowered shock stick can be used as a staff in close combat; it does 1d6 damage, has a critical range of 20, and can be used as a 1d6/1d6 double weapon if the wielder has any of the Two-Weapon Fighting feats.

Skinny Armour

While SICON scientists cannot be certain, it appears that a Skinny powered suit incorporates into itself a number of useful functions and defences that are derived not from equipment but rather channels for the possibly latent psychic powers of its wearer. Because Skinnies on any planet but their own must wear these suits just to survive, SICON has never had the opportunity to study or capture live Skinnies out of their suits. Thus it is impossible at the present time to determine which of a Skinny's remarkable capabilities in combat are due to its own talents and which are derived from these exotic suits of powered armour.

What is known definitively about this form of elegant and antique-looking suits is that it is made of the same burnished bronze-like polymer with the strength of hardened composite steel with more than a 50% weight reduction over metal. Combat experience with the Skinnies has proven to the Mobile Infantry that the primitive appearance of these powered suits is extremely deceptive. With functionality as impressive as their own armours, Skinny raider suits are more than enough to make any battle with Skinnies a difficult affair.

The Benefits & Drawbacks of Skinny Suits

Skinny power suits grant a +2 bonus to both the wearer's Strength and Dexterity scores and a +1 bonus to the wearer's Initiative checks. Skinny suits also allows a wearer to engage in hand-to-hand combat without granting a free attack to his opponent. Skinny suits have a battery life span of eight hours, however, the methane supply carried by the suit lasts only two hours, allowing the wearer to survive for up to two hours in hostile environments such as space, underwater and so on.

Skinny powered suits add a +5 bonus to the wearer's Defence Value and provide a damage reduction of 3, reducing all melee and ranged attacks of any kind by three points. 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. Skinny armour also provides a +4 bonus to the wearer's Psychic Resistance Value, making it more difficult for psychic powers of any kind to be effective against him.

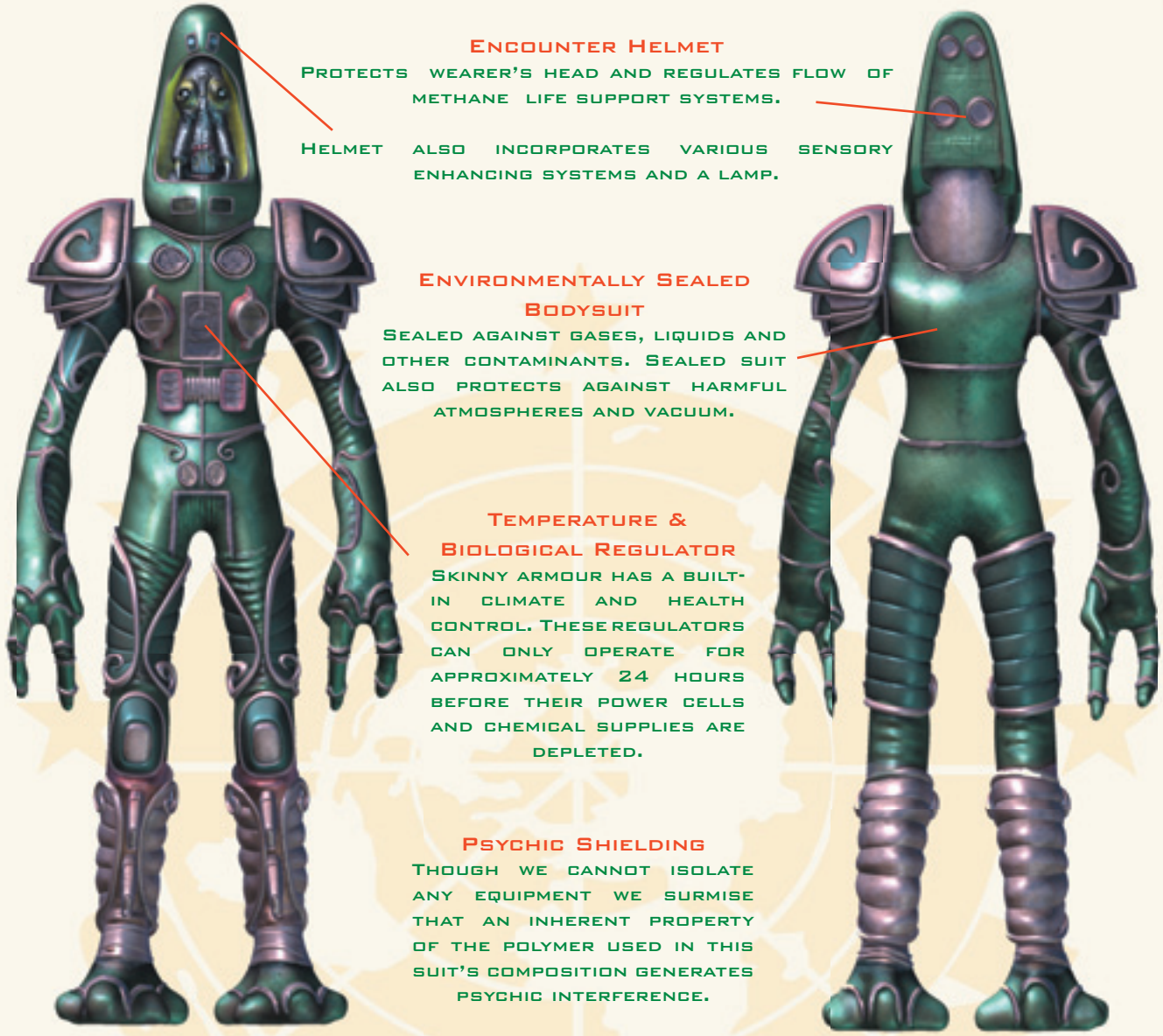
Powered suits causes wearers to suffer a –1 penalty Acrobatics and Stealth checks. Wearers without the Power Suit Proficiency feat only gains a +3 bonus to their Defence Value.

Integral Equipment

A suit of Skinny powered armour includes the following equipment items as built-in devices that cannot be mislaid or lost.

Encounter Helmet: A tough transparent compound dome with integrated life support gear that attaches directly to the built-in equipment mounted inside a raider's armour, these encounter helmets protect the wearer's heads and regulate the flow and mixture of the methane needed to survive. Skinny life support systems cannot operate without these helmets and also incorporate various visual and aural enhancing features allowing a Skinny to make out his surroundings despite any distractions and obstructions that may be present.

SICON ANALYSIS OF CAPTURED SKINNY POWERED SUIT #ALPHA 01028



Encounter Helmet

Protects wearer's head and regulates flow of methane life support systems.

Helmet also incorporates various sensory enhancing systems and a lamp.

Environmentally Sealed Bodysuit

Sealed against gases, liquids and other contaminants. Sealed suit also protects against harmful atmospheres and vacuum.

Temperature & Biological Regulator

Skinny armour has a built-in climate and health control. These regulators can only operate for approximately 24 hours before their power cells and chemical supplies are depleted.

Psychic Shielding

Though we cannot isolate any equipment we surmise that an inherent property of the polymer used in this suit's composition generates psychic interference.

Environmentally Sealed Bodysuit: There is no way for gases, liquids or other contaminants to get at a Skinny inside 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; they are the reason a Skinny can survive in deep submersion or in the void of space.

Helmet Light: A powerful lamp that sheds illumination in a 15 foot (three squares) path out to a distance of 120 feet (24 squares). It also possesses an ultraviolet mode for generating light that is only visible in the ultraviolet spectrum. Unlike the light mounted on the power suits used by SICON, Skinny helmet lights already have a usable secondary light that shines in a spectrum Arachnids cannot see. This would allow them to spotlight bugs from outside the insects' detection range, though there is no direct evidence that the Skinnies have even had contact with Arachnids, much less have a reason to combat them more effectively.

Jump Jets: Jump jets are situated in both a Skinny's boots and his suit's as a collapsing backpack unit. Using jump jets, Skinnies can jump over a limited area and reach elevations of up to 200 feet. Jump jets use fuel and can only carry a Skinny for 1,000 feet (200 spaces) before needing to be recharged. This allotted distance can be spent in any increment up to 90 feet per round, such as 20 jumps of 50 feet or whatever a Skinny needs during a mission. Jump jets do not allow a Skinny to hover or fly, they simply enhance the Skinny's jumps. If a Skinny is hit mid-jump the suit allows the Skinny to land safely, thus not taking further damage from falling. A Skinny in mid-jump is classed as flat-footed when determining an opponents attack roll.

Psychic Shielding: Though SICON scientists cannot isolate this equipment it is believed to be an inherent property of the polymer used in the suits composition, it is proposed that Skinny armour generates a psychic interference directly tuned to blanket out the wearer's presence from clairsentience powers of all kinds. This defence does not affect other kinds of psychic abilities, although it may be the reason for a Skinny raider's general resistance to all types of mental attack.

Temperature and Biological Regulator: Skinny armour has a built-in climate and health control that handles many basic jobs, including the innocuous one of making certain that exhaled gases do not condense on the viewing surface of an encounter helmet. Temperature regulators can only operate for 24 hours before their power cells and chemical supplies are depleted but while they are active, a Skinny 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.

Skinny Armour Table

Armour	Defence Bonus	DR	Max. Dex	Speed	Weight
Raider Suits	+5	3	+6	30 ft.	60 lb.

PLAYING SKINNIES

Unfortunately for the Federation, the only contact that has been made with the Skinnies – a race with intriguing technology and great potential as allies – has been as the victim of their vicious raids and unwarranted attacks on UCF colonies on outlying worlds. With their depredations occurring so far from Earth and the bulk of the SICON Fleet, mounting an effective defence against the race has been very difficult. It is only because of good planning and solid military doctrine that the Mobile Infantry has been able to limit Skinny activity and prevent far greater losses during their lightning raids.

Skinnies can be part of an ongoing *Starship Troopers* campaign in any number of ways. The most obvious is of course as antagonists in combat situations. These raid encounters can be very effective action scenarios. Mobile Infantry units can be sent to outer colony worlds in a defensive role or assigned to deep strike missions against Skinnies on their own settlements and military bases. In either case, the Games Master will need some details on how to build and utilise Skinnies during play.

While other supplements will detail Skinnies in greater deal more, this rulebook provides enough information to generate Skinny raiders (the most likely form of Skinny soldier a group is likely to face during a typical session). Basic tactics and battle information is also given so that players can have a detailed encounter against these mysterious and effective enemies of the Federation.

If a Games Master wishes to run a variant campaign, as described in the Games Mastering chapter, Skinnies can be made available as Player Characters. In such an instance, all basic rules for character generation apply and the civilian class (with necessary changes to match an alien culture) can be used to flesh out Skinny Non-Player Characters under the control of the Games Master as well as the players themselves. A Skinny campaign or even a campaign including Skinnies in a group of Mobile Infantry troopers or Fleet officers, can be an interesting take on the *Starship Troopers* mythos. Newcomers to this setting should probably save such advanced play until they are comfortable with the standard ideas and themes of *Starship Troopers*.

Skinny characters have some racial traits that are not dependent on their character class. All Skinnies, regardless of level or class, have the following adjustments that are applied before they take their first level in any chosen vocation.

- +2 Dexterity, +2 Intelligence. Skinnies are graceful and quick-witted, surpassing the normal averages for both abilities in other races – especially humans.
- –2 Strength, –2 Constitution. Their lighter body mass and lack of muscular development is responsible for the speed and agility of a Skinny but also reduces their pure physical power and endurance. On the whole, Skinnies are weaker and more fragile than humans.
- All Skinnies have low-light vision.
- Though very rarely used given a Skinny's vast preference for ranged combat, they can use the vestigial claw on the back of their palms in the manner of their primitive ancestors as a natural weapon. If they do so, they no longer offer a free attack to opponents because they are technically 'armed'.
- All Skinnies have a special form of non-verbal communication, nicknamed 'Skinny Comm' by SICON. Though Skinnies can only use this to communicate with others of their own race, this ability does allow a Skinny to talk silently and through any form of obstruction to any Skinny within 60 feet. This form of communication requires a common language.

Skinnies are also Alien Humanoids, a creature type with its own special features and considerations. These traits can be used to generate 'unclassed' Skinnies should a scenario call for non-combatants or Skinnies that would not logically have any advancement at all in a class. This treats Skinnies

other than warriors as creatures rather than characters but this may be appropriate for some campaign types.

The Alien Humanoid Type

An Alien Humanoid usually has two arms, two legs and one head, or a humanlike torso, arms and a head. Alien humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They can be of any size. Alien humanoids with one Hit Die exchange the features of their Alien Humanoid Hit Die for the class features of a character class.

Alien humanoids with more than one Hit Die are the only Alien Humanoids who make use of the features of the Alien Humanoid type.

Features: An Alien Humanoid has the following features (unless noted otherwise in a creature's entry).

- Constitution score equals starting hit points.
- Base attack bonus equal to ¾ total Hit Dice.
- Fortitude, Reflex and Will saves as those of the Mobile Infantry trooper.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the Alien Humanoid's first Hit Die.

Traits: An Alien Humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Proficient with all natural, simple weapons or by character class.
- Proficient with whatever type of armour the Alien Humanoid is described as wearing or by character class. If an Alien Humanoid does not have a class and wears armour, it is proficient with that type of armour but no other types. Alien humanoids not indicated as wearing armour are not proficient with armour.
- Alien humanoids eat, sleep and breathe.

SKINNY RAIDER

For the sake of convenience during play, the Skinny raider character class is given here. This is a ten level class and should be sufficient to generate challenging encounters with ease. The basic abilities of a Skinny raider and other character traits can be generated just as a Player Character would be, but if time is an issue or that level of complexity is not desired a standard Skinny template can be used. Three are presented after the raider character class, though Games Masters are encouraged to create more as their needs require.

Game Rule Information

Skinny raiders have the following game statistics.

Abilities

Skinnies are cerebral creatures and even their fast attack forces are more mentally developed than they are physically. This does not mean that they necessarily have low Strength and Constitution scores, but they do have higher mental abilities on average. For raiders, Dexterity and Intelligence are key statistics to their survival and success on the fast paced battlefields they choose to enter. Because these two statistics are the Skinny race's strong points, Skinny raiders tend to be some of the best and brightest on their kind.

Hit Points

Skinny raiders start the game with a number of hit points equal to their Constitution score. They gain one hit point per level thereafter.

Action Points

Skinny raiders (like all characters) gain a number of Action Points equal to one-half their Charisma score, rounded down, at 1st level. A new point is gained at every even numbered character level as described in the Basic Training chapter.

Class Skills

The Skinny raider's class skills, and the key ability for each skill, are as follows: Acrobatics (Dex), Computer Use (Int), Drive (Dex), Escape Artist (Dex), Knowledge (tactics) (Int), Perception (Wis), Stealth (Dex), Technical (Int, any one) and Treat Injury (Wis).

Skill Points at 1st Level: (4 + Int modifier) x 4
Skill Points at Each Additional Level: 4 + Int modifier

Class Features

The following are class features of the Skinny raider.

Raider Training: In addition to the two feats all characters get at 1st level, a Skinny raider begins play with the Advanced Firearm Proficiency, Beat Feet and Power Suit Proficiency feats.

All Skinnies speak their own language plus any one other language of their choice from the languages of the Federation listed in the Feats chapter.

Ranged Prowess (Unique): Skinnies are experts at ranged weaponry, a quality that may exist in their entire race. If any ranged weapon, even a form it has never seen before and

received no training in using, is wielded by a Skinny raider, he suffers only a –1 penalty assuming he does not already have the feat it requires to use. Skinny raiders also ignore the –4 penalty usually associated with firing a weapon at long ranges. If a Skinny is capable of firing a weapon at more than long range, the –4 penalty begins at extreme range instead.

Fleet Footed: The battle tactics of Skinnies during a raid are remarkably similar to a rocket blitzkrieg carried out by the Mobile Infantry, save that as little damage as possible is dealt during the raider's first pass through a given combat zone. Instead, raiders working in teams attempting to subdue all life in the area during a single sweep before returning to capture individuals and leave as quickly as they came. While the purpose for these abductions is a mystery to the Federation, the speed at which they occur is well known.

A raider's base movement is increased to that shown in parenthesis after this class feature. This speed does not stack, higher values supersede previous ones. Even though raider armour only has a maximum base speed of 30 feet listed, this ability goes beyond that limitation and allows Skinny raiders to surpass that limitation. Skinny armour may impede others trying to wear it, but true raiders work in harmony with their powered suits.



Skinny Raider T'chk

Chosen Role: A close observation of raiding teams in action shows a distinct hierarchy. There are spotters, gunners and leaders. Each of these teams, which tend to be groups of four Skinnies working closely together, can coexist perfectly with any number of others, making a large raiding party extremely efficient. Once novice raiders get a few battles worth of experience, they are given a role to perform. At 2nd level, a Skinny raider must choose a single position from the following:

Spotter: Spotters are lightly armed, carrying a pair of constrictor pistols instead of a constrictor rifle, move very quickly and seem to be responsible for somehow 'marking' targets for the rest of their team to deal with on the first lightning pass through an area. Spotters gain a +2 bonus to all Perception checks and may apply the same bonus to their Defence Values while moving at three times their base speed or faster.

Gunner: The heavy hitters of a raiding team, most of which have two gunners in addition to a spotter and a leader. Gunners are even more effective with their weapons than other Skinnies and can hit moving or well-defended targets with great precision even while on the move. Gunners may move 30 feet in addition to making a full-attack action each round, but doing so causes them to suffer a –2 penalty on each attack. Only ranged attacks can be used with this ability and only from a single weapon held in both hands.

Leader: The central points of all raiding teams, these Skinnies are not armed any differently from gunners and have no visible distinction in their armour. No differentiation is apparently needed, however, as raiding groups always seem to know both where a Skinny leader is and what his intentions are instantly. This amazingly efficient command style is a complete mystery to SICON but it is undeniably effective. As long as a Skinny leader is visible to his teammates, he and his group (no more than three other Skinnies) gain a +2 bonus to their Initiative scores. This stacks with other Initiative enhancements and only one leader bonus can be applied to a given Skinny at a time.

Bonus Feats: At 3rd and every third level thereafter, the Skinny raider gains a bonus feat. This feat must be selected from the following list, and the raider must always meet any prerequisites.

Skinny Raider

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1st	+1	+0	+2	+1	Raider Training, Ranged Prowess, Fleet Footed (35 ft.)	+1	+0
2nd	+2	+0	+3	+2	Chosen Role	+2	+0
3rd	+3	+1	+3	+2	Bonus Feat	+2	+1
4th	+4	+1	+4	+2	Fleet Footed (40 ft.)	+3	+1
5th	+5	+1	+4	+3	Quick Capture	+3	+1
6th	+6/+1	+2	+5	+3	Bonus Feat	+3	+2
7th	+7/+2	+2	+5	+4	Fleet Footed (45 ft.)	+4	+2
8th	+8/+3	+2	+6	+4	Hit and Fade	+4	+2
9th	+9/+4	+3	+6	+4	Bonus Feat	+5	+3
10th	+10/+5	+3	+7	+5	Master Raider	+5	+3

Alertness, Alien Technology Proficiency, Block, Brawl, Burst Fire, Dead Aim, Dodge, Double Tap, Far Shot, Heroic Surge, Improved Brawl, Improved Initiative, Improved Two-Weapon Fighting, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Shoot on the Run, Strafe, Streetfighting, Surface Vehicle Operation, Two-Weapon Fighting, Vehicle Expert, Weapon Focus.

Quick Capture: Long experience has taught a Skinny raider of 5th level that the only thing that matters in a perfect raid is speed and success. Since the point of a Skinny raid always seems to be about live capture of their opponents, getting in fast is vital but getting back out again quickly is invaluable. Through special techniques and specialised power assistance built into their armour, a Skinny wearing raider power armour does not have to count the weight of any Medium size or smaller creature when determining encumbrance and how fast they can move.

Hit and Fade: Skinnies rely as much on stealth as they do on speed. The logic of an enemy not being able to hit what it cannot find is apparently an important part of Skinny battle philosophy. Truly experienced raider teams will both approach and leave a target area using cover and darkness to conceal themselves. Raiders can use the Stealth skill while moving at their full base speed with no penalty at all. If a Skinny raider is moving at half his base speed instead, it gains a +2 bonus to all Stealth skill checks.

Master Raider: Mastery of the many techniques used by Skinny raiders brings with it great rewards in skill and ability. Master raiders have their Fleet Footed feature increased to 50 feet as a base speed of ground travel, making them some of the fastest creatures known to Military Intelligence. Master raiders are also very adept at using their special weapons effectively. Any Skinny weapon that offers a saving throw of any kind has its save DCs increased by two to make resisting its effects more difficult.

A Collection of Skinnies

Skinny 1st Level Civilian

Medium Alien Humanoid
Hit Points: 8 hp
Initiative: +3
Speed: 30 ft. (6 squares)
Defence: 13 (+3 Dex)
Base Attack/Grapple: +0/+1
Attack: Claw +1 melee (1d4+1)
Full Attack: Two Claws +1 melee (1d4+1)
Space/Reach: 5 ft. (1 x 1 square)/5 ft. (1 square)
Special Attacks: —
Special Qualities: Background (blue collar), Darkvison 60 ft., Expertise (Drive), Low-Light Vision, Skinny Comm
Saves: Fort +2, Ref +4, Will +2
Abilities: Str 13, Dex 16, Con 8, Int 11, Wis 12, Cha 11
Skills: Drive +7, Handle Animal +7, Intimidate +4, Knowledge (any two) +4 each, Ride +7, Technical (any two) +7
Feats: Beat Feet, Skill Focus (Handle Animal), Skill Focus (Technical (any one))

Skinny 1st Level Raider

Medium Alien Humanoid
Hit Points: 14 hp
Initiative: +3
Speed: 35 ft. (7 squares)
Defence: 19 (+3 Dex, +1 class, +5 armour)
Base Attack/Grapple: +1/+0
Attack: Claw +2 melee (1d4+1) or neural beamer rifle +4 ranged (2d6 + Daze)
Full Attack: Claw +2 melee (1d4+1) or neural beamer rifle +4 ranged (2d6 + Daze)
Space/Reach: 5 ft. (1 x 1 square)/5 ft. (1 square)
Special Attacks: —

Special Qualities: Darkvison 60 ft., Fleet-Footed, Low-Light Vision, Skinny Comm, Raider Training, Ranged Prowess
Saves: Fort +0, Ref +5, Will +1
Abilities: Str 9, Dex 17, Con 14, Int 16, Wis 11, Cha 12
Skills: Acrobatics +7, Computer Use +7, Escape Artist +7, Knowledge (tactics) +7, Perception +4, Stealth +7, Treat Injury +7
Feats: Alertness, Improved Initiative

Skinny 2nd Level Raider (Gunner)

Medium Alien Humanoid
Hit Points: 15 hp
Initiative: +3
Speed: 35 ft. (7 squares)
Defence: 19 (+3 Dex, +1 class, +5 armour)
Base Attack/Grapple: +2/+1
Attack: Claw +2 melee (1d4+1) or neural beamer +5 ranged (2d6 + daze)
Full Attack: Claw +2 melee (1d4+1) or neural beamer +5 ranged (2d6 + daze)
Space/Reach: 5 ft. (1 x 1 square)/5 ft. (1 square)
Special Attacks: —
Special Qualities: Chosen Role (gunner), Darkvison 60 ft., Fleet Footed, Low-Light Vision, Skinny Comm, Raider Training, Ranged Prowess
Saves: Fort +2, Ref +6, Will +1
Abilities: Str 10, Dex 16, Con 14, Int 14, Wis 11, Cha 12
Skills: Acrobatics +7, Computer Use +7, Escape Artist +7, Knowledge (tactics) +7, Perception +7, Stealth +7, Treat Injury +7
Feats: Improved Initiative, Weapon Focus (neural beamer)

Skinny 2nd Level Raider (Leader)

Medium Alien Humanoid
Hit Points: 13 hp
Initiative: +3
Speed: 35 ft. (7 squares)
Defence: 19 (+3 Dex, +1 class, +5 armour)
Base Attack/Grapple: +1/+0
Attack: Claw +2 melee (1d4+1) or neural beamer +5 ranged (2d6 + daze)
Full Attack: Claw +2 melee (1d4+1) or neural beamer +5 ranged (2d6 + daze)
Space/Reach: 5 ft. (1 x 1 square)/5 ft. (1 square)
Special Attacks: —
Special Qualities: Chosen Role (leader), Darkvison 60 ft., Fleet Footed, Low-Light Vision, Skinny Comm, Raider Training, Ranged Prowess
Saves: Fort +1, Ref +6, Will +4
Abilities: Str 9, Dex 16, Con 12, Int 14, Wis 14, Cha 15
Skills: Acrobatics +5, Computer Use +5, Escape Artist +7, Knowledge (alien cultures) +6, Knowledge (tactics) +6, Perception +2, Stealth +5
Feats: Combat Expertise, Improved Initiative

Skinny 2nd Level Raider (Spotter)

Medium Alien Humanoid
Hit Points: 11 hp
Initiative: +3
Speed: 35 ft. (7 squares)
Defence: 19 (+3 Dex, +1 class, +5 armour)
Base Attack/Grapple: +2/+1
Attack: Claw +2 melee (1d4+1) or light neural beamer +5 ranged (1d8 + daze)
Full Attack: Claw +2 melee (1d4+1) or light neural beamer +5 ranged (1d8 + daze)
Space/Reach: 5 ft. (1 x 1 square)/5 ft. (1 square)
Special Attacks: —
Special Qualities: Chosen Role (spotter), Darkvison 60 ft., Fleet Footed, Low-Light Vision, Skinny Comm, Raider Training, Ranged Prowess
Saves: Fort +0, Ref +6, Will +2
Abilities: Str 9, Dex 17, Con 10, Int 16, Wis 11, Cha 12
Skills: Acrobatics +8, Computer Use +8, Escape Artist +8, Knowledge (tactics) +8, Perception +8, Stealth +8, Treat Injury +8
Feats: Alertness, Improved Initiative



A Skinny Raider

THE GALAXY

There are many challenges ahead of every recruit entering boot camp and cadet joining the Academy, yet even more await them once they leave the relative safety of these institutions. Whether they climb the chain of command or languish in the lower ranks is entire up to the individual in question. Officers guide their men to defend the galaxy, a vital and honourable position for those worthy and insightful enough to fill it. Most of them will leave SICON training facilities through the back door and return to civilian life; for a rare few, citizenship awaits.

However, how can anyone defend a galaxy if they have no concept of what that galaxy truly is? A trooper given an order to commandeer a transport and get his squad to Turais must first know what constellation Turais was in. Of course, the trooper in question could rely on the officers of the Fleet to get him there, and indeed they should. However, with the knowledge that Turais was in the constellation Carina, also known as the Heel, and is in an area of space believed to be controlled by the Skinnies, the trooper would be able to prepare his men for the possibility of an encounter with these aliens. Information is both weapon and shield; a good trooper will never forget that.

With that in mind, a trooper will examine each world under the protection of the United Citizens' Federation in exacting detail, eventually growing to know the planets of the UCF as if he had grown up on them. A trooper will know their installations, military bases, cultural traits, population numbers and standard defences, granting him an understanding equal to that of a Fleet helmsman.

THE CURRENT STATE OF THE GALAXY

It has been Federation doctrine that the galaxy in and around human space has been peaceful for hundreds if not thousands of years. Recent events, such as the resurgence of the Arachnids on Pluto and the recent attacks by Skinnies against border worlds, have made that claim impossible to uphold. Instead, the Federation is now working hand-in-hand with SICON to ensure that this obvious state of violence is curbed throughout human space to ensure public safety.

'The width of Federation space is immense. Even with the Cherenkov drive, it can take more than a week just to get from one side to the other, assuming you have a ship big enough to make the journey without needing repairs or refuelling. That's what I love about the Fleet. Here, we get to walk among the stars like gods.'

– Wg. Cdr. Anna Swann

'We all know where we stand. The galaxy belongs to the Fleet. We just die in it.'

– L. Cpl. Vivica 'Viper' Mardeux

While FedNet broadcasts are sanitised by the government, news that attacks by the Skinnies have actually taken a serious toll on border populations has still managed to reach the public. The following galactic synopsis is considered classified information requiring a SICON security rating of Alpha-2 or higher to read and sharing such information with anyone outside of SICON is punishable under paragraph 11.E of the Military Code of Justice.

SICON Galactic Overview

The galaxy is vast, so vast that, even with all the exploration undertaken by the Federation during its incredible longevity,less than 5% of it has been explored or even adequately observed. There is little doubt that there are other wonders and other races simply waiting to be discovered.

The Milky Way

The galaxy consists of about 200 billion stars, with the Terran sun, Sol, being a fairly typical specimen. It is a fairly large spiral galaxy and it has three main components – a disk, in which the Sol system resides, a central bulge at the core, and an all-encompassing halo. These components are of varying ages, but the determining factor for any galaxy's age is the composite age of its halo stars. In the Milky Way, halo stars have a rough age estimate of 12 billion years. This, compared with other galaxies, renders the Milky Way a mature adult galaxy, nearly twice the age of nearby Andromeda (four to six billion years) but not nearly as old as Maelstrom (a galaxy with an amazing age of more than 90 billion years).

Disk

The disk of the Milky Way has four spiral arms and it is approximately 30 kiloparsecs wide and one kiloparsec thick. It is made up predominantly of Population I stars which tend to be blue and are reasonably young, spanning an age range between a million and ten billion years old.

Bulge

The bulge, at the centre of the galaxy, is a flattened spheroid ten kiloparsecs wide and two and a half kiloparsecs thick. This is a high-density region where Population II stars predominate – stars which tend toward red and are very old, about ten billion yearsor more in age.

Halo

The halo, which is a diffuse spherical region, surrounds the disk. It has a low density of old stars mainly in globular clusters (these consist of between 10,000 and 1,000,000 stars). The halo is believed to be composed mainly of dark matter, which may extend well beyond the edge of the Milky Way's disk.

A note on the abbreviation *kpc:* This acronym stands for kiloparsec or 1,000 parsecs. A parsec is a distance used in interstellar travel; it equals 3.262 light years. To give a full understanding of just how far a single kiloparsec really is, consider the following: ***1 kpc = 3.08568025 × 1019 meters.*** By this equation and the fact that a light year is 9,460,730,472,580,800 metres long, one can calculate in metres the width of the galaxy. (3.262 x 9,460,730,472,580,800 = 30,860,902,801,558,569.6 metres in a kiloparsec. This distance multiplied by 30 = 925,827,084,046,757,088 metres, the width in metres of the Milky Way. Just for sake of reference, 8.6 kpc is the distance from Earth to the centre of the Milky Way.

How can the ships of the Fleet travel such incredible distances?

The short answer is that SICON cannot. Even the incredible star spanning power of the Cherenkov drive cannot move a ship over that great a distance. The fastest vessels of the Fleet, with the most modern and efficient Cherenkov drives ever made, still cannot break what has been dubbed as the 'Four Parsec Barrier'. A full burn-day, 20 hours of active Cherenkov drive use with four hours spent in power cycling and diagnostics, can take a starship nearly a full four parsecs through space, though this rate can be reduced considerably if the flight path travels through the gravity wells of celestial objects.

In order to maintain this rate of speed, a starship requires the use of hydrogen fuel. While this is stored in large tanks that run along the armoured underside of most vessels, a vessel's primary means of fuelling itself for any transit is the atomic scoop mounted to all ships expected to make voyages between stars (as opposed to intersystem ships that never leave the orbital rings of a given star). This induction device collects hydrogen – present throughout space – and funnels it into the ship's stores.

This method would seem to be even more efficient when trying to reach the centre of the galaxy or explore worlds within the bulge, but another issue complicates that idea. The closer a vessel gets to the bulge or core of a galaxy, the greater the gravitational interference it experiences. This ratio of fuel and thrust to gravimetric disruption literally stops a ship completely at a distance around 3.5 kpc from the centre of the galaxy. The converse is also true; as trace gases become rarer at the edges of a galaxy's halo, a Cherenkov drive is quickly depleted of fuel.

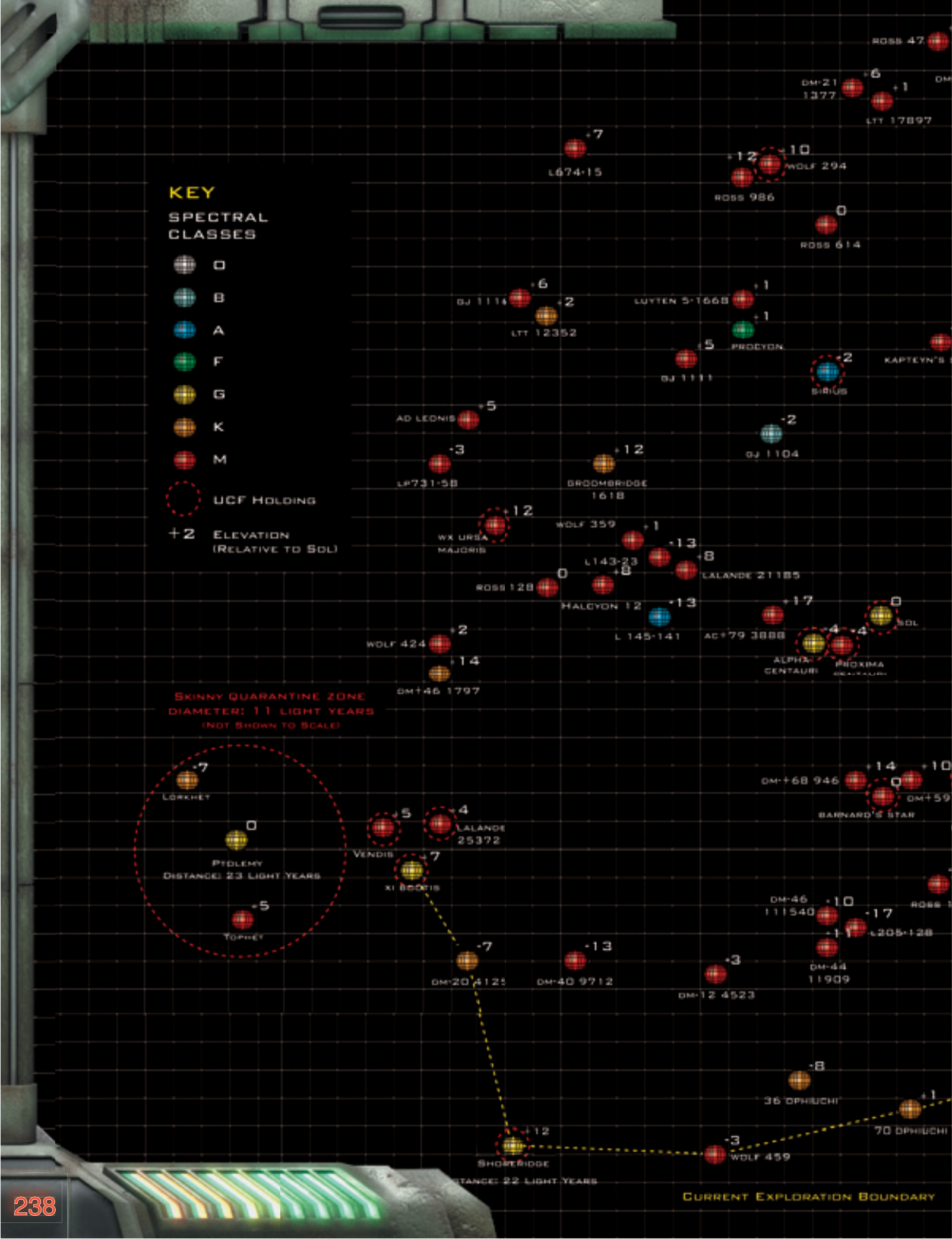
Many of these halo issues are being dealt with in the form of fuelling stations being built throughout expanding Federation space. This is very labour intensive and explains the slow progress of humanity's exploration of distant worlds. First a ship has to fling itself to the edges of its fuel reserves. Then it has to establish a fuel outpost and remain with it until it generates enough fuel for a return trip. SICON also has to ensure its protection, so a warship and transports have to bring supplies for the defence of the new fuel station. Only then is it capable of being used as a link in the ever-widening chains of mankind's space exploration.

As one might imagine, this takes a great deal of time. At less than four parsecs a day, even a nearby star like Alpha Centauri takes more than 30 hours to reach. This is a vast improvement over previous methods of transportation, but even if the fuel problems of a Cherenkov drive were fixed, it would still take roughly two years to reach the centre of the galaxy. This time frame does not factor in the gravity wall effect that would occur just ove five kiloparsecs into the journey.

Files and further information on Cherenkov rates of decay in momentum and its correlation to gravitational forces, its ability to almost completely circumvent the mass increase shift of rapid physical movement, its fuel requirements and their rise as the ship increases in speed are all classified. The files on the Cherenkov drive system discussing theoretical reasons for the 'Four Parsec Barrier', relativistic proofs that the barrier has the potential to be broken and engineering documentation proving just as quantifiably why it cannot are all readily available at and Federal library or via FedNet.

To Span the Galaxy

Though the harsh reality of SICON's Fleet capabilities is that its current technology cannot open the full length and breadth of the universe up to the Federation, there is still a great deal left to discover about the planets and stars they can reach right now. In general, Federation space has kept within a six parsec distance in all directions, though its rimward border is considerably shorter at less than 11


KEY
SPECTRAL CLASSES
O
B
A
F
G
K
M
UCF Holding
+2 Elevation (Relative to Sol)
Skinny Quarantine Zone
Diameter: 11 light years
(Not shown to scale)
Ross 47
DM-21 1377
+6
+1
LTT 17897
+7
L674-15
+12
+10
Wolf 294
Ross 986
0
Ross 614
+6
GJ 1114
+2
LTT 12352
Luyten 5-1668
+1
+1
Procyon
+5
GJ 1111
+2
Sirius
Kapteyn's
+5
AD Leonis
-2
GJ 1104
-3
LP731-58
+12
Groombridge 1618
+12
Wx Ursa Majoris
Wolf 359
+1
-13
+8
L143-23
Lalande 21185
0
+8
Ross 128
Halcyon 12
-13
+17
0
Sol
L 145-141
AC+79 3888
-4
-4
Alpha Centauri
Proxima Centauri
+2
Wolf 424
+14
DM+46 1797
-7
Lorrhey
0
Ptolemy
Distance: 23 light years
+5
Topher
+5
+4
Lalande 25372
Vendis
+7
Xi Boötis
+14
+10
DM+68 946
0
DM+59
Barnard's Star
DM-46 11540
+10
-17
-11
L205-128
DM-44 11909
-7
DM-20 4125
-13
DM-40 9712
+3
DM-12 4523
-8
36 Ophiuchi
+1
70 Ophiuchi
+12
Shoreridge
-3
Wolf 459
Distance: 22 light years
Current Exploration Boundary


LP 656-38
OMICRON 2 ERIDANI
82 ERIDANI
EPSILON ERIDANI
LTT 1702
L 1159-16
TAU CETI
RHO ERIDANI
UV CETI
LUYTEN 725-32
ETA CASSIOPEI
VAN MAANAN'S STAR
GROOMBRIDGE 34
CINCINNATI
G 158-27
GJ 1002
L 722-22
BETA HYDRI
ROSS 248
DM+14274
LACAILLE 9352
KRUGER 60
EPSILON INDI
EV LACERTAE
LUYTEN 789-6
ROSS 780
SIGMA DRACONIS
FOMALHAUT
VEGA MAJORA
DISTANCE 32 LIGHT YEARS
DELTA PAVONIS
61 CYGNI
LACAILLE 8760
DM-49 13515
G 208-44
MGP 9200
DM-45 13677
L347-14
ALTAIR
COREWARD TO GALACTIC CENTRE
VB10
CO+4 4048

parsecs. In astronomical terms of direction, rimward is the direction of the edge of the galaxy. Coreward it the opposite direction towards the core of the galaxy, spinward is towards the direction of the galaxy's revolution and anti-spinward is against the gravitic flow in the other direction.

There are a number of worlds right within the ten light year barrier that have served the Federation well for centuries. While the initial problems that drove colonisation of the stars during the time of the Federal Stellar Authority have all eased, there is still a drive to expand the domain of the UCF as far as it can safely go. The key word here is 'safely'. As the galaxy is proving itself more hostile of late, the push for expansion may quickly become a call to arms and a tightening of colony efforts as SICON is forced to make difficult choices about which worlds to defend and which are best evacuated or abandoned.

There is resistance to this idea, however. The older elements of the United Citizens' Federation are not entirely content with the idea of relinquishing control of any of the Federations' holdings to alien forces, especially those with an obviously hostile agenda. In their view, giving any of the Federation's current systems to another power is akin to surrender, a policy neither the UCF or SICON condones or practises. As long as military support favours fighting for every system under Federation control, there will be no withdrawals.

On the practical side, maintaining the colonies the UCF also makes good social and economical sense. The current state of the United Citizens' Federation is built around a complex balance of industry, civilian service and military assets in harmony with the many worlds under human control. Loss of any colony or outpost world will have serious ramifications for the entire system, ramifications that may do more damage to the UCF than that which might be lost during the defence of every world now currently under threat or presumed to be in the near future.

WORLDS & SYSTEMS OF THE FEDERATION

These systems are the main bulk of UCF territory. Some of these stars have colonies, while others are simply important waypoints for navigation or keeping in contact with current galactic events. Star maps, especially during these turbulent times, rarely remain accurate for very long.

This section contains a listing of every major or noteworthy planet with basic details and a brief passage on its contribution to the Federation. Some of the systems in this synopsis have only one colony each. In the interests of brevity, these entries have been condensed to include both star and planet or moon information. If there is a pressing need for expansion due to special circumstances regarding the colony or outpost, it will be noted in the text.

It should be noted that while every world is vital to the UCF, some are more invaluable than others. A current initiative in the Fleet is to categorise worlds on a Retention Index (RI) that spans from one to five. This value is the planet's relative worth to the Federation. A five (such as Earth) means the world cannot be lost without crippling the United Citizens' Federation. A one is a planet with little to offer and may in fact be more costly to maintain.

Sol

Distance from UCF Centre: 0 light years
Number of Colonies: 5 plus Earth
Retention Index Average: 4.16

The single most occupied star system in the Federation is also its first. With colonies scattered on many of its worlds and moons, Sol is also the United Citizens' Federation's most vital resource. Even if every other system under UCF control were lost, the people of Earth and its in-system colonies would still comprise a majority of human population in the galaxy and be able to adequately defend themselves better than any other Federation holding.

Earth (a.k.a. Terra)

Role: Primary world of the Federation and of the Sol system
Circumference: 24, 902 miles
Population: 9.2 billion
Orbital Path: Third
Primary Function: Capital World of the United Citizens' Federation
Retention Index: 5

The most populous human planet in the Federation, Earth is the seat of UCF power and the home to nearly ten billion people. It has a wide range of natural resources and has a vastly higher ratio of citizens over civilians than any sanctioned colony in existence. Most of the important traditions of government occur on Earth, including the inauguration of Federation leaders and the rite of office held to recognise the authority of new Sky Marshals-in-Chief.

Luna

Role: The Federation's first outpost and SICON's largest shipyard
Circumference: 6,790 miles
Population: 3 million (including residents of orbital installations)
Orbital Path: Orbits Earth
Primary Function: Manufacturing and resource processing
Retention Index: 5

Luna represents four different colonies – the Luna shipyards, Tranquillity Base, Fleet academy and Moon Station One. These serve so many needs and can handle so much of the day to day operation of both SICON and the United Citizens' Federation that if Earth was ever removed as the capital of the Federation, Luna could take up the administrative load with very little delay or difficulty. Together with its array of satellites and orbital facilities, Luna is entirely self-sufficient.

Mars

Role: Vital resource world
Circumference: 24, 902 miles
Population: 2.3 million
Orbital Path: Fourth
Primary Function: Iron and rare mineral mining
Retention Index: 4

While Mars is a very important link in the chain of Federation productivity, its contribution is not completely invaluable. 500 years ago, Mars would have rated a five had that system been in place to rank its value. Unfortunately, while its mines are still producing at their normal rate the end is in sight for Mars as a resource planet. Experts estimate that Mars will deplete its own stock of minerals and metals within a century; this has led many buyers (including SICON) to begin investing elsewhere for its more long term needs. While Crimson Base is still an important defence platform and dock for Fleet ships, its value will wane once there is nothing worth guarding on the red world below.

Europa

Role: Agriculture moon facility
Circumference: 7,110.9 miles
Population: 130,000
Orbital Path: Orbits Jupiter
Primary Function: Minor mining, agriculture, colony world
Retention Index: 4

Europa was a dream come true for scientists wishing to prove the numerous theories about the icy moon false. When its greenish banding turned out to be sub-arctic plant life and nutrient-rich rivers after all, a colony was put there as soon as one could be arranged. Even despite the apprehensions of the newly formed SICON, who feared another Io, the Europa colony flourished and now supplies a constant bounty of relatively pleasant tasting algae-based foodstuffs throughout the colony worlds of the Federation.

Titan

Role: Major defence moon
Circumference: 10,053 miles
Population: 400,000
Orbital Path: Orbits Saturn
Primary Function: Primary collection of defence stations and orbital docks
Retention Index: 4

Titan, Saturn's largest moon is a vital part of SICON's defence strategy for the Sol system. In addition to the many automated weapon batteries and missile satellites, Titan is the Fleet's primary 'hot dock' when sitting in system. While the Luna shipyards are the greatest rearming and refuelling centre in the Federation, Titan is better positioned to let starships react to any emergency in Sol or in nearby systems because of its weaker gravitic interference on Cherenkov drives. The Mobile Infantry often uses Titan's rocky surface as a training ground for live fire exercises.

Pluto

Role: Lost but not forgotten
Circumference: 4,494 miles
Population: None (previously 40,000)
Orbital Path: Ninth
Primary Function: Ice mining, noble gases, hydrogen generation
Retention Index: 3

As both a listening post to monitor signals from all over Federation territory and a mining world, Pluto played two important, but not irreplaceable, roles for the UCF. When it was first discovered to have an infestation of Arachnids, there was talk about shutting it down and burning the entire world. This was discarded in favour of Mobile Infantry action. Which temporarily eradicated the aggressive native population. Rather than lose any more lives and resources to the Arachnids, a nuclear solution was approved and the surface of Pluto is now mostly a radioactive wasteland. Pluto still counts as an active installation world because of its automated refuelling stations and communication repeaters in orbit.

Alpha Centauri

Distance from UCF Centre: 4.2 light years
Number of Colonies: 2
Retention Index Average: 3.5

Alpha Centauri is a precious part of the Federation, mostly because of its status as the first star visited by mankind but also for its production and military assets. Its twin planet colony centres are quite sizable and provide the system with everything it might need including hydroponic gardening and water generation. While both planets remain largely uninhabited as even domed colonies are difficult to maintain, the geothermal energy generation saves enough to keep both orbiting complexes cost effective and very competitive from an economic standpoint.

Hesperus

Role: First colony outside of the Sol system
Circumference: 7,898 miles
Population: 350,000
Orbital Path: Fourth
Primary Function: Military production, shipyard
Retention Index: 4

Though Hesperus is the older of the two colonies set on Alpha Centauri's twin worlds, it is so productive and vital to SICON that the new installation around Hod cannot compete. A third of all the ships that have ever served in the Fleet come from Hesperus and when an innovation is discovered on Luna, it is usually transmitted to Hesperus for an actual prototype to be built and fitted into one of the facilities' many test bed cruisers.

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)
Primary Function: Mining and agriculture
Retention Index: 3

Within the Alpha Centauri system, Hod keeps the orbiting forges of its twin burning and its personnel fed. Hod possesses rich mineral and botanical deposits, making it the perfect complement to the militaristic complexes around Hesperus. The only reason it is not given a higher Retention rating is that while its bounty is very useful to its twin planet's installation, it does not produce enough to be of any direct use to the Federation at large.

Proxima

Distance from UCF Centre: 4.2 light years
Colony World or Moon: Iskander
Circumference: 29,600 miles
Population: 2,125,000
Orbital Path: Third
Primary Function: Agriculture, colony world
Retention Index: 3

With its clear skies, tinged slightly mauve because of the red dwarf status of its sun, temperate weather and excellent tectonic stability, Iskander is one of the most popular worlds in the United Citizens' Federation for colonisation. It has very fertile soil, resulting in fine crops year round and its rainfall levels are nearly perfect for wide array of different harvests. Those that come to Iskander looking for peace and tranquillity usually find it and while Iskander is not a very exciting world to live on, it is perfect for those looking to retire and find relaxations in the comforts of rural life.

Barnard's Star

Distance from UCF Centre: 6.1 light years
Number of Colonies: 2
Retention Index Average: 3

The system of Barnard's Star is as useful for navigation purposes as it is for its two planets, the gas giants of Castus and Pollor. Both of these intra-atmospheric gas mining worlds generate a number of useful gasses but Barnard's Star has another use. Its constant energy signal is extremely easy to detect even at astronomical distances, making it very important for stellar navigation. It is in fact this value to the United Citizens' Federation that keeps ships passing through the system and providing business for the civilian operations on Castus and Pollor.

Castus

Role: Gas giant
Circumference: 117,590 miles
Population: 50,000
Orbital Path: First
Primary Function: Gas mining
Retention Index: 3

In truth, the trouble the Castian Corporation, the civilian corporation responsible for this world's mining operations, has with refining the dirty, ion-charged gases they pull from Castus' atmosphere almost makes it not worth staying in business. There is just enough of a profit from the four refining stations in low orbit around Castus to keep the company here, despite the inherent dangers in operating over such a turbulent planet.

Pollor

Role: Gas giant
Circumference: 217,590 miles
Population: 140,000
Orbital Path: Second
Primary Function: Gas mining

Pollor is not much better than Castus when it comes to ease of mining its constantly active atmosphere, though Pollor's gasses contain fewer impurities and are generally considered to be superior to Castus' production line. Some of these beliefs may be due to the advertising campaigns of the Expanded Consortium of Civilian Operators (ECCO), but they do turn out a solid, inexpensive gas array used primarily for starships and other production equipment. ECCO has 14 military contracts, a number the consortium of businesses back on Earth love to quote during their yearly meetings with the Castian Corporation.

Sirius

Distance from UCF Centre: 8.6 light years
Colony World or Moon: Karrus
Circumference: 16,560 miles
Population: 3,125,000
Orbital Path: Third
Primary Function: Multiple resources
Retention Index: 4

Karrus is a very valuable world to the Federation, not for any one thing it does perfectly but for all the things it does extremely well. It is not the best world the UCF has but there is no aspect of business or resource that it cannot claim to have to one degree or another. Karrus is so versatile it is called 'New Earth' by its inhabitants. This has earned it a great deal of scrutiny by SICON but Karrus does not exhibit any sign of mirroring the Io incident. This base is valued for its ability to fulfil any requirement a passing ship or group of colonists might need. As a relatively new world to the UCF, it seems to have no end to its potential.

Epsilon Eridani

Distance from UCF Centre: 10.5 light years
Colony World or Moon: Epsilon Prime
Circumference: 32,060 miles
Population: 390,000
Orbital Path: First (only one planetary orbital ring in system)
Primary Function: Manufacturing, mining (shipyards in orbit)
Retention Index: 4

A very important world to SICON, Epsilon Prime is also valuable to the civilians of the United Citizens' Federation because of its open policy towards civilian businesses being headquartered there. This makes the population of Epsilon Prime more than one quarter business executives and their sizable groups of personnel and underlings. One of the most financially successful worlds in the Federation, Epsilon Prime is also an idilic planet – perfectly hospitable, temperate and much like Earth in its climate and landscaping.

Ursa Majoris

Distance from UCF Centre: 14.7 light years
Colony World or Moon: Kodiak Station
Circumference: Moon, 830 miles
Population: 6,000 (was 400)
Orbital Path: Orbits UM-201 (fifth and last planet)
Primary Function: Military Base
Retention Index: 4 (was 1)

Ursa Majoris was a military expense decried in the early days of SICON's exploration phase. Considered a waste of resources and funds, Kodiak Station was all but written off and given only minimal funding and personnel after a complete lack of action for more than 50 years. This state of affairs continued until the first of the Skinny attacks were confirmed. Kodiak Station, being the closest true base to the raided world, became a stopping spot 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.

Wolf 294

Distance from UCF Centre: 16.2 light years
Colony World or Moon: Wolf Run
Circumference: Asteroid Belt
Population: 15,000
Orbital Path: Between third and fourth planets
Primary Function: Ice and mineral mining
Retention Index: 3

While this system has very little to recommend it, the field of asteroids called Wolf Run are another reason to keep SICON coming back. With some of the purest iron and other metals found anywhere in the Federation, this asteroid belt also contains pure drinkable water in crystalline form. Because of these riches, the Wolf Run has been selected to host a refit station that will allow SICON ships to explore farther out towards the galactic rim.

Altair

Distance from UCF Centre: 16.8 light years
Colony World or Moon: Tango Urilla
Circumference: 24,550 miles
Population: 155,000
Orbital Path: Fourth
Primary Function: Agriculture, mining
Retention Index: 2

While not a high priority world according to its Retention Index, this status is mostly due to its distance and the occasional magnetic problems experience by starships when they pass through the non-visual ionic nebula surrounding the system. Tango Urilla is a solid member of the UCF, producing far more food and raw materials than its colonists require, its excess is either stockpiled or sent to Luna for processing and distribution.

Sigma Draconis

Distance from UCF Centre: 18.8 light years
Colony World or Moon: Faraway
Circumference: 22,060 miles
Population: 300,000
Orbital Path: Fourth
Primary Function: Agriculture, mining
Retention Index: 3

A peaceful world with a great deal to offer the United Citizens' Federation, Faraway has been a useful if not well protected world out towards the galactic core. With nothing past it to defend as well, few Fleet vessels take the time to do more than a security sweep before departing for another six to eight months. Transport ships arrive more often, but only to haul away the valuable produce the world generates to feed other colonies.

Eta Cassiopei

Distance from UCF Centre: 19.4 light years
Colony World or Moon: Cassandra
Circumference: 19,060 miles
Population: 190,000
Orbital Path: Third
Primary Function: Communications, coreward relay point
Retention Index: 3

There may indeed be power in names, because one misunderstanding after another since its founding has plagued the world of Cassandra. Almost declared to have a potentially subversive populace and cleared by SICON troops within 40 years of its settlement, this small manufacturing world managed to survive by volunteering its civilian relay centres free of charge to the UCF for both military and civilian communication purposes. Similar incidents have occurred during its history, so many that it has had to bargain away most of its profits just to keep from being labelled as a failed experiment in civilian colonisation.

Rho Eridani

Distance from UCF Centre: 20.8 light years
Colony World or Moon: Rhohan
Circumference: 24,600 miles
Population: 90,000
Orbital Path: First (only one planetary orbital ring in system)
Primary Function: Weapons manufacturing
Retention Index: 4

As one of the only mass suppliers of weapons to the military outside of the production facilities on Luna, Rhohan has managed to make itself too important to lose and therefore indispensable to the United Citizens' Federation. One of the few planets with a high concentration of citizen businesses, Rhohan's chief exporter is the Morita Arms Company and related armaments. Weapons are so common and important to the economy of the Federation that Rhohan is the only planet in the UCF that has special permission from SICON to let its civilians carry firearms.

The Trio (Vendis, Xi Bootis & Lelande 25372)

Distance from UCF Centre: 22 light years
Colony World or Moon: Vendis (Venad 4), Xi Bootis (Boot Hill), Lelande (Caralon)
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
Primary Function: Agriculture
Retention Index: 3

The Trio are a set of separate colony worlds on the edge of Federation space given only passing protection by the Fleet until they began getting preyed upon by Skinny raiders. Since that time the activities of Skinnies, even on worlds that are somewhat hostile to the United Citizens' Federation, have been declared an emergency by SICON and patrols have increased ten fold to keep the Trio (and all the worlds past it) safe.

This course of action is not entirely pleasing to the planets of the Trio, especially as they were settled by colonists leaving the bulk of Federation territory for religious reasons. Not as hostile or violent as the religious extremists that have also established their own colony, these groups have not been declared an illegal assembly. With no apparent plans to break away from the Federation, these colonists are uncomfortable to the idea of heavy military presence but they have not been overly resistant to the idea either.

Shoreridge

Distance from UCF Centre: 22.3 light years
Colony World or Moon: Shoreridge III
Circumference: 27,060 miles
Population: 330,000
Orbital Path: Third
Primary Function: Agriculture, minerals, manufacturing
Retention Index: 3

The planet of Shoreridge III is much like the calm yellow sun of Shoreridge, predictable and dependable. A mineral mining world with a large enough fertile zone along its western continent to produce a great deal of foodstuffs, including vital grain and even livestock, Shoreridge III has not changed in more than 500 years. While its people are far from being technophobic, they believe in a slightly simpler way of life and resist change. New innovations in science have to be used on their behalf; they largely refuse to join the military on similar principles but they have nothing against SICON or the Federation.

Cincinnati

Distance from UCF Centre: 22.5 light years
Colony World or Moon: Zegama Beach
Circumference: 22,060 miles
Population: 1,200,500
Orbital Path: Third
Primary Function: Military base, tourism
Retention Index: 4

If there was a competition for most luxurious and decadent world in the Federation, Zegama Beach would win so quickly one would be left wondering if there was any competition at all. While the planet does attend to the serious business of having a military base complete with one of the best field hospitals for 15 light years, the entire reason for Zegama Beach to be is its seemingly endless coastlines of perfect beaches and crystal clear blue waters. The inspiration for one of FedNet's most popular premium entertainment shows, *Zegama Nights*©™, this planet is easily the most popular vacation destination for wealthy citizens and civilians.

Fomalhaut

Distance from UCF Centre: 25 light years
Colony World or Moon: Fomalhaus, orbital platform over system's only non-gas giant planet
Circumference: 22,000 miles
Population: 2,000
Orbital Path: Orbits Jokul, system's sixth planet
Primary Function: Launching station, ship maintenance, refuelling and repair
Retention Index: 2

The only reason Fomalhaut is a world claimed by the United Citizens' Federation at all is that 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 the discovery of the Arachnids, Fomalhaut was intended to be a jumping system for further exploration anti-spinward.

It is likely that unless the Arachnid situation gets worse in its vicinity and makes it vital in the way that the Skinnies have 'boosted' the fortunes of Kodiak Station, the orbital platforms over Jokul will be dismantled and moved elsewhere.

Alpha Hydræ

Distance of Sun from UCF Centre: 177 light years
Colony World or Moon: Hydora
Circumference: 26,900 miles
Population: Unknown; assumed to be primarily Arachnids
Orbital Path: Fourth
Primary Function: Unknown
Retention Index: N/A

Hydora orbits Alpha Hydrae, a bright magnitude two star with a slight yellow shift and increased gamma output. Conditions on Hydora are tropical, though much of the world is water. Temperatures are high and while there is some landmass on the planet's surface, little of it is clear or suitable for shuttle landings. Combat flyers with their smaller landing footprint would have an easier time finding a suitable area, but without knowing whether the planet is occupied, such an attempt would likely be suicidal. The planet and its connection to the Arachnids bear further investigation.

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GAMES MASTERING

Roleplaying games are all about control, *Starship Troopers: The Roleplaying Game* is no exception. The players need to feel it over their characters. The troopers need to experience it during their missions. The United Citizens' Federation needs to have it in order to keep peace. The Arachnids already have it from the lowliest chariot bug to a queen and every insect in-between. Lastly, the Games Master has to maintain it in order for there to be a game – a story – at all.

The tools of game control are what this chapter is meant to provide. Even experienced Games Masters should take a few minutes to peruse it for relevant information. This chapter offers advice about Games mastering in general and the *Starship Troopers* genre in particular. This chapter details missions – how to write, plan and run them. By the time you have read through this chapter, you should be able to pick a planet and provide an excellent campaign from first drop to dust off.

The key to running *Starship Troopers: The Roleplaying Game* is to always have a plan. While troopers are sometimes caught by misfortune and have to improvise on the spot, your goal should be to never have to do the same. As long as you have a good knowledge on how many enemies there are, what their contingency plans should be and how they are distributed through the combat zone, you should be able to keep up with everything the players do. Even if they surprise you, always having a plan makes it appear as if you are in control of the game. This increases player confidence and increases everyone's enjoyment of the experience – including you.

General Advice

We will take this from the top. The first thing you will need to play *Starship Troopers: The Roleplaying Game* is this book. Since you are reading this, we can assume that is is taken care of already. Before you begin running the game for your friends, you will need to do one very important thing with this book; read it. The best way to prepare any new game, especially one as intense as *Starship Troopers* is to read this book. Yes, all the way; start at the front cover and do not even try to run a game until you hit the blurb on the back cover.

> 'The hardest command you will ever get is a squad of expert troopers. With novice, untried troops you always know that they need you every step of the way. Elite squads need guidance so infrequently that when they do need you, it will be sudden, unexpected, and nothing short of a complete disaster.'
>
> – Gen. Mikhail Vilyenkov

No, you do not have to read these to play the game but you might want to do so if only to see what made you pick up the game in the first place. Even if you did not, you can at least take from the point of that text; *Starship Troopers* can be a powerful, *individual* experience. Everyone sees the universe a different way.

Know Your Players

Keep that in mind when you are preparing your games. Watch the faces of your players during the first game. See the ones that are really getting into the role and blasting bugs with glee or patching up troopers and kicking them back into the fray. Just be prepared to also see the ones that look bored or lost, the ones that do not understand their character sheets or the ones who would rather have a magical long sword than a Morita rifle. For every player happy to leap down a bug hole, you will probably have another who does not seem to be having much fun at all.

Ready for the hard part? Here it is; do not take offence. One of the most difficult parts of being a Games Master that you will face is having to deal with players that are not enjoying the game. Just keep in mind that it is not an insult to you or your abilities. They may just not like a military-based game or not understand the genre and be hung up on needing to know all the details of the setting before they can enjoy their character and roleplay accordingly.

Games mastering is essentially a performance art. There is a lot of rules knowledge, technical issues and even mathematics, but in the end being a Games Master means being a storyteller. If the *Starship Troopers* novel had only included fight scenes, it would have been about 14 pages long. There are ways to help bring everyone in your group into the world of *Starship Troopers*.

Basic Materials

This is really a matter of taste. Technically all you need to run the game properly is this book, a set of dice (a d4, d6, d8, d10, d12 and a d20) and blank paper to write characters on and keep notes during play. That is all you technically need but you can certainly use a lot more.

Printed character sheets are usually more efficient and easier to read than hand-written ones. With so many numbers, special abilities, skills and feats to keep track of, a computer generated character sheet can help keep it all straight. Unless you or your players wish to keep a database and update it every time characters change, it might be best to have printed character sheets with blanks for the statistics and other entries. A database can be a useful thing and great if it can be kept secure and accessible, but it is certainly not necessary.

One aspect to a good game that is often overlooked is an effective playing surface. While a roleplaying game can certainly be played without a table or clean area, it can get confusing to have to consult books, lay out character sheets and roll dice without one. It may only seem like a minor delay to have to shuffle books and papers in one's lap during game, but if this takes a minute each time and happens 30 times during a session, that is half an hour wasted that could have been spent killing bugs.



Tables are useful for another reason; a wide surface is needed for miniatures. There are a wide variety of miniatures available, some specifically designed for use with *Starship Troopers*. You can use actual Mobile Infantry troopers to represent characters and numerous kinds of bugs for combat encounters. With these, battles during play take on a whole new dimension. Again, miniatures are not required to play this roleplaying game, but if you try them you may find they make combat easier, quicker and a great deal more fun.

Whether you use miniatures or not, a table is a good idea just from an organisation standpoint. Each player can easily take up more than two square feet of playing real estate, especially if snacks and drinks are involved. For this reason, a wide table with lots of gaming room is strongly recommended.

THE ESSENTIALS OF PLAY

Materials aside, everything besides the rules, dice and characters is optional. Games mastering a roleplaying game is far more about effort, preparation and atmosphere than it is about tools and numbers. For you to have a good time and run a great session of *Starship Troopers*, what you need most is focus. Consider the game to be a stage play or television episode and you cannot go far wrong. As long as you are thinking about the session to be run, you already have the first essential of roleplaying accomplished.

Just what is meant by thinking about the game like an episode or a play? If you think about it, the entire process of roleplaying is effectively impromptu acting within the confines of a general

script. That 'script' is the scenario you intend to run and the acting comes from both you and your players. Combine the two elements with a solid idea of the basic plot and you have everything you need to found a campaign.

It may help to consider a *Starship Troopers* session in the following ways.

Scenes and Images: Go through your notes for the game and try to picture in your mind where, if the game were an actual episode or movie scene, the most memorable actions and/or dialogue would take place. Focus on those scenes and try to emphasise the imagery you imagine in game. If a bug assault is likely to overwhelm the walls of the trooper's compound, be sure you describe the images in your head when the players get to that part of the game.

Sounds: A good episode of any television show has a musical score and sound effects at all the right moments. While these may not be possible or even desired at your gaming table, at least try to remember to describe sounds that occur. Instead of just saying that Arachnids break down the door of the building the players are taking shelter inside, take an extra few seconds to describe the sound of sheering metal and the sparks hurtling from the shorn power lines as they slice their way through the plate steel walls.

Dialogue: An episode or scene in a play can live or die through dialogue. So can a roleplaying session. Players will take the game more seriously with each bit of effort you put into making the game more believable and a big step towards this goal is making dialogue sound natural and unrehearsed. Watch your favourite drama; emulating the way actors talk to each other during the show will help you come across to players when you speak through a Non-Player Character, be it as a drill instructor or as a Skinny raider using a translation device.



Pacing: The action in even the most intense action film is not constant. It is the action interspersed with 'down time' in the form of character development and personal moments that gives such a film its emotional impact. This is called 'pacing' and the same principle works for roleplaying as well.

It may sound silly but an essential of running a good game is to have fun. Keep this in mind above all else. You and your friends are gathered together to play a game and to enjoy yourselves. Do not get caught up in rule debates or take things so seriously that you lose sight of that. If people get upset because of something that happens in game as a development of the plot, that is all right as long as no one walks away from the table upset. Characters can be sad, angry or miserable during game; those reactions mean the plot is solid as long as the reaction is appropriate. Players getting emotional like that probably means there is a problem that needs to be addressed.

There is another reason to have fun; you are the Games Master. Players will follow your lead. If you get angry or defensive during play, it is a sure bet that your players will follow suit. There is no sense playing any game if you cannot have fun doing it. The same applies to those that are counting on you as the Games Master; if you are not having fun, there is no sense in thinking they will have any fun either.

The Leadership Role

Given that fact, you may take it to its ultimate conclusion; you are in charge. Never forget that during play. It is your plot line, your campaign and ultimately your game. If you are in the middle of games mastering through a scenario and you forget some rule point or make a slight error, roll with it. You might consider it is perfectly acceptable for a player to politely bring up the mistake, just make sure that it is done in such a way that does not impact play for others or distract from the

action. You are fully within your rights as a Games Master to state that you are going to continue and that the dispute will be settled after the current scene.

You are also responsible for keeping the game going rather than bogging it down in the details. If that means making rule interpretations that go slightly against this book's suggestions, that is quite acceptable, especially if it makes things more enjoyable for you and your players. The only sticking point with making such 'house rules' is that you need to be consistent.

If you have decided that SICON Research and Development has designed a new grenade that lets properly equipped Morita rifles fire five grenades instead of their normal amount, that is fine. Just make sure that when the players get a refit from Mobile Infantry Command they can also get this upgrade. As long as any new rules or changed details remain the same throughout the campaign and that nothing changed is directly against the players, such as ruling that Arachnids get a +5 to hit against humans because the latter are 'weak and squishy', you should be fine.

Never forget that you make the rules in your campaign. Players should always have the right to suggest things or ask you to make changes that they think are fair, but you are the leader. As such you have three main responsibilities. You are responsible for staying prepared so that gameplay commences in a timely manner and keeps going without long pauses. You are responsible for maintaining order in the game so that everything feels fair and consistent. Lastly, you are responsible for having fun. Without that element, these essentials (and ultimately any game you try to play) are completely meaningless.

Players & Responsibility

Taking charge does not just go one way. Players have certain rules they should follow as well; these are things that you should enforce since if you do not, no one else will. Players learn by example, hence all of the above about taking charge as a Games Master. There are a few things that players need to take charge on their own. As Games Master, you should let them know about these things if they start to forget them. Be polite, however; nothing turns a player, or a Games Master, for that matter, hostile faster than being singled out for 'misbehaviour'.

Remember that you also cannot enforce these rules beyond the point of removing a given player from the game. Be very careful doing this as it can have a very quick cascade effect where other players get worried or offended. As long as it is obvious that *everyone*'s enjoyment is suffering and that there is no other alternative, removing a player from the game may be your only option. It should still always be your last one.

Enjoying the Game

Players are responsible for their own fun. This may sound contradictory to what was said above, but it is not. You are in charge of having fun yourself and providing a game and an atmosphere conducive to fun, but you cannot ultimately make players enjoy the game. That is something they alone can accomplish. If they are convinced they are having a bad time for whatever reason, they are guaranteeing that nothing you do changes their mind.

Keep an eye out for players in this kind of mood. They are the ones that say, 'I hate *Starship Troopers*.' They are the ones that lament openly, 'Science Fiction sucks. Why can't we play something else instead?' They are also the ones that say nothing at all but never seem to be prepared or have no idea what is going on in game several sessions after they begin playing the campaign. If a player cannot care about the campaign as it stands, there is little you can do to bring them around to finding it enjoyable and getting them to participate.

That does not mean you are helpless in that regard. You can, and should, take the player aside during a break, before or after a session and talk with him. Find out what their real problem with the game is and ask how you can fix it. You are under no obligation to do what they say, but being reasonable will solve nine out of ten problems just through your attitude and desire to make the player a real part of the game.

Participation

By being in a gaming group and playing your campaign, a player has made a commitment to both the game and to you. This responsibility is not set in stone but it is very real nonetheless. Taking Raynes' Raptors as an example for a moment, what would happen in game if Soren's player did not bother showing up every session or was distracted and unhelpful when they were there? Just like a Mobile Infantry squad, a gaming group is only at its best when everyone is playing and doing their part.

This is not just a matter of responsibility. It is the way a good friend acts and to expect it of someone you are going through all the effort of preparing and running as game for is not too much to ask. Since one person not participating

brings the game down for every player, that individual is doing a disservice to all of your players, not just you and your game. This may all be just a game but there are some very serious issues that can arise when friends do not act like friends at the gaming table. Coping with this kind of issue can be very tricky.

Dealing With Distractions

There is one force that derail even the best of games where everyone involved is focused, having fun and doing their best – real life. Since gaming groups are social, the many problems that can occur socially can be a very destructive force on them and may ultimately prove too difficult to combat.

Social order problems are one form of distraction but there are others. Going off to college, having tests to study for and so on can all make it hard or impossible for players to continue with a campaign. These distractions are a normal part of real life but they are far more disruptive to game than anything else. Keep your eyes open to such events but do not despair if you cannot fix them. There is often nothing you can do in these circumstances.

One thing you can try is to have a 'planning night' with your group either in place of or in addition to your normally scheduled game. On a planning night, you set aside game and roles to talk directly with your players about problems you may have noticed and ask for ideas in dealing with them. A player that is about to drop out of a game because of schedule conflicts may not have thought about asking to move the game to a new night. If you and the other players can accommodate him, you can keep him when otherwise he would have gone.

Playing Fair

This is a tricky problem and the one most groups will have to deal with in their own way rather than in any single manner. Cheating can occur at many different levels and some of them are very hard to catch. From the player who just happened to roll three 18s for his character when he 'rolled him up at home' to the one that seems a lot more powerful than normal because nearly every combat attack is a critical hit (especially when no one is watching his dice), there are as many different kinds of cheating as there are players in the game.

The first method of dealing with cheating is oversight. Pay attention and make it very clear that you will not tolerate cheating in the game. As long as your players believe you are running the game fairly, they will likely be willing to take that on faith and play fair themselves. Keep your eyes on people's dice rolls if you are concerned with them being less than honest about such things. Your participation in controlling cheating is vital to the game staying fair and balanced.

Another method is to never put the players through anything they cannot handle. Combats can and should be overwhelming but if your players know that that you will never kill their characters arbitrarily, they have less of a reason to cheat. This does not mean that you cannot put them in life or death situations; it just means that as the stars of your campaign, your players should be able to expect meaningful or heroic deaths rather than just dying en masse to lucky rolls by the enemy.

What you should do first before adopting any method of controlling cheating is decide just how much you care about cheating in the first place. If you are not overly concerned with the matter, do not take a hard line or even mention the topic. In *Starship Troopers*, dice and even statistics can really only help so much. An ambush by 50 warrior bugs should be enough to ruin anyone's day, high statistics or not. Just make sure you follow the same rules your players do and everything should work out fine.

GETTING BACK TO BASICS

We have now managed to cover just about everything in General Advice but the topic of actually games mastering. Leading a session and running a campaign can be complex operations and require a great deal of planning as previously mentioned. What about the actual mechanics of running the game itself?

Let us look at a session in detail as an example in one way to do things. This is noted as being one way because there are several different ways of performing the role of being a Games Master and no one method is the 'right one'. As long as you are focused and honestly running the game to have fun, any method that feels right for you will be the correct way to proceed. Find your own way and take responsibility for walking it; if you do that, you will be just fine.

Beginning a New Game

The very first gaming session should be character creation and an introduction to the campaign. If some or all of your players have never heard of *Starship Troopers* or seem unclear about the setting, you may wish to have this book handy. Alternatively, while there are obvious discrepancies

between the movie and the books, it does make an adequate introductory glimpse into the world of the Federation.

Once players feel comfortable with the setting, move to character generation. Be very attentive during this stage as some players may need a great deal of help understanding the rules or finding their place in the squad. This is a good time to get a feel for which player is going to want to portray and where they will want their character to go in terms of later development. You will, if you watch closely enough, be able to see the potential officers and technical experts on the team and can plan accordingly for opportunities and challenges that will better reflect your group's intentions.

Character generation can take hours and should never be rushed. If players do not feel they can take their time with crafting their characters, they will often not feel comfortable playing them – a problem that can last for the rest of the campaign. Let players take as long as they want at this early stage of the game; planning and preparation now can make all the difference later on.

The last step in your first session should be to run something brief that gets the characters together and let them learn each other's idiosyncrasies. This may be nothing more than a meal together in their troop transport's galley, especially if character creation took most of the session to complete, but it will give the players a chance to experience you as a Games Master and see the beginning of the story unfold. If you can drop in hints to the nature of the upcoming campaign, such as the captain of the transport announcing that they are nearing their target planet and that everyone should return to their bunks for deceleration, so much the better.

Game Sessions

After introductions and preparation are out of the way, the game can begin in earnest. At the start of each new session, take the time to summarise the last session. This is especially important if it has been more than a week since the group last got together. By keeping everyone up to date in this manner the current session can go more smoothly as players will not constantly be asking, 'So what did I miss?' or 'What planet are we on this week?'



A recommended method of handling this summary is to have a player report physically or by communications gear to his commanding officer giving a situation report or 'Sit Rep'. This report should include all pertinent details of the team's last session and even offers a forum for commendation requests. This method not only keeps players current, it keeps them involved and that is never a bad thing.

If any time has elapsed in game between the last session and this one, take a few minutes to handle any personal business that players may wish to bring up. Letters home, letters they might receive back, private study and other matters should be taken care of before the session moves into the current mission. As long as this is handled openly, every player has the chance to participate in the game on his own terms.

Every mission should begin with a briefing unless there is a very good reason why such cannot occur, the characters are trapped behind enemy lines with no comm units and a dead commanding officer, for example. A briefing lets the players gather their thoughts and leaves no doubt as to what they are supposed to do. They should, whenever possible, have to interpret their orders and how best to fulfil them, but a briefing makes sure they know what those orders are at the beginning of an assignment and avoids confusion later in the session.

From here, play continues as normal. Scenarios get described, step by step, with players reacting to each new development

in game. If for example the point of the current session is to build a defence tower in Arachnid-occupied territory, the session might continue after the update with players constructing the tower, gathering supplies and guarding against discovery. This is a very freeform process and can be as detailed as you and your players wish it to be.

The important thing to remember about running a game is that your players only know what you tell them. You are their senses in the world your game creates. They cannot know there are Arachnids attacking if you do not tell them. They cannot hear distress calls over their communications gear if you do not provide them. They can only react to what you describe.

For this reason, your descriptions have to be detailed. The more vibrant you are at this, the more detailed your players can be in their responses and the better the game will be overall. Do not just say a tanker bug is approaching from the south; describe the lumbering insect's inexorable approach. You provide layers of complex details and your players can answer with complex reactions. Just try not to get too detailed. While describing a custom handgun with bug chitin grips is fine, taking five minutes to mention every nuance is probably not.

Combat

This approach of being descriptive but keeping this brief when possible is invaluable during combat. Players can only be tactical if they can 'see' the situations you put them in. This is why miniatures can really be an invaluable game aid. They give players a frame of reference to go along with your descriptions. Miniatures do not move, however; you will be providing their 'life'. When the warrior bugs in preparation for a charge, only your descriptions can impart that to the poor unfortunate players about to get charged.

Combat should be kept as regulated as possible; it will become bogged down in details and discussion otherwise. Every player, in order of Initiative should be queried for their action quickly and given only a certain amount of time (one minute is usually sufficient) to decide on a course of action and take it. This helps maintain pacing and gives the feeling of a desperate, fast-paced battle. A time limit is not necessary or even part of the rules; it is just an option you may wish to consider.



Wrapping Up

The last piece of general advice for running games is to ensure that everyone is on the same page at the end of a session. You should take this time to deal with any outstanding issues that you do not want to put off until the next session. One of these is experience point awards. Each scenario or objective in a campaign needs to have an experience point award associated with it. Every player involved in the mission should get this award if they completed the scenario to the satisfaction of its victory conditions.

Survival of a mission, even if it was unsuccessful, should award 100 experience points in any case, but higher rewards are entirely at the Games Master's discretion. If the players managed to accomplish some elements but not others in a given scenario, you can award up to half the mission's normal award. If the game session being played is not a campaign mission but rather an open scenario, experience can also be rewarded up to a limit of 250 points per player. Particular intense or important open scenarios can award more, but these should be rare.

Once experience is awarded, the session is technically over. If you and the players have time, you can spend a few minutes applying experience to characters and dealing with any increase in level that may occur. Players will need your input if they do rise in level, especially if they intend to begin cross trianing in an advanced class or wish to apply for Officer Candidacy

School. Stay involved and even run small scenes for individual players to give character advancement some depth and meaning to them if you wish. In short, make even wrapping up a session as fun as possible.

GENRE-SPECIFIC ADVICE

The setting of *Starship Troopers* is first and foremost a military one. While it is certainly possible to run a political or even normal life game within the genre, this game is intended to allow players to step into the armoured suits of a Mobile Infantry trooper and fight thei way through the most turbulent time in the United Citizens' Federation's long history. With humanity facing the threat of possible annihilation, it is a time for heroes to rise. The military is where the true story of the Interstellar War lies, not with assistants to the Federation or civilians holding down menial jobs back on Earth.

Keeping this true spirit of the game alive is not an easy task. While some players and Games Masters for *Starship Troopers* may have authentic military experience to draw on during play, many more will probably not be so fortunate. Federal service has a distinctive feel, one you cannot just depend on movies to give you.

That said, using films and television shows as a resource is not such a bad idea. Many people will not have any real clue how life in the military is lived but most will have seen a war film or two. Keep in mind that your job is not to make the players feel like they are truly living in the military; your role in running the game is to make your players feel like they are in the world of *Starship Troopers* as they imagine it.

The key word there is 'imagine'. You do not have to note every detail of what a real boot camp is like to give players a boot camp experience. As long as they are satisfied that they are going through the worst and best time of their characters' lives and having fun, authenticity is unimportant. A Games Master that watched *Platoon* once can run just as enjoyable a game as a former drill instructor in the Marines. Neither person is wrong or better qualified as long as they can provide a fun, military-like atmosphere during play.

This roleplaying game may be influenced by a novel but it certainly does not end there. A lot of expansion has been provided for Games Masters willing to devote the time to taking them all in. At a minimum, you should watch the first movie, *Starship Troopers,* directed by Paul Verhoeven, to see how many of the game's visuals, like the Arachnids, should be described.

In *Starship Troopers II: Hero of the Federation*, directed by Phil Tippett, you can see psychic powers in action, get a glimpse of SICON-style barricades and fortifications and even get a feel for some of the propaganda behind the Federation's veneer of peace and control. If you are going to play a sceptical campaign, watching *Starship Troopers II* may be a useful way for you to spend some research time. It is by no means a requirement but it is recommended for those wanting an idea of what else has been done to expand the original vision.

Roughnecks: The Starship Troopers Chronicles is a computer-generated animation series focused on the same characters from the first movie but is not a sequel of any kind. An alternative to the film, it tells much the same story but expands and changes it significantly. This series might well be seen as a re-imagining of both the book and the movie. This is not a bad thing and you can take away from its example that you can change *Starship Troopers* in any way you wish.

This same approach has been taken with the graphic novels dedicated to the subject. These illustrated stories can greatly expand your visual understanding of the genre and give you guidance on visualising your own scenes to run during game.

CAMPAIGN STYLES

Playing *Starship Troopers* should be a military experience to truly capture the essence of the story. There are, however, many ways to do this. *Starship Troopers* is a complex setting and Games Masters are encouraged to find the 'spin' to the genre that suits them best and run their games in that style. Even just picking a style and keeping it in mind will greatly enhance the coherency of your campaign.

Do Your Part! [Patriotic]

This style is completely focused on the needs of the United Citizens' Federation and the responsibility of every civilian to come to its aid when there is need. In this style of campaign, the players are the heroes of the galaxy, helping to defend humanity from the teeming alien hordes. These campaigns are usually very violent, centred primarily on combat and have very little subtext. While a myopic view of the universe, this style of play does have the advantage of providing constant action and excitement.

Invaders From Earth! [Antagonistic]

This play style is almost identical to 'Do Your Part!' with only one small change; the UCF brought the war with the Arachnids upon itself by invading their territory first. While this is only hinted at in some sources and left nebulous in others, it does not require much suspension of disbelief to see humanity as the aggressor in *Starship Troopers*. Sessions run in this style are just as violent as any other but the seed of doubt in humanity's righteousness has been planted in the minds of the players.

They are Everywhere! [Paranoid]

There is little difference between this campaign style and any others; in fact it can coexist with another choice and usually does. This style is reserved just for combat and consists of making the players feel terrified, outclassed and doomed during moments of high tension. In this kind of game, Arachnids attack by the dozens and there seems to be an endless supply of them. Care has to be taken with this type of campaign not to simply overwhelm and kill characters off out of hand.

Just Doing Our Jobs, Sir! [Professional]

This is a structured, straight forward approach to *Starship Troopers*. The players are trained experts with a task to do and little emotional investment in the matter. They usually work as a very efficient team but in a detached way, killing bugs not because they hate Arachnids but because their commanding officers tell them to do so. These games often slide into a different style when the players are given something to avenge or get overwhelmed by the stress of war. Until this is done, the Games Master has to be cautious that events in game do not degenerate into apathy.

The Federation is a Lie! [Deceptive]

The outpost of religious radicals was not killed by a bug invasion; the Federation had captive bugs transported to that planet and had the separatists murdered to stir up support for war. At least, that is the basic belief behind this style of play. A perfect fit for conspiracy theorists and people who see government deception everywhere, these games can be fun from a 'Just how evil *is* the United Citizens' Federation anyway?' point of view.

This is NOT a Discussion! [Sceptical]

Actually this style of campaign is a political discussion or at least an examination. The motives and tactics of the Federation and SICON are analysed carefully and brought into question. For those seeking a cerebral game or at least a more detailed background, this kind of game might be perfect. While nothing is as black and white as the previous styles listed, roleplaying in a galaxy with behavioural shades of grey can be a unique experience. Sure, SICON may have started the war, but they have no choice but to finish it now.

Other styles are certainly possible and many of these can have elements taken from them and merged into a new style quite easily. The point of this section is not to dictate a style to you or set your campaign into a certain mould but rather to give you examples of the kinds of styles that already exist and inspire you to create your own. Find your own fit and stick with it; players most often prefer the consistency of a focused campaign to the random sessions of one without any direction at all.

LANGUAGE SKILLS

No, this section is not about improving your ability to communicate, though clear enunciation and a solid grasp of the common language to be used at the gaming table is certainly a good idea. As a Games Master, you should make certain you know the terminology used by the military, the names of colony worlds and other such details. If, during a briefing from Sky Marshal, you forget that the primary military base of the Strategically Integrated Coalition of Nations is on Sanctuary, you make suspension of disbelief very difficult. The less you have to make players work at believing the events of your campaign, the better it will be for everyone.

MISSIONS

The purpose of any military campaign should be to accomplish missions with as little loss of life and resources as possible in the shortest amount of time. Balancing these needs is the heart of mission creation in the real world as well as in *Starship Troopers*. Sometimes events that occur during one mission facilitate the need to include an unplanned mission or even to scrap the rest of the planned campaign and reassess the situation entirely.

A mission is to a military campaign as scenes are to a roleplaying game – pacing. If a campaign is the overall goal, missions are the single steps taken to get there. Each mission is a single task in the greater objective. By putting them all together in a cohesive whole, a campaign is created. This structure allows a game to flow without getting lost for want of where to go next. This makes for a cohesive game and more time spend playing the game and having fun.

Mission Terminology

Every mission in a campaign is handled in the same manner. Usually, a mission is a one-page document listing the essentials of a military task. These can stretch to two pages if need be, but this expansion is usually only necessary if the mission involves encountering resistance that requires special statistics.

Each page should contain certain entries. Most of these are self-explanatory but others may require a little explanation. The anatomy of a mission page is given below, along with advice on how to build you own campaigns. Every mission should be tailored to better fit your players or the focus of the overall game.

Mission Name

The first words of any mission sheet, the name is important as both a way of keeping track of process through a campaign and as an indicator, if a cryptic one, of the basic mission itself. Mission names should never be more than three words and tend to be only one or two. The words chosen are usually very simple and direct so as not to pose any confusion when discussing them with troops.

Experience Points

Immediately after the name of each mission, a sheet lists how many experience points success grants to each of the players. Calculating these is more an art to a science but a general rule of thumb is 300 for an easy mission, 400 for moderate difficulty, 500 to 600 for hard missions with a good chance of casualties, and up to 700 for a mission most would call suicidal.

Mission Briefing

A mission briefing is a section of text, usually given by the character's immediate superior officer, that explains the basic form of the mission in an interactive way. From the briefing, players should draw a good idea what they have been assigned to do and even suggestions on occasion for how to go about doing it.



Orders are always formalised when there is time to do so. While this is not always possible given violence and incidents elsewhere in a theatre of war, official orders are usually drawn up and transmitted to soldiers in the field. If possible, a Games Master should print up official orders using formal language and military terms. This is not necessary but it can enhance the feel of a mission considerably.

Mission Type

This lists the category or categories involved in the mission. These are military terms that describe the major actions involved in the mission and are given to prepare personnel for what they are intended to do. While they are not descriptive enough to be sufficient information, they form an effective summary of tasks mentioned in the briefing. There are many types of mission possible; the following are possible terms that may be used in mission summaries. Games Masters are encouraged to make new ones if none of these fit.

Assault: Used to describe a siege or armed infiltration of an enemy installation.

Bombardment: Used for Fleet orders or when Mobile Infantry is provided with indirect fire weapons, this order indicates that a target is to be bombed or shelled until destroyed.

Clearance: This means the removal of all hostile targets in a given area.

Capture: Indicates the live capture of a target or the occupation of an installation or vessel currently held by an enemy force.

Drop: When part of the mission, generally the first part, involves a capsule drop.

Emergency Repairs: This occurs when a vital piece of equipment has to be repaired in the field, generally in hostile surroundings.

Evac: Short for Evacuate, these are usually welcome orders as it means getting considerable distance from the mission area.

Guidance: This term means that the squad assigned to Guidance Duty has to move within line of sight and 250 yards from a designated target point to guide in an air strike.

Interception: The squad is being ordered to rendezvous with a target, generally a hostile one and take appropriate action thereafter.

Keep and Hold: A defensive order that instructs a squad to prevent the siege of a given area or occupation by enemy forces. A modified term, 'Take and Hold' involved laying siege to a location first.

Nuclear Deployment: This authorises the squad to use nuclear weapons of an appropriate size. Generally these weapons are provided as part of the order.

Pick Up: Instructs a squad to move to a target's location and move it elsewhere.

Rescue: Used to report an ally or allied unit in trouble and permits the squad to break with current duties to attempt retrieval and render aid.

Search and Report: This term indicates that something needs to be found and its location reported as soon as possible.



Seek and Destroy: This term indicates that something needs to be found and destroyed as soon as possible.

Surgical Strike: A specific form of combat encounter where the squad should take care to destroy the target while keeping other deaths or property damage to a minimum.

Transport Guard: The squad must protect a transport of some kind from any damage it might take during the commission of its own duties.

Mission Duration

This notes how long the task is expected to last or how long the squad can take completing it. Generally a mission that succeeds but lasts longer than the listed time is considered a success but because of imprecision the experience point award is reduced by 100 points. In some instances, a mission that runs over the time given fails automatically. Such distinctions should be explained in the Scenario Breakdown.

Mission Equipment

There are many entries that can go here. The vast majority of missions will have 'Standard Equipment' listed; this means normal power suits and all standard equipment noted for a member of the Mobile Infantry. There are several other options.

Weapon: Occasionally, a special or heavy weapon is listed. This issues the item(s), allows as many members of the squad as listed under the number of weapons to carry one of these armaments and clears them in its use.

Any weapon listed that requires ammunition like a Triple GL, is issued with one full load and one full reload unless noted otherwise.

Armour: Some missions will call for either Stryker suits or a full upgrade to one or more Marauders. When an armour is listed, it replaces the armour normally assigned to the troopers it affects *except* for Marauders as they require powered suits to be worn by their operators.

Vehicle: When missions call for better speed or mobility than the jump jets found in Mobile Infantry armour, one or more vehicles may be issued. If these vehicles require pilots or drivers and no one in the squad is qualified to do so, crews for these vehicles are included.

Personnel: When a mission calls for a specific skill or ability not found within the squad, specially trained personnel may be assigned on a temporary basis. The squad is equally responsible for the safety of this operative.

Mission Map

This does not have to be any more complicated than a sketch of the area the mission covers, though noting key areas or items in the mission boundaries would be useful during game play. The complexity of the map is entirely up to you, however.

Scenario Breakdown

The mission is explained and all rules or guidelines needed to run it are given in this text. This box is essentially your area for notes about how to pace the mission, portray any enemies in it, and what might happen while the players are trying to deal with the terms of the objective.

Victory Conditions

This lists the objectives that have to be satisfied for the players to gain the full value of the experience point reward for the scenario. Commendations and possible medals or other positive effects of good performance in the field are also listed, allowing you to run a more detailed, interactive campaign. Most often, commendations can be earned simply by following orders and showing initiative. Medals on the other hand are much harder to earn and usually involve some severe element of risk.

About Prestige

Commendations earned while on a mission can increase a trooper's Prestige bonus. Every five commendations earned in the field are effectivly replaced with a +1 increase to a trooper's Prestige bonus. Each time this occurs, it takes one additional commendation than before to earn a Prestige bonus increase. Thus, a character would have to earn a further six commendations to get a +2 increase to his Prestige bonus. A player may wish to keep track of total commendations for personal reasons and for his character's military record.

It should be noted that not every game session needs to follow the Campaign-mission style given here. Some sessions can easily be filled with personal drama, romance, political incidents and other 'action' that never comes anywhere near a rifle. These sessions are best tailored directly to specific group preferences and may require private or smaller group play scheduled outside the normal campaigns.

These non-mission games can get quite intense and great care needs to be taken that other players do not feel excluded from the action. In general, if a private session would earn a player more than 100 experience points, the advised maximum any private session should grant, the game in question should probably allow others to be involved if they can. As long as every player in a group is comfortable with the idea of 'side sessions' and can agree to abide by the Games Master's ruling as to when and where such a game is appropriate, there is usually no problem.

IN CONCLUSION

You have now been given a great deal of advice in how to run games, structure them to take advantage of the *Starship Troopers* setting and even how to make up your own scenarios to keep your players entertained and the edge of their seats. You should now have a grasp for what additional resources you can seek out to learn more about the expanded world of *Starship Troopers*.

All the advice in the world cannot make up for one simple thing you can do to improve your style of game play and games mastering skills – actually hosting a game. You cannot improve a skill you never use and you cannot run a game properly if you never try. Do not be afraid of possibly failing on your first try to two, even though there really is no way to 'fail'. Just keep trying, put more effort into the game and plan more thoroughly. If you are willing to do that, there is no way your players cannot have fun. If you care, they will care.

THE PLUTO CAMPAIGN

This chapter is intended to act as the framework for your first *Starship Troopers* campaign. If you are a player, you should stop reading now. Games Masters, keep reading for notes and suggestions surrounding a battle campaign – the recommended way to run a series of connected games in the *Starship Troopers* universe.

The information in this chapter is purposefully left as bare bones, providing just what a Games Master needs to plan out an encounter. The secret to a memorable game of *Starship Troopers* is in the details and the nuances of characters and their own motivations. There are as many personal stories in the backgrounds of troopers as there are players to give them life. As such, all of the 'fleshing out' of a *Starship Troopers* scenario is left to the Games Master to determine for his individual gaming group.

Take care not to consider this chapter as anything more than it is, a historical note in the *Starship Troopers* genre and a guide to a potential opening campaign. It is not nor should it be taken as canon for how all campaigns must start. The game you decide to run is yours. If you want to ignore the existence of bugs altogether and go with the Skinnies or any other race you choose, even one you create yourself, that approach is no more or less valid.

The events of the Pluto Campaign are the Mobile Infantry's second taste of combat with the Arachnids but in many ways they also serve as the Federation's first true challenge to its authority. Therefore, take care not to play down the importance of this campaign either. Pluto shows the UCF that another race is capable of encroaching on human space, one that cannot be easily defeated. It is a turning point in Federation history.

Each of the locations on the Pluto map on pg. 260 form the area for one of this campaign's missions. While these missions might seem to be quite distantly spaced, the small circumference of Pluto places them far closer together than they appear. It should be noted that while the map shows locations, everything about a campaign is fluid and subject to the Games Master's discretion. If you would rather have the remaining bugs from Operation: Urban Renewal attack the uplink tower instead of the alternate landing platform in Operation: Dust Off, that is perfectly acceptable. This flexibility exists in every aspect of these missions. Nothing is immutable. Any mission can be skipped or changed if the needs of the campaign demand it.

Missions can be as long or as short as desired. The Pluto Campaign is relatively straight-forward and simple. The primary focus of this campaign is the ultimate discovery that the Arachnids are more than a simple infestation and are not indigenous to Pluto at all. Once the transport bug is discovered, the overall mission changes to one of observation, communication and evacuation.

This is another facet of mission and campaign design. By generating missions that either change the scope of a campaign or take troopers in a completely different direction, the game does not run the risk of degenerating into just another string of combats with no purpose or impact. Ramifications from previous missions, such as ensuring the computer cores in

Explaining the Text

The following are individual combats or missions. Together they make up the Pluto Campaign, SICON's bid to wipe the Arachnids off the face of Pluto for a second time and establish a strong enough defence to discourage any re-emergence. As time goes on in the campaign, the interests of SICON shift to research and capture; this changes the dynamics of the campaign completely and makes the success of later missions considerably more difficult.

Each mission consists of an title, a briefing that can be read aloud to players or paraphrased as a Games Master prefers, a mission map showing relevant locations and details, and a scenario breakdown to provide special rules or advice on running the mission properly. Any special details needed for a given mission are given here along with statistics for unusual creatures or new pieces of equipment. The information on each mission should provide for an entire scenario.

Operation: Convoy survive that affect the chances of success or failure in later tasks Operation: Reconnection is much easier if the cores make it out of Convoy in one piece. This is another way to make a campaign more interesting.

The missions of *Starship Troopers* are the basis for its exciting military action. The Pluto Campaign shows a variance of mission types that Games Masters should use as inspiration for their own. Participation in these missions introduces a squad of Mobile Infantry troopers to landing zone, eradication, tactical bombing, guarding an objective, scouting, rescue work and technical operations. While even this spectrum of missions does not cover all the diversity a Games Master can put into his games.

'Sit down and pay attention, 'cause this is only coming once. As most of you know, two months ago SICON detected activity on Pluto and went in to find an aggressive alien race infesting a run of valleys and caverns. There were a few... incidents, but we fought back against these aliens and managed to wipe them from the face of Pluto for good. Or so we thought.'

'That's right; you heard me. Command has just gotten word of a re-infestation. Now maybe they had a bunch of eggs in hibernation 'cause of the cold. Maybe they had deeper tunnels the last force didn't find. All I need to know, and all you need to know, is that a month after clearing Pluto, the bugs have reappeared. They were sighted a few hours ago and are already swarming the back side of Entora Valley. They haven't spread out yet, but it's only a matter of time.'

'Settle down! Now for the bad news, apes. There are a whole lot of them this time. SICON predicts at least five times as many as we encountered the first time. The worse news is how few of us are here right now. Somebody up the chain miscalculated our need for reinforcements to hold this ball of rock, so we don't have the manpower to assault the LZ properly. Look left. Look right. What you see is all we got.'

'It'll be enough, troopers! We have the tools and the talent, but this time we have to fight smarter. We have to be harder than the bugs. If they get their pincers into Pluto and dig in long enough to reproduce again, we'll have a real 'incident' on our hands. No one expected 'em to be seen again, let alone in such great numbers. Hell, boys, the black hats at Intel are even saying there might be a whole colony system full of these things deeper underground.'

'All I got to say is that's some other company's problem, at least until Intel makes it ours. All we have to do right now is keep our heads down and our guns up. We can theorise all day but that don't put bullets in bugs! You get me? We either fight for this rock or we ditch it to the bugs. I don't want Arachnids anywhere in my solar system. Do you? I didn't think so.'

'On the bounce, apes! I want tactical ops and combat clearance by 07:00 tomorrow. Hit your bunks, set your hypnopedia units for deep sleep and wake up sharp. Nobody infests this planet but us!'

Basic Details of Pluto

Considered by official UCF astronomers to be the smallest, coldest and most distant planet from the sun of the Sol system, Pluto is also the largest of a group of objects that orbit in a disk-like zone well beyond the orbit of Neptune called the Kuiper Belt. This distant region consists of thousands of miniature icy worlds with diameters of at least 1,000 km. This belt is also home to more than 300 comets, many of which only pass close enough to be visible from Earth once every century or so.

Discovered by astronomer Clyde Tombaugh long before the Disorders, Pluto takes 248 years to orbit the system's sun. Pluto's highly elliptical orbit brings it closer to the sun than Neptune on occasion, providing rare opportunities to study this distant world and its companion satellite Charon.

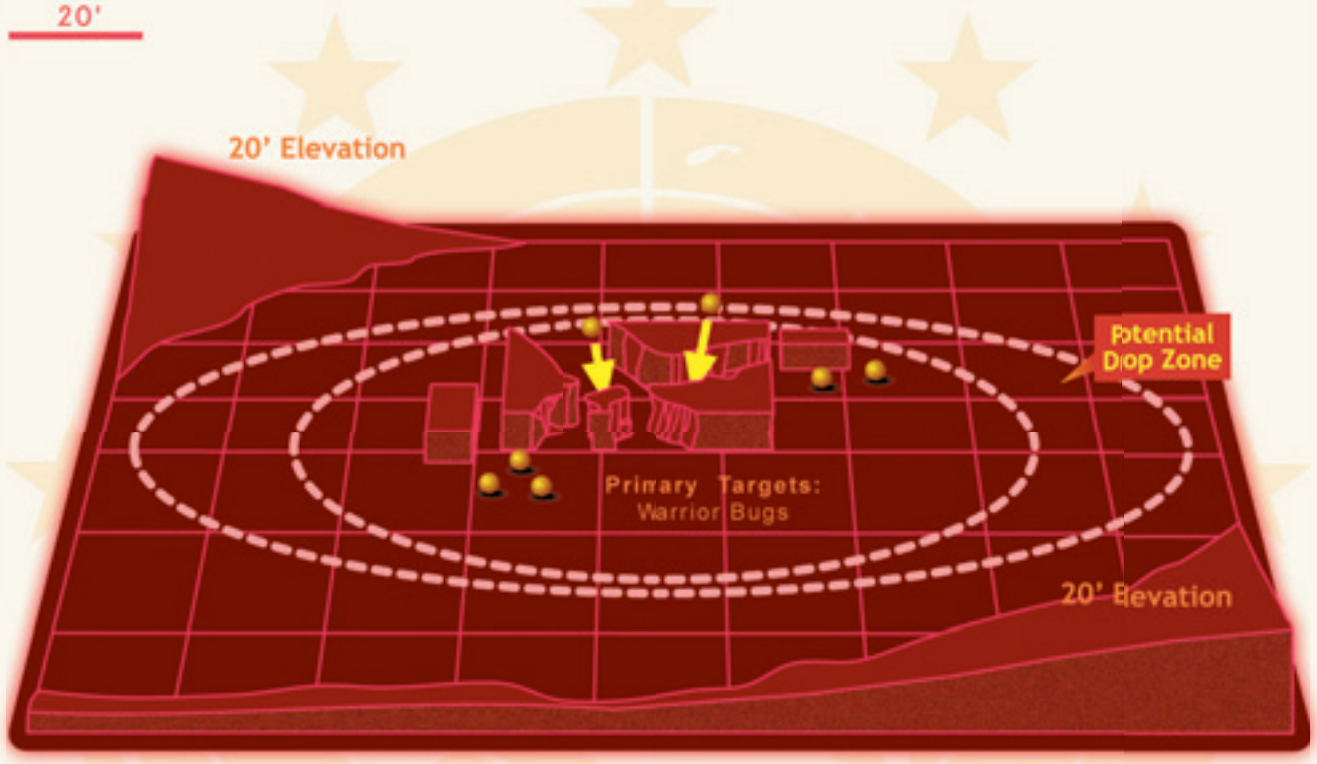
Most of what SICON and the United Citizens' Federation knows about Pluto was learned through the detailed analysis provided by the Galileo's deep system probe and the surveying efforts of the FSA shortly after the advent of Cherenkov drive technology. Many of the key questions about Pluto, Charon and the outer fringes of the Sol system were answered by the Galileo mission and the efforts of later robotic explorations.



Operation: Hard Drop (400 experience points)

'Good morning, apes! It's a new day and a new problem. While you were sleeping, some of us were up doing our jobs. You'll notice landing and drop zone information in your databoxes. See it? Good. Now erase it 'cause everything's changed. A bunch of bugs came up through the landing pad and wrecked it a few hours ago. The team that went in first is no longer viable and we have to make a hard drop now. Get to your caps, troopers! Garlan's Grizzlies won't be avenging themselves!'

Mission Type: Drop, clearance.
Mission Duration: One hour.
Mission Equipment: Standard only.



Scenario Breakdown: This is a straight forward combat drop using capsules from the Slingshots of their assigned transport. If the campaign has not already assigned a different transport to the players, use the *TFCT Rodger Young*. When they descend, they will all hit within the potential drop zone marked on the map.

Once down, the Mobile Infantry unit has to clear the area of bugs and secure it for emergency engineering to begin. The bugs are all over the area, but fortunately most were killed by the Grizzlies during their last stand to protect the pad. Now only seven warrior bugs are currently on site. They are scattered at the time of the drop, shredding electronics and completely destroying the landing pad. Not considering the troopers an immediate threat the bugs will not move at more than base speed until three of their number have been killed.

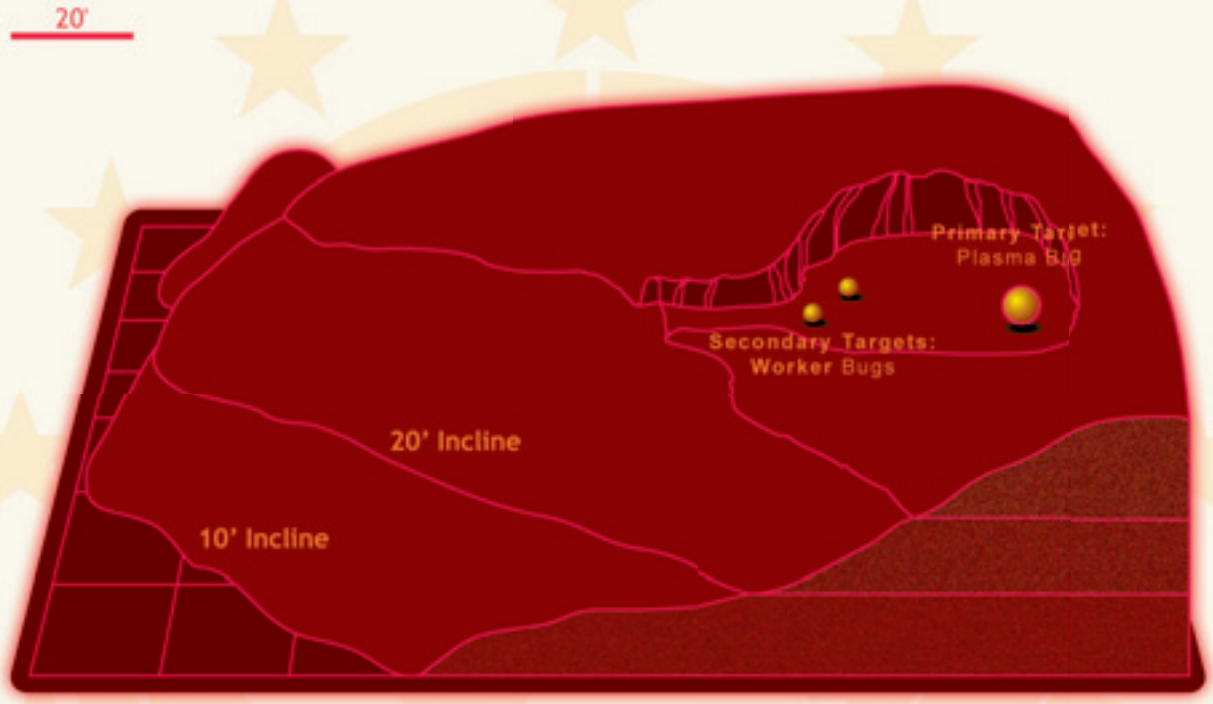
Because the bugs are here primarily to destroy the equipment they will ignore the troopers until one of them is killed or two rounds of gunfire go on without any of them being slain. At that point, the bug group will move towards the nearest trooper once they are recognised as a threat. If there are troopers evenly spaced around a group, they will split off as evenly as possible to intercept the humans.

Victory Conditions: To succeed at their mission, the players must destroy all seven bugs. They can score a commendation if they have an engineer with them and he can make a Technical (electrical) check (DC 20) to restore basic functionality to the site before a relief squad arrives in one hour later. If the team does not have an engineer among them, one will drop a few minutes after the site is safe, however, the players will not receive a commendation.

Operation: Extinquish (300 experience points)

'Good work on your drop, troopers. Now we can start doing some real work around here. Intel has determined the location of several big bugs in a cavern system to the northeast. We are dispatching a squad apiece to take them out before they come to the surface. Believed to be plasma bugs, if left unchecked, they could be a hazard to our supply ships and any other craft in the area. Well? What are you waiting for? Check your displays and get on the bounce, apes!'

Mission Type: Surgical strike.
Mission Duration: Two hours.
Mission Equipment: One FedCom SW-404 Javelin missile launcher loaded with a single magazine of M-666C5 HEAT (High Explosive Anti Tank) missiles.



Scenario Breakdown: The troopers arrive to find a very small fissure in the cliff wall marked on their databoxes. This passage, barely wide enough for a single trooper, has the sound of digging echoing from within. Any scouting reveals that two worker bugs, which the players may well mistake for warriors, are busily chewing away at the sides of the passage to open enough space for the plasma bug concealed within to exit.

The complication here is that if the troopers gun down the workers, they can then only approach the plasma bug one at a time. If they let the bugs finish their work, the troopers can tackle the plasma bug, a very dangerous opponent, as a team. Even armed with rockets, a single trooper will be very vulnerable to the deadly fire attack of a plasma bug; this makes it imperative that the troopers get to the lethal insect as a group. This kind of insight is the kind of judgement a good officer should possess and the Games Master should take note of any player with the wisdom to suggest such a course of action for possible commendation.

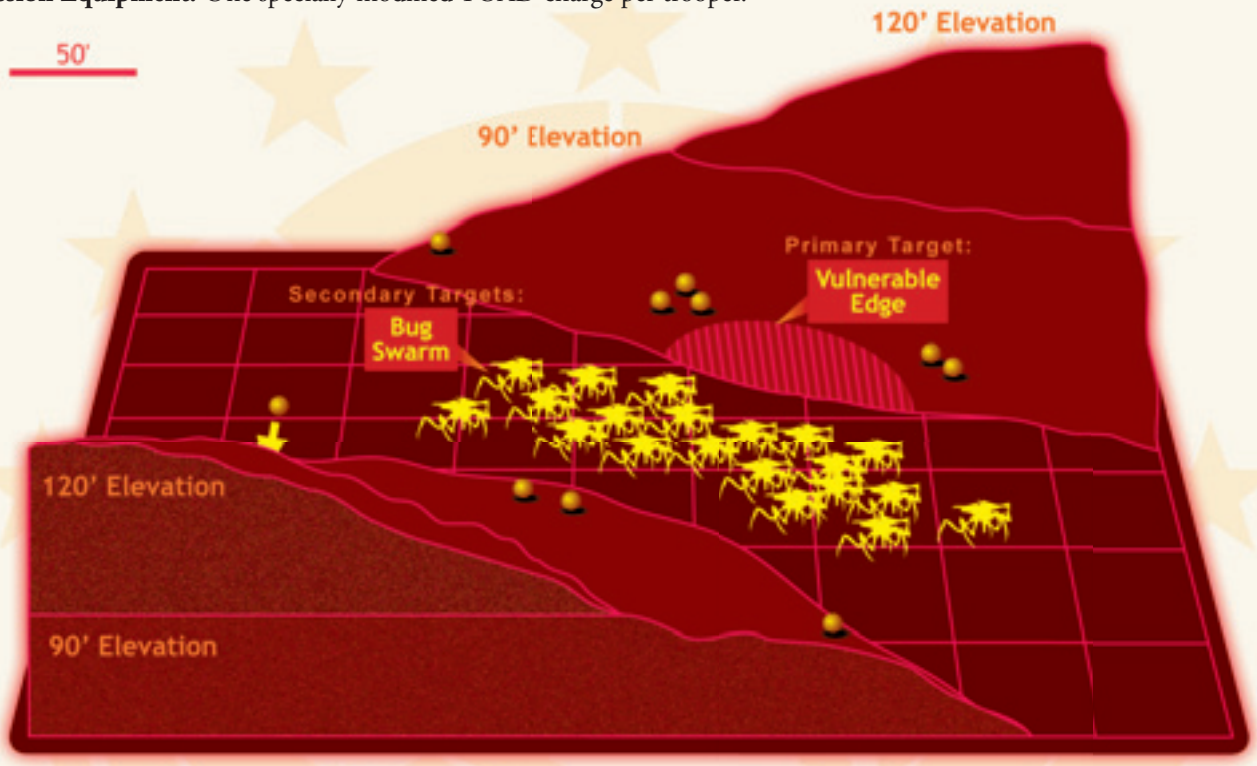
Conversely, using the Javelin to kill the worker bugs is the worst course of action the troopers could take, as it will certainly vaporise the workers but it will also bring the cavern passage down over them and seal off the plasma bug. This is not an acceptable resolution as it will only delay the big insect and allow it to escape and reappear somewhere else. Digging through the rubble to get to the plasma bug by hand will take longer than two hours.

Victory Conditions: This mission has an easy frame of success; kill the plasma bug. As long as it is neutralised within the two hour window, any other mistakes can be forgiven. There is no clear opportunity to earn a commendation for this simple seek and destroy operation.

Operation: Groundstrike (300 experience points)

'We have an opportunity created by Harrison's Harriers that we cannot afford to pass up. As the closest unit to the mission site, it's your duty to follow through. The Harriers have sighted a large group of bugs in a single valley east of the caves where you encountered those plasma bugs. With those things dealt with, it should be a safe journey to the canyon. Once there, deal with sentries and use these modified TOAD charges to bring the valley down around the bug's antennas. If we don't do this now, you can be sure we'll see those bugs later when they aren't so vulnerable.'

Mission Type: Surgical strike.
Mission Duration: One hour.
Mission Equipment: One specially modified TOAD charge per trooper.



Scenario Breakdown: This is a multi-phased mission. The first thing the troopers must do is to scout the area for a vulnerable edge to plant their TOAD charges, a Perception check (DC 18) and can be once within 150 feet of the vulnerable edge. This will likely place the squad very close to a number of warrior bugs acting as sentries.

Finding the right place to plant the explosive is fairly simple, but actually doing so will be trickier. To bring down enough of the canyon wall to start a directed avalanche is precision work. Laying the charges requires a Demolitions check (DC 10) and takes five rounds. Failed checks can be retried, but each one takes another five rounds and a replacement warrior from the swarm below will come up over the wall 20 feet away from the squad each round after the initial five. To avoid getting overwhelmed, speed is imperative.

The modified TOAD charges are shaped charges designed to fire downward and shatter the rocks below. The charges will automatically be successful in causing an avalanche that buries the bug swarm if over 50% of them are placed correctly. The charges will not be a threat to the squad unless they are standing on the vulnerable edge when it is shattered by the blast. If the Games Master wants to add some suspense, a few warrior bugs or even a plasma bug, if the Games Master thinks the squad can handle it, can survive the avalanche and come up after them as the troopers try to leave the area.

Victory Conditions: Bringing down the valley wall and crushing the bug swarm before the troopers move out of harms way within an hour achieves a full victory. As long as any bugs that come after the squad are also neutralised, the team gets full experience.

Operation: Convoy (600 experience points)

'This planet has gone to Hell in a hand basket, men. There are reports of widespread damage in several key locations. To get Pluto Base and its outlying installations up and running, SICON has sent us a care package with computers, machine parts and other equipment. The landing pad is not yet complete, so SICON is having them hot dropped. Your job is to rendezvous with the supplies, guard them while ground haulers load up and escort the whole lot back here.'

Mission Type: Transport guard.
Mission Duration: Eight hours.
Approved Equipment: One MAC hauler and two Sprite reconnaissance skimmers.



Scenario Breakdown: This is a protracted mission with a great deal of danger inherent in its execution. Any time an equipment drop takes place in hostile territory it attracts a great deal of attention. This is no exception and bugs are moving into the area of the drop very quickly. By the time the players get to the drop site, there are already six warriors and a plasma bug in the immediate vicinity. Describe to the players the bright flash of light in the distance as they approach the drop point and then have the shuttle that just made the delivery crash nearby, still blazing. These supplies are vital, so much so that a shuttle crew just gave their lives to get them to Pluto.

The bugs know nothing about the import of the goods; they were just attracted to the activity. This means they will only go after the MAC hauler if there is no trooper closer to a given bug than the truck. The players have to escort the truck the 24 mile round trip to the temporary supply depot set up to protect and distribute these supplies. There are three major zones of combat along the proscribed route, each with a substantial number of bugs.

This mission teaches the value of occasionally stepping off the proscribed path when a situation demands it. It is quite possible to avoid each of the bug ambushes with a Perception check (DC 22) once the troopers get within a quarter mile of the bug position, as they have a look out ahead of the convoy. If the ambushes are located, the troopers can take the convoy around the danger area and into the depot from a safer direction.

Victory Conditions: The supplies and their safe transport are the only concern in this mission. During an ambush, if a bug is not intercepted and engaged in combat for one full round after it takes down the truck, the supplies it was carrying are considered destroyed and lost. The cargo of computer cores and electronic components, ammunition, food and an incomplete M-8 Marauder are all quite robust so the troopers needed worry about fragile goods. A commendation is given to the whole squad if the truck is returned with no damage and its cargo intact.

Operation: Bug City (500 experience points)

'Taylor's Tigers have discovered a trail leading through the underground to what they report to be a mass collection of Arachnids. These bugs constitute, if the report is accurate, the largest host of Pluto's inhabitants ever seen. This may be the big one, the 'Bug City' we have been looking for. SICON is dispatching three units – your squad, Bulmahn's Berserker and Rasczak's Roughnecks – to go in, find out if the report is true and if it is then signal the Rodger Young for an immediate penetration air strike.'

Mission Type: Search and report, air strike guidance.
Mission Duration: Eight hours.
Mission Equipment: Standard only.



Scenario Breakdown: This mission takes the players into the caverns of Pluto for a little paranoid cave crawling on a search for the reported 'Bug City'. Have the squad encounter 2d4 warrior bugs, one or two at a time, in the caverns before they make it to the map above. The group of three warrior bugs noted in the tunnel are sentries, acting to stop intruders or warn the crater nest's defenders if danger is coming. If all three are destroyed before one can get to the surface, this mission will be a lot easier to complete. If not, an attack group of five more warriors will enter the cavern from the opening to the cave ten rounds after the escaping bug leaves it.

Once the players deal with all of their opposition and scouts the edge of the crater, the truth of the Arachnid's occupation of Pluto will be revealed. As the Roughnecks watch from the other side of the crater, a gigantic transport bug deposits eggs and hundreds of living Arachnids into the crater, under guard from a pair of plasma bugs. When the transport bugs departs into space, the players should realise that the bugs are not native to Pluto at all. They are invaders, not indigenous.

New orders will come over the squad's communication gear. The Roughnecks will be attempt to follow up reports of another departing transport bug while the player's squad guides in the air strike here. A Computer Use check (DC 20) is required due to the massive energy interference presented by the transport bug. This check has to be made three times out of five for the air strike to be successful. Any fewer successes and some of the bombs will miss their targets, resulting in a stirred up, but not obliterated, nest.

Victory Conditions: The players succeed if they guide in three or more of the five bombing waves. They also have two chances to receive commendations. One commendation is given to the whole squad if they risk taking out the plasma bugs before the air strikes are complete. The other goes to the trooper calling in the air strikes if all five of them land successfully.

Operation: Urban Renewal (400 experience points)

'Calm down, people. I know you are all pretty shaken up at the thought of a bug planet out there somewhere, but I need you to stay focused right now. We got a bug planet right under our feet and we have to change that. The main hive may be slagged, but we have detected several pockets of bugs on the surface or just beneath it. It's time for clean up detail. Who's ready to nuke some bugs?'

Mission Type: Seek and destroy, nuclear deployment.
Mission Duration: 24 hours.
Mission Equipment: One GK-12 Gecko armoured personnel carrier and one FedCom SW-404 Javelin missile launcher loaded with a single magazine of M-988M1 Pee-Wee missiles.



Scenario Breakdown: Every squad left on Pluto not already assigned to garrison duty at the recently completed landing pad has been put on hunt and kill missions like this one. The players have been assigned a GK-12 Gecko, which can be driven by a Non-Player Character if none of the squad is capable of doing so. The squad has also been given an attack vector that should take it into three trouble spots. Their mission is to eradicate every Arachnid in these zones.

The first bug swarm consists of 20 warrior bugs and could be taken out by the Gecko itself but it has only 20 round left for its twin machine guns. It is mostly along for transport and to serve as a firing platform so that troopers can gun down bugs without becoming vulnerable. The plating of the Gecko APC offers a +4 bonus to the Defence Value of the troopers.

The secondary zone is more complicated. In addition to the warriors, this site has a quartet of hoppers. These can and will attack anyone they can reach. Cover definitely matters against these four deadly insects.

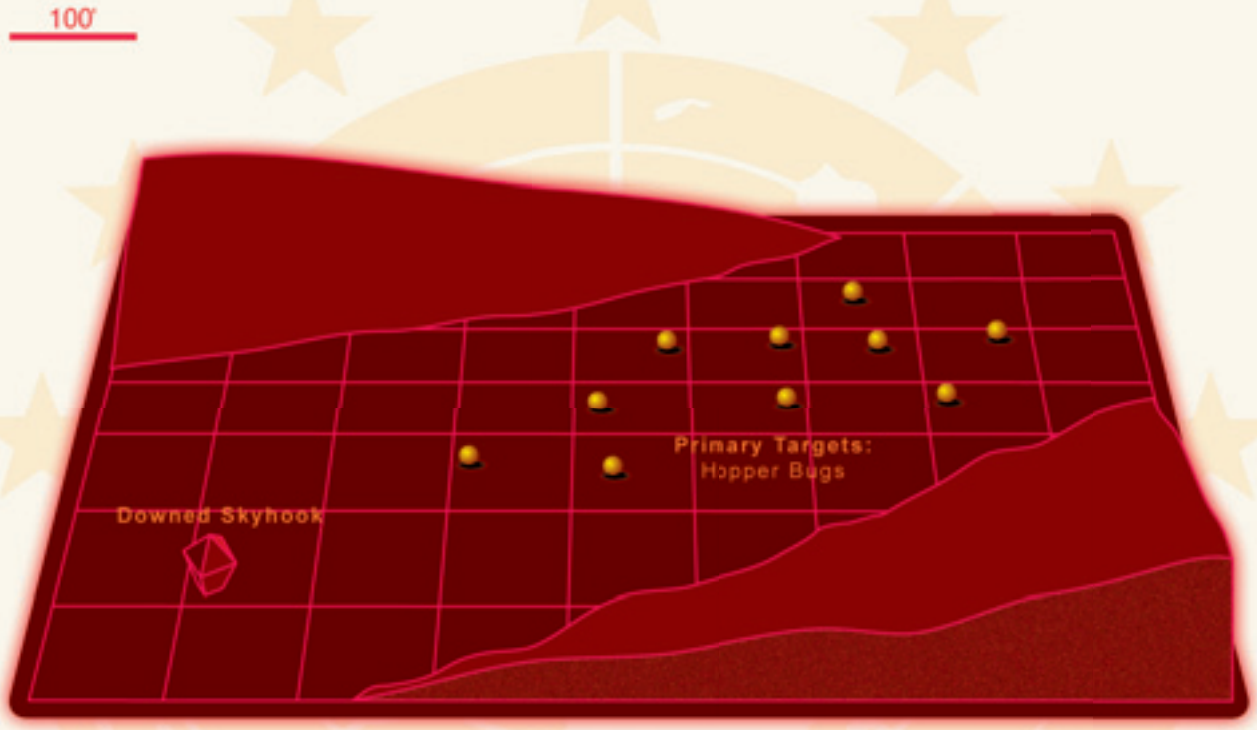
The main target of this mission is a well-defended nest of more than 100 warriors. A pair of plasma bugs guard the entrance to the cave and will keep the Gecko from being able to approach it. The players must go on foot from a safe distance away, blast the plasma bugs, and then annihilate the nest and all its inhabitants.

Victory Conditions: SICON will accept nothing less than perfection from this mission. If all three assignments are not completed, everyone involved faces a board of review and possibly a demotion.

Operation: Rapid Rescue (600 experience points)

'Excellent job out there, apes. You deserve a rest cycle, but you aren't getting one. Wachowski's Wolverines have been ambushed and downed by a group of flyin' bugs similar to those you just encountered. They're rapidly running outta ammo, when that happens, those men are dead meat. Saddle up and get those men home safe!'

Mission Type: Interception, rescue.
Mission Duration: 30 minutes.
Mission Equipment: If the GK-12 Gecko assigned to the squad for the previous mission is still intact then they can use this. If not, a Skyhook will deviate from its current mission, but will only be able to drop the squad within 500 feet of the Wolverines' position. Missiles and launchers unused in previous missions may also be approved for use here at the Games Master's discretion.



Scenario Breakdown: By chaining one scenario to another, a Games Master can build a sense of weariness and emergency. Troopers normally get to sleep, have their wounds attended and restock their ammunition and gear before their next mission. This scenario takes place immediately after the last one, so there is no such opportunity. Whatever ammunition the troopers and their transport have at the end of Operation: Urban Renewal is what they go into this mission carrying.

As per the map above, the players intercept the swarm of hopper bugs as they clamber over the downed Skyhook at the base of a high walled canyon. The objective of this mission is to take out all of the hoppers before they kill every one of the Wolverines.

This will be a hard fought battle and the players will have earned their experience if they manage to survive it. Smart tactics will be to use rockets (if any are left) after gathering hoppers into clusters. The APC is swift enough to manoeuvre around the alien bugs with a competent driver at the controls. This may be the player's first experience of vehicle combat so keep it fast paced and exciting.

Victory Conditions: As long as the players act swiftly, the other Mobile Infantry troopers are certain to survive. The hoppers do not all have to be killed; the Wolverines' survival is the important part of this mission. Every member of the players' squad receives a commendation if they succeed in this scenario and a second one for gainful initiative if they somehow manage to capture a hopper bug for study.

Operation: Skyhook (300 experience points)

'Sorry troopers, sleep cycle's cancelled. You are the closest unit to the Valermo*, a supply shuttle we just lost to a plasma bug south of your current location. That shuttle was carrying technical staff and supplies to the only working communication outpost on this entire rock. Those people were supposed to be aligning the comms tower to send everything we have learned here straight to Earth. Go get that shuttle's emergency escape section and haul it to Soliloquy Base. Get on the move; we are almost done here and I for one can't wait to get off Pluto before the Fleet glasses this whole area!'*

Mission Type: Pick up and rescue.
Mission Duration: One hour.
Mission Equipment: One GK-12 Gecko armoured personnel carrier.



Scenario Breakdown: This scenario is a lesson in interpreting orders and being cautious. The fact that a transport was brought down by a plasma bug is a good hint that one is still in the area. This deduction will keep the squad safer as they approach, as long as they are cautious. If they just blaze in and do not look the crash zone over first, they are liable to catch a face full of plasma.

Once they arrive on the site of the crash, a low band radio beacon will lead them to the jettisoned module (Computer Use check (DC 15) to detect). It has three warrior bugs crawling over it but they do not seem to have made it inside as the doors are still closed. The warriors can be swiftly taken out but all is not as it seems. If the players just hook their Gecko up to the module and tow it back to Soliloquy Base, the mission ends and they each receive 100 experience points. If they look inside the transport's emergency module, they will find the entire crew compliment slaughtered and four warriors looking for more humans to munch on.

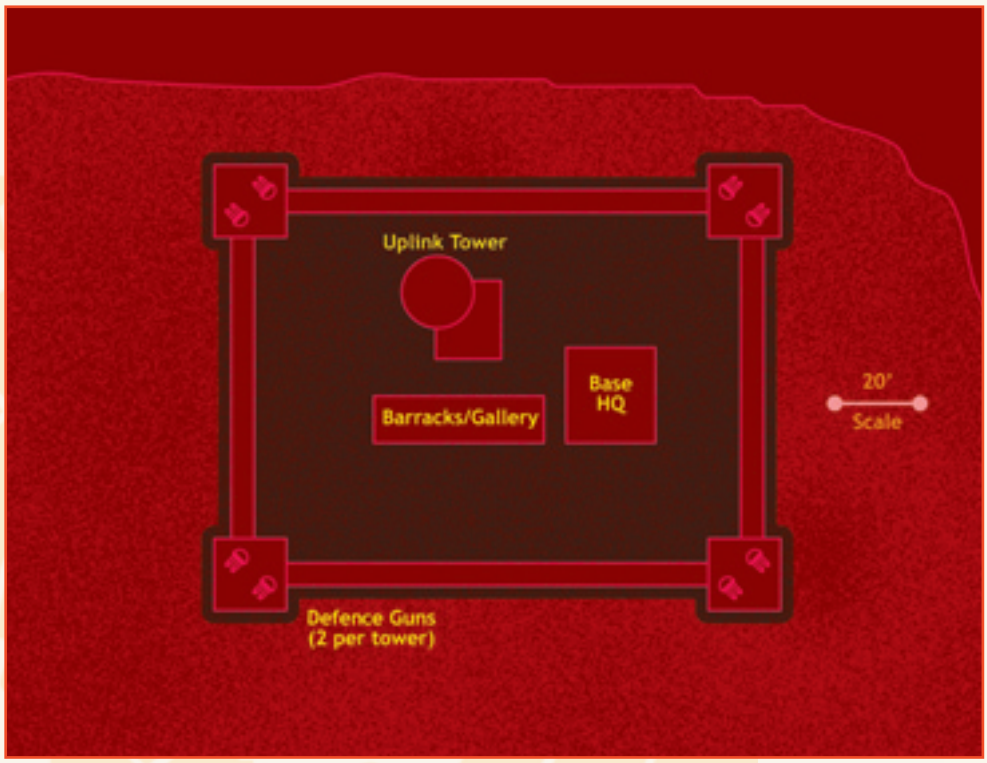
A huge tear in the floor of the module, sliced open as the module slid over rocks after being jettisoned, has let the burrowing horrors in and the crew did not stand a chance. A hint to this fate might be if the players try to contact the crew by communicator and receive nothing but static. Since the only practical way to get inside the module is on foot, it is likely the players will have to fight the four bugs directly with little or no help from the APC. The module's contents are still important as it is emergency file storage system still contains information vital to SICON.

Victory Conditions: Every trooper gets 100 experience points for just finding the module and delivering its contents to Soliloquy Base. They receive the extra 200 experience for the scenario if they discovered the warrior bugs and did not end up delivering a box full of death to the base instead; indeed, diciplinary action or demotion may well be suitable repercussions for such a devastating error in judgement.

Operation: Reconnection (500 experience points)

'Up and at 'em, troopers! You leave in ten! We have another problem out here and I don't think these console pilots are going to handle it for us. Radar shows a widespread mass approaching in all directions – may be another swarm of bugs. They were picked up a few seconds after the main uplink tower's core fried. Does anything on this rock ball work? Qualified engineers and comms technicians report to communications to lend a hand. The rest of you will be manning the big guns with me!'

Mission Type: Keep and hold, emergency repairs.
Mission Duration: 20 minutes.
Mission Equipment: Any.



Scenario Breakdown: This is a combined mission. For the less technically adept members of the squad, this scenario consists of manning the guns at the defence towers. For engineers and comms technicians, they have to help repair the communications tower and get it back online.

Any player asking the very logical question of why they are not simply using the powerful communications array on the *Rodger Young* will receive an answer they are sure not to like. All large craft have been ordered out of the area on another 'vital mission'. Evac is coming for them, but it will not arrive for at least 72 hours. Until then, the Mobile Infantry is once again left to its own devices to survive.

This is not the fight to the finish that it appears. While the troopers do have to fight three waves of three warrior bugs appearing at the end of long range for the pair of MW-5050 autocannons on each of the four towers, they are really only fighting to hold out until the uplink is re-established. To make things simpler, Games Masters may assume that every tower not manned by players is successful in fending off all of the attacking bugs in its sector.

Accomplishing the task of getting the communications tower working again is an extended action requiring five successful Computer Use (DC 15) for comms technicians and five successful Technical (structural) or Repair checks (DC 15). If the computer cores did not survive Operation: Convoy, these checks are at a considerably harder (DC 25). This is in addition to what the base's technicians are doing, so those skill checks will have to be made by the players at one roll per round per trooper working on the problem.

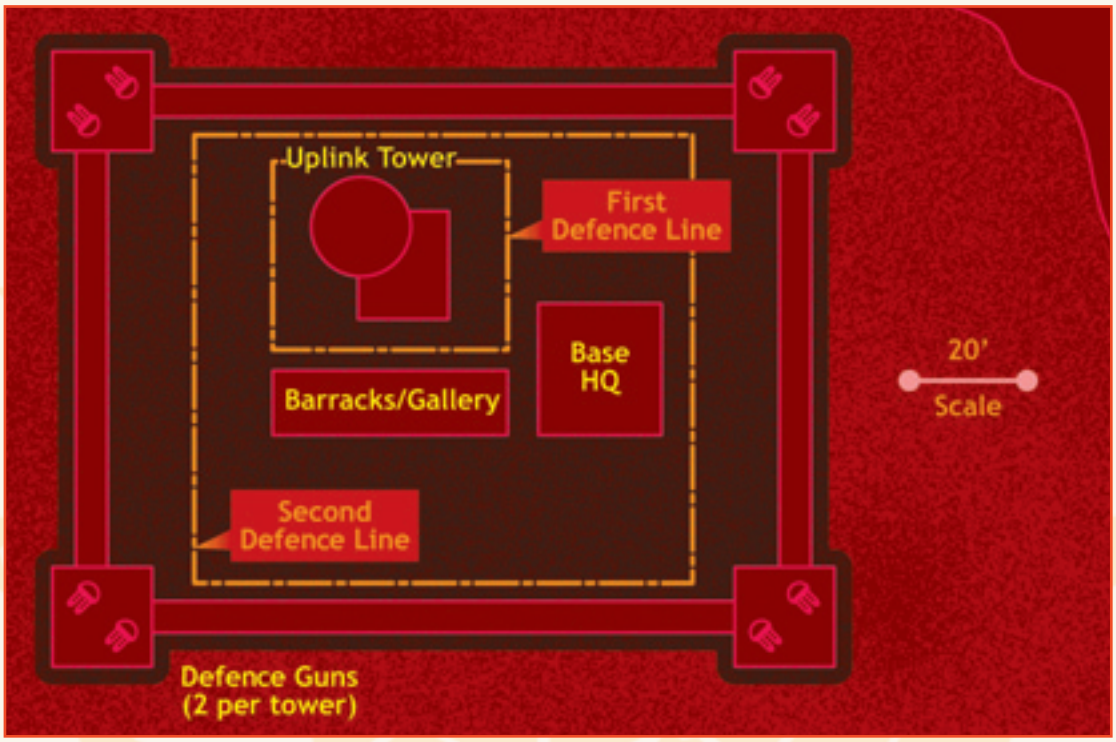
The moment the uplink tower is active, it begins broadcasting to Earth. This blast of communications coincides with a sudden and full retreat of any bug not already in the complex. They move out en masse, leaving the base personnel mystified as to why.

Victory Conditions: The only objective of this mission is to get that broadcast accomplished. All other concerns, including survival, are secondary. Keeping any bug from entering the base earns troopers manning the guns a commendation while commendations are also due to any comms technician or engineer who completes his repairs with consecutive successful rolls.

Operation: Uplink (600 experience points)

'Okay, we just have to keep this hunk of junk working until it gets the last of our signals to Earth. There's a lot of techno-babble to send when you are transmitting athis much data across the solar system. Until this uplink is complete, we have to guard the uplink tower with our lives. Nothing gets in; do you hear me? Nothing!'

Mission Type: Keep and hold.
Mission Duration: 15 rounds.
Mission Equipment: Any.



Scenario Breakdown: This mission stands as an example of different scenarios that can be fought on a single map. In this case, the Operation: Reconnection map is the same as the area fought over in Operation: Uplink. The parameters have changed for Operation: Uplink, however. With the ammunition supply to the base's heavy weapons dwindling, two areas of defence have been set up and all available base personnel have been armed and charged with holding them if possible.

The bugs come in waves of four, meaning they are almost assured of making it over the wall. Towers not manned by the players will destroy all four of their targets each round, but they cannot hold the tide back forever. After five rounds, these guns will run out of ammunition and their gunners will fall back to the second defensive line. Once the bugs start issuing into the base, these same gunners will take down eight bugs per round between them. One gunner will also die each round for every two bugs that remain inside the base at the end of each round.

The bugs will overrun the base quickly unless the players can stop them. Fortunately, the technicians have got an M-8 Marauder working again and it has been warming up since the troopers arrived. It has half its hit points in each location and there is a 25% chance each time a weapon is fired of it shorting out and being rendered permanently useless, but it is an advantage at a time when the squad needs all the breaks they can get.

The second defensive line breaks if five gunners die. The first defence line breaks if all the technicians die and the tower itself falls if the bugs are not all slain three rounds thereafter.

Victory Conditions: There are three levels of victory. If the second line holds *and* all the gunners survive, the players each receives the Terran Medal for valour in the face of overwhelming odds. If the second line falls but the first holds, the players receive a commendation. As long as the uplink tower finishes its broadcast, the troopers at least complete their mission.

Operation: Dust Off (500 experience points)

'You're hurting. We all are. But I have good news, apes! We are getting out of here. The Fleet has arrived with enough ordnance to make this whole planet a smoking memory. Soliloquy Base is a loss, but we have a functional landing platform not far south of here. Grab only what you need and get with your assigned group. We'll escort these survivors to the pad and catch the next shuttle outta here!'

Mission Type: Clearance, evac.
Mission Duration: 30 minutes.
Mission Equipment: Standard only.

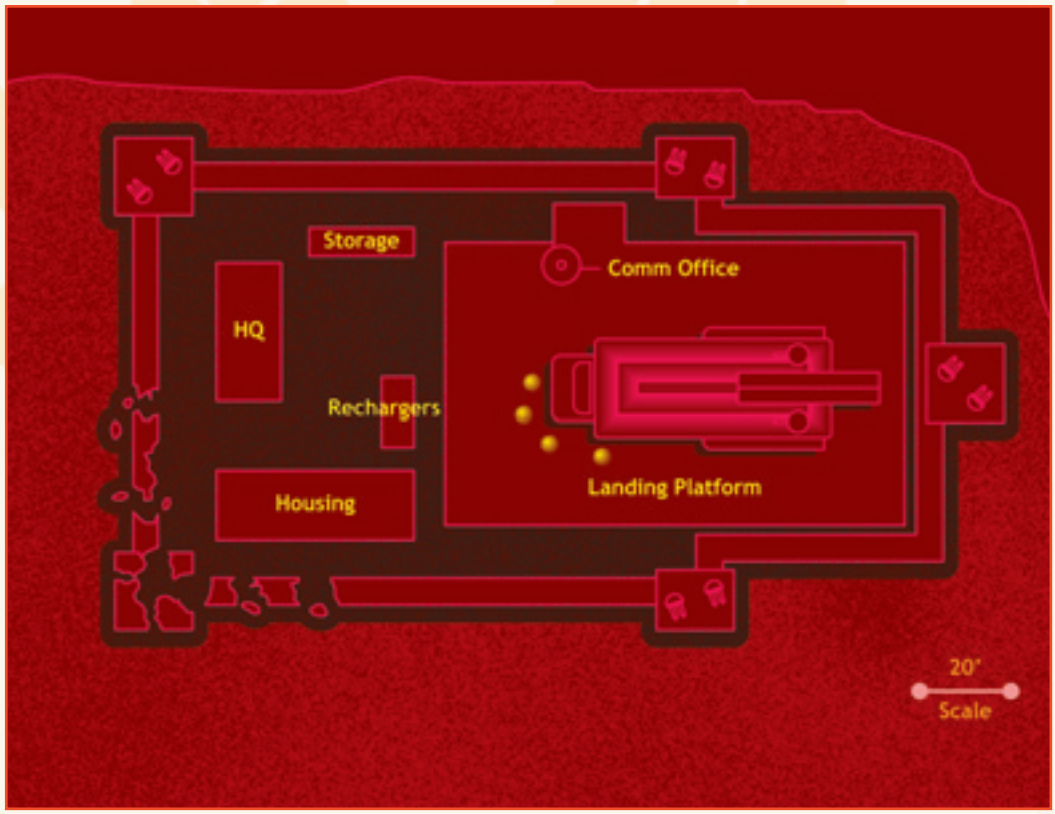
Scenario Breakdown: By the time the players escort any surviving technicians to the landing site, the bugs have already reached the landing pad. The south western defence tower lies in shambles and there is blood everywhere. There are bug corpses scattered around the entire perimeter and the soil is yellow green with the vital fluids of more that 200 dead warriors. It looks like the troopers have missed one heck of a fight.

Or have they? Inside the complex, the echo of gunfire can still be heard. The easiest way to get into the complex is through the holes in the southern wall and from there the players can make it to the platform where three Fleet officers with Morita carbines are trying to hold off a group of four warrior bugs.

Without help, they will eventually die. If the troopers attack quickly, they will receive a surprise round on the bugs. The technicians they are escorting, assuming they are armed, will kill one of the bugs themselves. They may not be troopers, but they are SICON and they are willing to do their part just like any other trooper. A Fleet officer will be caught and pulled into the mandibles of a warrior bug to die if the troopers do not act for two full rounds after seeing their predicament.

Once the Fleet officers are rescued, they are more than willing to take off, but a few moments after everyone climbs aboard a tanker bug will burrow up under the rechargers. If the tanker bug is attacked it will target moving objects, such as troopers, before stationary ones like the shuttle, alternatively, the players can dust off and get off of Pluto just as the bombardment begins.

Victory Conditions: If the troopers save all of the Fleet officers, each member of the squad will receive a commendation, possibly allowing them to transfer to Fleet if they so choose. This is effectively permission to multiclass as a Fleet officer, subject to Games Master approval. Bonus commendations go to any troopers engaging the tanker bug to ensure the safe departure of the retrieval ship and Terran Medals are awarded for valour in the face of overwhelming odds if the tanker bug was killed in the process. Otherwise, survival is its own reward.





Aftermath of the Pluto Campaign

With the revelation that the Arachnids are not indigenous to Pluto, many new questions now vex the United Citizens' Federation and SICON. If the Arachnids do indeed come from another world, as 'proven' by the multiple transport bugs that left the surface during the events of the Pluto Campaign after Operation: Bug City, where is that world and how much of a threat does it pose? How many bugs are there and how many forms do they come in? Can transport bugs defend themselves against spacecraft? And how can a living insect move at interstellar speeds?

The aftermath of the Pluto campaign is a wrap up intended to bring players up to speed on everything learned both by them and by SICON high command. After each campaign, a Sky Marshal briefing like the one given here should be read to the players in character. Not only does it make sure they are aware of campaign developments for future games but it offers a sense of closure and prepares them for whatever may lie ahead.

Aftermaths also offer Games Masters and players interested in the political and social stories that can be told with *Starship Troopers* to glimpse 'behind the curtain' of double speak and favourable spins the Federation uses to cover its errors in judgement and any events the public might find 'disturbing'. In General Maxwell's debriefing communique for instance, it is inferred that the Arachnids are directly responsible for the deaths of the hundred thousand civilians and personnel stationed on Pluto. In truth, the majority of these deaths were caused by the nuclear carpet-bombing run carried out by the *Rodger Young* on its way out of orbit – an event the player bore witness to as they were leaving the planet.

The aftermath speech should be read verbatim, changing only what is required to reflect player actions that may have impacted the campaign enough to have been noticed by SICON and the Sky Marshals. Note that medals and commendations are given out at a corporal level and approved by captains; no one any higher up the chain of command is involved in the process. Thus, only the most impressive events may get a trooper mentioned by name during the aftermath, though if it does happen, the character gains a +1 increase to his Prestige bonus.

From: General Maxwell, 2nd Battalion, XIVth army
To: All company commanders
Re: In the wake of Pluto

Fellow servants of the Federation,

Recent events on Pluto have brought to light disturbing information about the Arachnid race discovered there a few months ago and thought to be destroyed. When they were once again detected on the surface of Pluto, SICON dispatched a full company to deal with the problem. While every platoon involved has acted with great precision and skill, the situation has now escalated far beyond its previously assumed threat level.

Immense insects, currently being labelled transport bugs, were seen leaving the planet's surface and departing the Sol system at tremendous speed. This, coupled with our exhaustive investigation revealing no evolutionary evidence of life on Pluto, leads Military Intelligence to only one logical conclusion: Arachnids did not originate on Pluto. Instead it is believed that they are an alien race originating from outside our solar system. Their return to Pluto after previously being removed from it also leads SICON to further conclude that they are an aggressive species which poses a threat to all human-controlled space.

We have triangulated the trajectory of the transport bugs leaving Pluto and have projected their destination to be a world somewhere in the Alpha Hydræ system, the brightest star in the constellation of Hydra. SICON reconnaissance probes and psychic scans are already combing this system for any sign of Arachnid presence, however, such searches have already uncovered countless other star systems, each a possible destination for these transport bugs. Rest assured that SICON will continue to investigate and deal with the growing concern of attack by the bugs, an effort fuelled by the public outrage in the wake of the bug's devastating attack on Buenos Aires.

That is why the bugs can never be forgiven. Their attack on Buenos Aires was unconscionable and utterly unprovoked. Raining down fire and stone to kill millions in an act of murder beyond any scale humanity has suffered before, the bugs have signed their own death warrant in the blood of our citizens and civilians. Let the Buenos Aires mass grave lend strength to your arms and fire to your heart when you go to war. The Federation has been violated, its spirit lies wounded on Earth. Now we take the fight to our enemy. We may not have started this war, but with the dead of Buenos Aires as our witnesses, we will finish it!

Even as I address you on behalf of Sky Marshal Collins and the rest of High Command, the full weight of SICON is preparing to move out. We are sure to learn more about the bugs and effective ways of neutralising any possible threat they pose to our people. The loss of the Federation's considerable investment in our Pluto facilities due to the brutal Arachnid occupation will not go unavenged, but this is only the first step on our road to victory.

GLOSSARY

This glossary contains certain key terms used in *Starship Troopers: The Roleplaying Game*. Game terms are italicised for easy identification.

Aberdeen, Scotland: Site of the first 'emergency measure' that led to the founding of the Federation. War veterans formed a militia to control local crime, allowing only other veterans to join; after a generation or so the measure became official.

Ability: One of six statistics – Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma – possessed by every creature (and some non-living items).

Ability Check: A check of 1d20 + the appropriate ability modifier.

Ability Damage: The temporary loss of one or more ability score points.

Ability Modifier: The bonus or penalty derived from a character's ability score.

Action Points: A statistic Player Characters (and choice Non-Player Characters) possess, one of these can be spent to gain a random modifier to a check of any kind.

Adamant: SICON dreadnought.

Aguinaldo: SICON corvette transport.

Alamein Dead: Common bagpipe song performed by boot camp bands.

Alamo: SICON corvette transport.

Alvin York: SICON corvette transport.

Ape: Slang term for a Mobile Infantryman. Also a nickname for the M8 Marauder suit.

Arachnids: The insect race discovered on Pluto, which engaged the UCF in the First Interstellar War.

Argonne: SICON corvette transport converted to a sick bay and medical ship.

Asgard: SICON dreadnought.

Attack: Any form of action intended to disable, damage or harm an opponent. An attack is made by making an attack roll.

Attack Roll: A roll determining whether or not an attack successfully hits its target.

Attribute: See Ability.

Aubrey Cousens: SICON corvette transport.

Audie Murphy: SICON corvette transport.

Base Attack Bonus: The value added to a d20 roll to determine if a ranged or melee attack is successful.

Blaster Bug: An Arachnid species with a vicious heat-based ranged attack.

Blister Bug: An Arachnid species with a vicious acid-based ranged attack.

Bollinger: SICON heavy transport.

Bonus: A positive modifier to a roll.

Brain Bug: An Arachnid species, the controllers and co-ordinators of their kind.

Brunham Ballistics: A manufacturer of traditional ballistic weaponry.

Buenos Aires, Argentina: Destroyed in the initial attack on Earth by the Arachnids. Note: This event has not occurred as of the Pluto Campaign.

Bugs: Derisive term for Arachnids. Aliens that waged war against the Terran Federation, probably because both factions wanted to expand into the same territory. There are intimations of border conflicts before war officially broke out, but the 'beginning' of the war, for most of Earth, was the destruction of Buenos Aires in an unexpected attack. The aliens resembled giant spiders, but the social organisation was more like that of intelligent ants or bees. Humans officially called them Arachnids.

Caissons: Marching song at Camp Arthur Currie, one of many SICON training camps.

Caleb: An artificially mutated symbiote derived from dog stock. Calebs have an intelligence equivalent to below average human, and can talk. Their rapport with their human partners is so intense that if the human is killed, the caleb normally has to be euthanised, and if the caleb is killed it takes months of therapy for the human to recover. Hebrew for 'dog'. Also called a neodog.

Camp Arthur Currie: SICON training ('boot') camp.

Camp San Martin: SICON training ('boot') camp.

Camp Sergeant Spooky Smith: SICON boot camp in the Canadian Rockies, near Vancouver, where

advanced Mobile Infantry training is conducted.

Cap Trooper: Member of the Mobile Infantry trained for fighting in powered armour. This name is derived from the word 'capsule', the most common form of assault drop for the Mobile Infantry.

Charisma (Cha): The ability that measures a character's force of personality, persuasiveness, charm and ability to lead.

Cherenkov Drive: Propulsion system for the United Citizens' Federation's starships and transports.

Character: The persona taken on by the player while involved in a game of *Starship Troopers*.

Character Class: One of the player character types; Trooper (Tpr), Fleet Officer (Flt) or Civilian (Civ).

Character Level: A character's total level, the sum of all his character class levels.

CHAS: See *Cybernetic Humanoid Assault System*.

Check: A d20 roll made to determine the success or failure of an action such as an attack, saving throw or the use of a skill. Checks are compared against the Difficulty Class of the action in question.

Chickenhawk: Nickname for the M-9 Marauder suit.

Chinese Hegemony: Political unit in the late 20th century; it went to war against the Russo-Anglo-American Alliance.

Chronos: SICON dreadnought.

Civilian: An inhabitant of the UCF who has not earned sovereign franchise.

Civilian (Civ): A character class.

Citizen: An inhabitant of the UCF who has earned sovereign franchise, most commonly through Federal Service.

Class: See *character class*.

Class Feature: Any special characteristic derived from a character's class.

Class Level: A character's level in a single character class.

Class Skill: A skill that appears in a character class' class skills list.

Colonel Bowie: SICON corvette transport.

Colossal: A size category describing creatures or objects 64 feet or more in height or weighting in excess of 250,000 pounds.

Comms Technician (Com): A character class made available by cross training.

Concealment: Anything that prevents an attacker from clearly seeing his opponent.

Constitution (Con): The ability that measures a character's health and stamina.

Continuous Damage: Damage from a single source that continues to deal damage after an initial attack without the need for additional attack rolls.

Cover: Any form of barrier between an attacker and his opponent.

Critical Hit (crit): A hit that strikes an vital area causing any damage dealt to multiply.

Critical Roll: A special second attack roll made in the event of a critical threat to determine if a critical hit has been scored. If the critical roll is a hit against the target's Defence Value, then the original attack is a critical hit; otherwise it is a regular hit.

Cross-Class Skill: A skill that does not appear in a character class' class skills list.

Cross Training: The act of taking on multiple character classes.

Cybernetic Humanoid Assault System: A combat robot available to some Mobile Infantry units in heavier engagements.

Damage: A decrease in hit points, ability score or other character trait caused by injury, illness or misadventure.

Damage Reduction (DR): A defensive feature of armours and some creatures, which allows it to ignore a number of points of damage equal to its damage reduction score.

Darkvision: The ability to see in the dark, inherent in some creatures, granted by technology to others.

Daughters of Charity: Relief establishment set up to aid survivors of the Arachnid attack on Buenos Aires.

Defence Value: How difficult a target is to hit with any form of attack. Derived from 10 + Dexterity score modifier + class bonus (if any). Used as the base Difficulty Class for attack checks.

Devereux: SICON corvette transport.

Dexterity (Dex): The ability that measures a character's hand-eye co-ordination, agility and balance.

Difficulty Class: This number is the target value a check has to meet or exceed to be successful. Some Difficulty Classes are static and do not change but most are dynamic and can vary greatly due to present circumstances.

Dirge for the Unmourned: Music played at Mobile Infantry hangings.

Diminutive: A size category describing creatures or objects between six inches

and one foot in height or length, or weighting between 1/8 of a pound and one pound.

Disorders: A collective name for the widespread Disorders that preceded the break-up of the North American republic in the 20th century. Disturbances also occurred in Russia and the British Isles though the effects were not as severe. The Disorders culminated in a series of wars and political upheavals that led to the establishment of the Federation.

Drop Capsule: The M2 Drop Capsule is a delivery system for MI cap troopers and marauder suits that drops them through the atmosphere of a planet for swift deployment.

El Alamein: SICON corvette transport.

Engineer (Eng): A character class made available by cross training.

Experience (XP): The travails of a military life improve those that survive. Experience is earned as points for going through missions. Enough experience raises a character's level, making them stronger and more capable than before.

Feats: Special abilities that represent special individual talents and training.

FedNet: The official broadcasting network of the Federation.

FedCom: A manufacturer of advanced artillery weapons systems.

Federal Service: Only those who serve their full stint are granted voting rights. When the United Citizens' Federation is not at war, most service is equivalent to non-military Civil Service jobs, and anyone who applies must be found some sort of job.

Federal Stellar Authority: Government funded space program established in the early years of the Citizens' Federation.

Federal Transport Authority: Government controlled aerospace program.

Field Medic (Med): A character class made available by cross training.

Fine: A size category describing creatures or objects six inches or less in height or length, or weighting less than 1/8 of a pound.

Firefry Bug: An Arachnid species with a vicious fire-based ranged attack.

Flat-footed: A flat-footed creature loses its Dexterity modifier to his Defence Value and cannot make free attacks.

Fine: A size category describing creatures or objects six inches or less in height or length, or weighting less than 1/8 of a pound.

Fleet Officer (Flt): A character class.

Flogging: Standard punishment in the Federal Service, also used for civil infractions such as drunk driving or other illegal but not murderous activities. Generally limited to no more than five lashes.

Fortitude Save: A roll made to withstand or reduce the effects that target a character's physical stamina or resistance to illness.

Free Action: Free actions are actions that can be made in a negligible amount of time; as such they can be used in conjunction with other actions.

FSA: See *Federal Stellar Authority*.

Full-Round Action: Actions that take a full round to execute.

Galileo: The FSA's first manned exploration vessel.

Gallipoli: SICON corvette transport.

Gargantuan: A size category describing creatures or objects between 32 and 64 feet in height or length, or weigh between 32,000 and 250,000 pounds.

Gentlemen Rankers: Marching song popular in Officers Candidate School.

George Patton: SICON corvette transport.

Geronimo: SICON corvette transport.

Gettysburg: SICON corvette transport.

Halls of Montezuma: Marching song popular at SICON training camps.

Hammer: SICON frigate.

Hastings: SICON corvette transport.

H-Bomb: Munitions slang term. Mobile Infantry soldiers are occasionally equipped with small atomic bombs along with all their other weaponry.

H.E. Bombs: Type of weapon carried by the Mobile Infantry. The 'H.E.' stands for 'high explosive'.

History and Moral Philosophy: Class required of all high school students, though no grade is given. It is always taught by Federal Service military veterans. In Officers Candidate School, a more advanced version is required that is a deciding factor in granting commissions.

Hit Points: The value of a creature's life or the remaining integrity of an object. As items and creatures are damaged by any means, this value drops until death occurs at –10 for a creature. Objects break when hit points reach zero.

Hopper Bug: An Arachnid species, one of the few that is capable of flight.

Horatius: SICON corvette transport.

Huge: A size category describing creatures or objects between 16 and 32 feet in height or length, or weigh between 4,000 and 32,000 pounds.

Hypnopedia: Subject covered in Officers Candidate School. A hypnotic learning method, it is how most members of SICON study time-intensive courses.

Indomitable: SICON frigate.

Initiative: The order in which combat is handled. High Initiative scores act first. When combat ends, Initiative is discounted and all characters act when they wish.

Intelligence (Int): The ability that determines a character's ability to learn and reason.

Iwo: SICON corvette transport.

Jumpball: A futuristic sport, a combination of American football and gymnastics.

K-9 Corps: A small but vital Army corps in which calebs (neodogs) and humans worked in symbiotic teams.

Kamehameha: SICON corvette transport.

Klendathu: Arachnid home planet, its location and even its existence are unknown at the time of the Pluto Campaign.

Large: A size category describing creatures or objects between eight and 16 feet in height or length, or weigh between 500 and 4,000 pounds.

'Légion Étrangère': Marching song at SICON training camps.

Lethal Damage: Damage that reduces a character's hit points.

Level: A measure of how skilled and effective a given character is in combat, skills and other aspects of the roleplaying game. Levels increase through experience.

Leyte: SICON corvette transport.

Low-Light Vision: The ability to see in poorly lit conditions, inherent in some creatures, granted by technology to others.

M.I.: See *Mobile Infantry*.

Madelon: Marching song at SICON training camps.

Mademoiselle From Armentieres: Marching song at SICON training camps.

Mannerheim: SICON corvette transport.

Magellan: The UCF's first deep space exploration vessel responsible for the mapping of Alpha Centauri.

Marathon: SICON corvette transport.

Marauder: A heavy form of powered armour that is more of a vehicle than any kind of defensive garb. Marauders are driven machines with thick plating, environmental protection and massive weapons designed to slice through legions of foes and the dense armour of enemy hard targets. Marauders are restricted to the Mobile Infantry and require mission clearance to use.

Marauder Driver (Dvr): A character class made available by cross training.

Marduk: SICON dreadnought.

Marie Curie: SICON heavy transport.

Marne: SICON corvette transport.

Marsellaise: Marching song at SICON training camps.

Medium: A size category describing creatures or objects between four and eight feet in height or length, or weigh between 60 and 500 pounds.

Mobile Infantry: The ground troop division of SICON.

Modifier: A bonus or penalty that affects a player's roll.

Montgomery: SICON corvette transport.

Morita Arms Company: A manufacturer of advanced weapons systems.

Moskva: SICON corvette transport.

Move Action: An action that is equivalent to the character moving his base speed.

Movement Mode: All creatures and vehicles have a movement rate and mode (though vehicles call this value 'speed'). The various modes of movement are ground (the assumed form), flight (aerial), swim (aquatic), climb (as in trees, walls and so on), jump (leaping whether by physical brawn or powered assistance) and burrow (tunnelling at an amazingly fast rate).

Multiclassing: Combining a number of character classes in a single character.

Neodog: See caleb.

Neodog Handler (Neo): A character class made available by cross training.

Nonlethal Damage: Damage that cannot kill a target but can render it unconscious if it lowers hit points to zero. Nonlethal combat can only affect living creatures; vehicles cannot be engaged in non-lethal combat.

Non-Player Character: A character controlled by the Games Master rather than a player.

Normandy Beach: SICON frigate, sister ship of the Tours.

Officer Cadet (Off): A character class made available by cross training.

Ozymandius: UCF exploration starship involved in the mysterious incident on Scylla.

Pal Maleter: SICON corvette transport.

Penalty: A negative modifier to a check or roll.

Plasma Bug: An Arachnid species, capable of firing deadly plasmas strikes that can devastate ground units or take out air or spacecraft.

Player Character: A character controlled by a player, rather than the Games Master.

Pluto: Site of several scientific research stations and small mining operations destroyed by the Arachnids during their two invasions.

Power Suit: The power suit is the key to the Mobile Infantry's effectiveness. By greatly increasing the strength and manoeuvrability of a trooper, power suits are the ultimate form of tactical armour.

Ptolemy: SICON frigate.

Reflex Save: A roll made to withstand or reduce the effects that may be avoided with quick reactions.

Le Regiment de Sambre et Meuse: Marching song at SICON training camps.

Reynolds: SICON frigate, which self-destructed after being ttacked by an unknown alien race while defending the Hesperus base.

Robert E Lee: SICON corvette transport.

Rodger Young: SICON corvette transport. Longest-serving carrier in the Fleet, considered 'charmed' by its crew and the troopers it carries.

Round: A six second unit of game time.

Russo-Anglo-American Alliance: Political alliance in the late 20th century that went to war against the Chinese Hegemony.

Sanctuary: SICON Mobile Infantry and Fleet combined headquarters.

Sandino: SICON corvette transport.

Saving Throw: A measure of skill, luck and endurance, a saving throw is a special check that allows characters to escape the worse of certain attacks and situations.

Sensitives: Also called 'talents' or 'specials'. The term was commonly used for people with psychic abilities. 'Specials' is the term that specifically means military psychics.

SICON: See *Strategically Integrated Coalition of Nations*.

Size: The physical dimensions of a character or object, defined as Fine, Diminutive, Tiny, Small, Medium, Large, Huge Gargantuan and Colossal.

Size Modifier: A bonus or penalty derived from a character or object's size.

Skills: Mental and physical abilities that all characters in *Starship Troopers*. Characters earn points with each new experience level to improve their performance in chosen skills.

Skinny (pl. Skinnies): Enigmatic alien race of humanoid stock, these wirey bipeds range between seven and eight feet in height.

Skinnysteel: MI term for the strange biotechnological resinous metal that Skinnies seem to use for everything from power suit design to dwelling construction.

Small: A size category describing creatures or objects between two and four feet in height or length, or weigh between eight and 60 pounds.

Sniper (Snp): A character class made available by cross training.

Social Services: Division of the UCF set up to govern well-being of the Federation's general populace.

Special Qualities: Traits or talents possessed by certain creatures or characters.

Special Services: Division of the UCF set up to govern the Federation's psychic assets.

Speed: The number of feet a creature or character can move when taking a move action.

Standard Action: The most basic type of action. In a typical round, a character can take a standard action and a move action; however, he cannot take a second standard action in place of a move action.

Star of Terra: SICON military award, typically awarded to members of the Fleet for acts of great bravery.

Strategically Integrated Coalition of Nations: The overall armed forces co-ordinating body, encompassing the Mobile Infantry and Fleet.

Strength (Str): The ability that measures a character's muscle and physical power.

Sun Tzu: SICON dreadnought.

Swamp Fox: SICON corvette transport.

Tanker Bug: An Arachnid species, particularly large and dangerous, capable of spitting a corrosive stream.

Take 10: To reduce the chance of failure, certain skill checks can be assumed to have rolled a 10. Taking 10 cannot be attempted if threatened, such as if under fire.

Take 20: To reduce the chance of failure and assuming a character has enough time to make sufficient retires he may be assumed to have rolled a 20. Taking 20 cannot be attempted if the check carries with it negative consequences.

Tchaka: SICON corvette transport.

Terran Medal: SICON military award granted directly by the Council of Sky Marshals for exemplary performance in the service of the United Citizens' Federation.

Thanatos: SICON frigate.

Thomas Paine: SICON corvette transport.

Threat: A possible critical hit.

Threat Range: A natural die roll that constitutes a threat when rolled for an attack roll.

Tiny: A size category describing creatures or objects between one and two feet in height or length, or weigh between one and eight pounds.

Tours: SICON corvette transport, sister ship of the Normandy Beach.

Transport Bug: An Arachnid species, the largest ever encountered, the transport bug is capable of interstellar flight and carries vast numbers of Arachnids from world to world.

Trained: Having at least one rank in a skill.

Treaty of New Delhi: The treaty that ended the war between the Chinese Hegemony and the Russo-Anglo-American Alliance at the end of the 20th century. Its failure to deal with the exchange of POWs contributed to the worldwide collapse of organised governments.

Trojan Horse: A slang term for the M2 ejection capsule in which troopers are dropped from their ship to a planet's surface. It was designed with several layers, each of which protects the trooper against re-entry but also peels off in chunks to create radar 'noise' to mask the drop. The inmost 'egg' holds the trooper immobile through the drop and is discarded at the trooper's command.

Trooper (Tpr): A character class.

UCF: See *United Citizens' Federation.*

Unarmed Combat: An engagement fought when at least one opponent does not have a weapon of any kind. This kind of attack is dangerous because without the right feats, every round that an unarmed character attacks, he has to suffer a free attack from every opponent currently threatening him.

United Citizens' Federation: World government, in which only veterans of the Federal Service have franchise, the justification being that only they have learned to put group interests ahead of personal, and having served the government they have earned the right to participate in it.

Untrained: Having no ranks in a skill.

Valley Forge: SICON corvette transport.

Vercingetorix: SICON corvette transport.

Veteran (Vet): A character class made available by cross training.

Voight & Gromann: A manufacturer of advanced pyrotechnic weapons systems.

Voortrek: SICON corvette transport, often assigned to rescue and evacuation missions.

Warrior Bug: An Arachnid species, encountered most frequently by humankind, devastatingly fast and strong combatants which are capable of rending an entire Mobile Infantry platoon to shreds should they be able to close range.

Waterloo: SICON corvette transport.

Will Save: A roll made to withstand or reduce the effects that target a character's mind and metal well-being.

Wisdom (Wis): The ability that measures a character's resolve, intuition and perceptiveness.

Worker Bug: An Arachnid species, virtually identical to the warrior bug, but lacking its aggression or offensive effectiveness.

Wounded Lion: SICON military decoration granted, often posthumously, to soldiers who achieve victory despite debilitating wounds.

Wyman Arms: A manufacturer of advanced melee weapons.

Xenophon: SICON corvette transport.

Yankee Doodle: One of many recall signals used at boarding stations to warn troops assigned to a given ship that it is leaving shortly. Each ship is given a specific tune, often linked to its designation.

Yinimina Precision Devices: A manufacturer of advanced laser technology and weapons systems.

Ypres: SICON corvette transport.

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Name: James Richards | Player: | Callsign: 'Mule' | Age: 21 | Height: 6' 3" | Homeworld: Iskander: Proxima | Gender: M | Weight: 241 lb.

Character Level: 1st | XP: | Next Level: 1,000

Classes: Mobile Infantry Trooper

Prestige: +1 | Rank: Private

Unit: Raynes' Raptors

Character Description: Tall and broad, Private James Richards has become known as somewhat of a friendly giant. Warm features and a gentle nature combine to make a well-liked member of the Raptors.



Abilities

	Score	Mod.	Temp.	Mod
STR	16	+3		
DEX	15	+2		
CON	11	+0		
INT	9	-1		
WIS	12	+1		
CHA	14	+2		

Saving Throws

	Total	Base	Ability	Misc.
Fort	+2	+2	+0	
Ref	+3	+1	+2	
Will	+3	+0	+1	+2

Notes:

Skills

	Cl.	Total	=	Rank	+	Abil	+	Misc
Acrobatics	X	+4	=	+2	+	+2 DEX	+	+2
Athletics	X	+7	=	+2	+	+3 STR	+	+2
Code-Breaking*	O		=		+	INT	+	
Computer Use*	X	+2	=	+3	+	+1 INT	+	
Concentration	O		=		+	CON	+	
Demolitions*	O		=		+	INT	+	
Drive	X	+3	=	+1	+	+2 DEX	+	
Escape Artist	O		=		+	DEX	+	
Forgery*	O		=		+	INT	+	
Handle Animal*	O		=		+	CHA	+	
Investigate	O		=		+	INT	+	
Knowledge*								
(alien species)	X	+1	=	+2	+	-1 INT	+	
(art)	O		=		+	INT	+	
(behavioural sciences)	O		=		+	INT	+	
(business)	O		=		+	INT	+	
(civics)	O		=		+	INT	+	
(current events)	O		=		+	INT	+	
(earth & life sciences)	O		=		+	INT	+	
(history & moral philosophy)	O		=		+	INT	+	
(physical sciences)	O		=		+	INT	+	
(popular culture)	O		=		+	INT	+	
(streetwise)	O		=		+	INT	+	
(tactics)	X	+0	=	+1	+	-1 INT	+	
(technology)	O		=		+	INT	+	
(theology and philosophy)	O		=		+	INT	+	
Perception	X	+3	=	+2	+	+1 WIS	+	
Persuasion	O		=		+	CHA	+	
Pilot	O		=		+	DEX	+	
Repair	X	+2	=	+1	+	+1 INT	+	
Research	O		=		+	INT	+	
Ride	O		=		+	DEX	+	
Sabotage*	O		=		+	INT	+	
Sleight of Hand	O		=		+	DEX	+	
Stealth	X	+3	=	+1	+	+2 DEX	+	
Survival	O		=		+	WIS	+	
Technical								
(chemical)*	O		=		+	INT	+	
(electronic)*	O		=		+	INT	+	
(mechanical)*	O		=		+	INT	+	
(structural)*	X	+2	=	+1	+	+1 INT	+	
Treat Injury*	O		=		+	WIS	+	
( )			=		+		+	

* = Trained only | Max Ranks 4 / 2

Hit Points

Total: 13 | Current:

Grievous Wounds: ○○○○○○○○○○○○○○○○○○○○○○○○○○

Action Points

Maximum: 7 | Current:

Movement

Walk: 35 ft.
Hustle: 70 ft.
Run: 105 ft.
Sprint: 140 ft.

Jump Jet Distance Remaining:

Defence Value

Total	Class	Dex	Size	Misc.
13	10	+1	+2		

22 | +9 Armour Bonus

Type: (M-1A4 Power Suit)

Initiative

	Total	Ability	Misc.	Misc.
Init.	+3	+2	+1	+1

	Total Attack Bonus	Base Attack Bonus	Ability	Armour	Misc
Melee	+8	+1	+3	+4	
Ranged	+4	+1	+2	+1	

Weapons

Weapon	Type	Damage	Crit.	Range/Spaces	Burst	RoF	Mag.	Size	Weight
Morita TW-203-A	Rifle	2d8	20	125 ft./25	Y	S, A	30	Large	7 lb.
Morita TW-102-S	Pistol	2d6	20	50 ft./10	—	S	15	Small	3 lb.
Combat Knife	Close	1d4	19-20	20 ft./4	—	—	—	Small	1 lb.

FEATS

- ☐ Alertness
- ☐ Alien Technology Proficiency
- ☐ Atmospheric Vehicle Operation
- ☐ Beat Feet
  - ☐ Disengage
- ☐ Blind-Fight
- ☐ Block
- ☐ Brawl
  - ☐ Improved Brawl
  - ☐ Knockout Punch
  - ☐ Streetfighting
- ☐ Cautious
- ☐ Confident
- ☐ Dodge
- ☐ Drive-By Attack
- ☐ Educated (☐☐☐☐☐☐☐☐)
- ☒ Endurance
- ☐ Far Shot
  - ☐ Dead Aim (☐☐)
- ☐ Gearhead
- ☐ Great Fortitude
- ☐ Guide
- ☐ Heroic Surge
  - ☐ Supreme Effort (requires Iron Will)
- ☐ Improved Initiative
- ☒ Iron Will
- ☐ Jack-of-all-Trades
- ☐ Language
  - (_____)
  - (_____)
  - (_____)
- ☐ Lightning Reflexes
- ☐ Medical Expert
- ☐ Mounted Weapon Proficiency
- ☐ Natural Mathematician
- ☒ Physical Adept
- ☐ Point Blank Shot
  - ☐ Double Tap
  - ☐ Precise Shot
  - ☐ Shoot on the Run (requires Dodge)
- ☒ Power Suit Proficiency
  - ☐ Marauder Mastery
- ☐ Psychic Talent
- ☐ Quick Draw
  - ☐ Pistol Fighter
- ☐ Quick Reload
- ☐ Resilience
- ☐ Salvage
- ☒ Simple Firearms Proficiency
  - ☒ Advanced Firearms Proficiency
    - ☐ Burst Fire
  - ☐ Exotic Firearms Proficiency
    - (_____)
    - (_____)
  - ☐ Strafe
- ☐ Skill Focus
  - (_____)
  - (_____)
  - (_____)
- ☐ Spacer
- ☐ Starship Gunnery
- ☐ Starship Strafe
- ☐ Starship Operation
  - ☐ Starship Dodge
  - ☐ Starship Battle Run
- ☐ Stealthy
- ☐ Studious
- ☐ Surgery
  - ☐ Xenomedic
- ☐ Surface Vehicle Operation
- ☐ Technical Expert
  - (_____)
  - (_____)
  - (_____)
- ☒ Toughness (☒☐☐☐)
- ☐ Track
- ☐ Two-Weapon Fighting
  - ☐ Improved Two-Weapon Fighting
  - ☐ Advanced Two-Weapon Fighting
- ☐ Vehicle Expert
- ☐ Vehicle Dodge
- ☐ Weapon Focus
  - (_____)
  - (_____)
  - (_____)
- ☐ Zero-G Training

BACKGROUND

Private James Richards was hit particularly hard by the loss of 'Doc' during the final stages of Operation Pest Control. The fallen comrade had become something of a mentor for the then green trooper and, despite pressure from the upper echelons of Mobile Infantry Command, Sergeant Raynes refused to 'Section Eight' the young recruit. Since then Mule has gone from strength to strength, both physically and emotionally, throwing himself and all of his energy totally into the squad.

UNIQUE/CLASS ABILITIES

Mobile Infantry Trooper
- ☒ On The Bounce (Unique)
- ☐ Fearless
  - (_____)
  - (_____)
  - (_____)
- ☐ Hard-Hitting
- ☐ Battle Hardened
- ☐ Weapon of Choice
  - (_____)
  - (_____)
- ☐ Advanced Training
- ☐ Sustained Fire

Comms Technician
- ☐ Come in, Central! (Unique)
- ☐ Break Interference
- ☐ Speak with Authority

Neodog Handler
- ☐ True Bond (Unique)
- ☐ Neodog Companion
- ☐ Fight as One
- ☐ Mind, Body and Soul

Engineer
- ☐ Mechanical Magic (Unique)
- ☐ Restore and Repair
- ☐ Improve Performance
- ☐ Enhance Explosive
- ☐ True Demolitions

Sniper
- ☐ Angel of Death (Unique)
- ☐ Precision Shooting
- ☐ One Shot, One Kill:

Field Medic
- ☐ Hang On! (Unique)
- ☐ Back On Your Feet!
- ☐ Full Recovery

Officer Cadet
- ☐ Command (Unique)
  Command points ____
- ☐ Aura of Responsibility
- ☐ First Tour of Duty

Marauder Driver
- ☐ Lock and Load (Unique)
- ☐ Focused Fire
- ☐ Salvo Mastery

Veteran
- ☐ Vigilance (Unique)
- ☐ Never Falter
- ☐ Weapon Master
- ☐ Supreme Effort
- ☐ Command

EQUIPMENT

Item	Weight
Ammunition Bandoleer	2 lb.
Canteen	1 lb.
Combat Belt	1 lb.
Field Rations	2 lb.
Lizard Line	3 lb.
M-1A4 Power Suit	190 lb.
Total Weight	210 lb.

Language Group	Included Languages
Latin-based	French, Spanish, Italian, Latin, Portuguese, Tagalog
Chinese	Cantonese, Mandarin
Asian (North)	Japanese, Korean
Asian (South)	Burmese, Thai
Slavic	Czech, Polish, Russian
Germanic	Afrikaans, Dutch, German, Swiss, Yiddish
Scandinavian	Danish, Norwegian, Swedish
Middle Eastern	Arabic, Berber, Hebrew, Persian
Physical	Semaphore, Sign Language
SICON	Fleet Callsign, Military Hand Signals
Alien	Each must be chosen separately

Name: _____ Player: _____

Callsign: _____ Age: _____ Height: _____

Homeworld: _____ Gender: _____ Weight: _____

_____

Starship Troopers™ The Roleplaying Game

Character Level: _____ XP: _____ Next Level: _____

Classes: _____

Prestige: _____ Rank: _____

Unit: _____

Character Description: _____

_____

_____

_____

_____

Abilities

	Score	Mod.	Temp.	Mod
STR				
DEX				
CON				
INT				
WIS				
CHA				

Saving Throws

	Total	Base	Ability	Misc.
Fort				
Ref				
Will				

Notes: _____

_____

Skills

	Cl.	Total	Rank	Abil	Misc
Acrobatics	○	____	____	DEX	____
Athletics	○	____	____	STR	____
Code-Breaking*	○	____	____	INT	____
Computer Use*	○	____	____	INT	____
Concentration	○	____	____	CON	____
Demolitions*	○	____	____	INT	____
Drive	○	____	____	DEX	____
Escape Artist	○	____	____	DEX	____
Forgery*	○	____	____	INT	____
Handle Animal*	○	____	____	CHA	____
Investigate	○	____	____	INT	____
Knowledge*					
(alien species)	○	____	____	INT	____
(art)	○	____	____	INT	____
(behavioural sciences)	○	____	____	INT	____
(business)	○	____	____	INT	____
(civics)	○	____	____	INT	____
(current events)	○	____	____	INT	____
(earth & life sciences)	○	____	____	INT	____
(history & moral philosophy)	○	____	____	INT	____
(physical sciences)	○	____	____	INT	____
(popular culture)	○	____	____	INT	____
(streetwise)	○	____	____	INT	____
(tactics)	○	____	____	INT	____
(technology)	○	____	____	INT	____
(theology and philosophy)	○	____	____	INT	____
Perception	○	____	____	WIS	____
Persuasion	○	____	____	CHA	____
Pilot	○	____	____	DEX	____
Repair	○	____	____	INT	____
Research	○	____	____	INT	____
Ride	○	____	____	DEX	____
Sabotage*	○	____	____	INT	____
Sleight of Hand	○	____	____	DEX	____
Stealth	○	____	____	DEX	____
Survival	○	____	____	WIS	____
Technical					
(chemical)*	○	____	____	INT	____
(electronic)*	○	____	____	INT	____
(mechanical)*	○	____	____	INT	____
(structural)*	○	____	____	INT	____
Treat Injury*	○	____	____	WIS	____
(_____)		____	____		____

* = Trained only Max ranks ___/___

Hit Points

Total: _____ Current: _____

Grievous Wounds

○○○○○○○○○○○○○○○○○○○○○○○○○○

Action Points

Maximum: _____ Current: _____

Movement

Walk: _____

Hustle: _____

Run: _____

Sprint: _____

Jump Jet distance remaining

Defence Value

Total	Class	Dex	Size	Misc.
	10			

Armour Bonus

Type: (_____)

Initiative

	Total	Ability	Misc.	Misc.
Init.				

Melee / Ranged

	Total Attack Bonus	Base Attack Bonus	Ability	Armour	Misc
Melee					
Ranged					

Weapons

Weapon	Type	Damage	Crit.	Range/Spaces	Burst	RoF	Mag.	Size	Weight
Morita TW-203-A	Rifle	2d8	20	125 ft./25	Y	S, A	30	Large	7 lb.
Morita TW-102-S	Pistol	2d6	20	50 ft./10	—	S	15	Small	3 lb.
Combat Knife	Close	1d4	19-20	20 ft./4	—	—	—	Small	1 lb.

FEATS

- ☐ Alertness
- ☐ Alien Technology Proficiency
- ☐ Atmospheric Vehicle Operation
- ☐ Beat Feet
  - ☐ Disengage
- ☐ Blind-Fight
- ☐ Block
- ☐ Brawl
  - ☐ Improved Brawl
  - ☐ Knockout Punch
  - ☐ Streetfighting
- ☐ Cautious
- ☐ Confident
- ☐ Dodge
- ☐ Drive-By Attack
- ☐ Educated (☐☐☐☐☐☐☐)
- ☐ Endurance
- ☐ Far Shot
  - ☐ Dead Aim (☐☐)
- ☐ Gearhead
- ☐ Great Fortitude
- ☐ Guide
- ☐ Heroic Surge
  - ☐ Supreme Effort (requires Iron Will)
- ☐ Improved Initiative
- ☐ Iron Will
- ☐ Jack-of-all-Trades
- ☐ Language
  - (_____)
  - (_____)
  - (_____)
- ☐ Lightning Reflexes
- ☐ Medical Expert
- ☐ Mounted Weapon Proficiency
- ☐ Natural Mathematician
- ☐ Physical Adept
- ☐ Point Blank Shot
  - ☐ Double Tap
  - ☐ Precise Shot
  - ☐ Shoot on the Run (requires Dodge)
- ☐ Power Suit Proficiency
  - ☐ Marauder Mastery
- ☐ Psychic Talent
- ☐ Quick Draw
  - ☐ Pistol Fighter
- ☐ Quick Reload
- ☐ Resilience
- ☐ Salvage
- ☐ Simple Firearms Proficiency
  - ☐ Advanced Firearms Proficiency
    - ☐ Burst Fire
  - ☐ Exotic Firearms Proficiency
    - (_____)
    - (_____)
  - ☐ Strafe
- ☐ Skill Focus
  - (_____)
  - (_____)
  - (_____)
- ☐ Spacer
- ☐ Starship Gunnery
- ☐ Starship Strafe
- ☐ Starship Operation
  - ☐ Starship Dodge
  - ☐ Starship Battle Run
- ☐ Stealthy
- ☐ Studious
- ☐ Surgery
  - ☐ Xenomedic
- ☐ Surface Vehicle Operation
- ☐ Technical Expert
  - (_____)
  - (_____)
  - (_____)
- ☐ Toughness (☐☐☐☐)
- ☐ Track
- ☐ Two-Weapon Fighting
  - ☐ Improved Two-Weapon Fighting
  - ☐ Advanced Two-Weapon Fighting
- ☐ Vehicle Expert
- ☐ Vehicle Dodge
- ☐ Weapon Focus
  - (_____)
  - (_____)
  - (_____)
- ☐ Zero-G Training

PSYCHIC ABILITIES

Psychic Action Roll = D20 + base psychic bonus + Charisma modifier

Psychic Resistance Value = 10 + target's total Will Save + target's current total of Action Dice

Basic Abilities
- ☐ Foreboding (HP cost per use: 1)
- ☐ Hunch (HP cost per use: 2)
- ☐ Mental Focus (HP cost per use: 1)
- ☐ Awareness

Special Services Agent
- ☐ Mental Endurance
- ☐ Instincts (HP cost per use: 3):
- ☐ Critical Focus (HP cost per use: 4)
- ☐ Advanced Awareness
- ☐ Impulsive Thought
- ☐ Inexorable Will

Telepath
- ☐ Contact (HP cost per use: 1 per minute)
- ☐ Wave of Pain (HP cost per use: 3)
- ☐ Sense Minds (HP cost per use: 2)
- ☐ Mental Strike (HP cost per use: 4)
- ☐ Thought Link (HP cost per round: 1 per additional mind after the initial Contact)
- ☐ Mind Mastery

Senser
- ☐ Quick Glance (HP cost per use: 2)
- ☐ Remote Sensing (HP cost per use: 3 + 1 per minute)
- ☐ Seeking Sight (HP cost per use: 2)
- ☐ Understanding (HP cost per use: 5)
- ☐ Vision Mastery

Memory Man
- ☐ Perfect Mind (HP cost per use: 0)
- ☐ Knack (HP cost per use: 1)
- ☐ Echoes of the Past (HP cost per use: 2)
- ☐ Touch of Truth (HP cost per use: 3)
- ☐ Prodigal Focus (HP cost per use: 6)
- ☐ Memory Mastery

Lucky Man
- ☐ Knowledge of Odds (HP cost per use: 1)
- ☐ Fortunate Circumstance (HP per use: 2)
- ☐ Intuitive Leadership (HP per use: 3)
- ☐ One in a Million (HP cost per use: 5)
- ☐ Luck Mastery

UNIQUE/CLASS ABILITIES

Mobile Infantry Trooper
- ☐ On The Bounce (Unique)
- ☐ Fearless
  - (_____)
  - (_____)
  - (_____)
- ☐ Hard-Hitting
- ☐ Battle Hardened
- ☐ Weapon of Choice
  - (_____)
  - (_____)
- ☐ Advanced Training
- ☐ Sustained Fire

Comms Technician
- ☐ Come in, Central! (Unique)
- ☐ Break Interference
- ☐ Speak with Authority

Neodog Handler
- ☐ True Bond (Unique)
- ☐ Neodog Companion
- ☐ Fight as One
- ☐ Mind, Body and Soul

Engineer
- ☐ Mechanical Magic (Unique)
- ☐ Restore and Repair
- ☐ Improve Performance
- ☐ Enhance Explosive
- ☐ True Demolitions

Sniper
- ☐ Angel of Death (Unique)
- ☐ Precision Shooting
- ☐ One Shot, One Kill:

Officer Cadet
- ☐ Command (Unique)
  Command points _____
- ☐ Aura of Responsibility
- ☐ First Tour of Duty

Field Medic
- ☐ Hang On! (Unique)
- ☐ Back On Your Feet!
- ☐ Full Recovery

Veteran
- ☐ Vigilance (Unique)
- ☐ Never Falter
- ☐ Weapon Master
- ☐ Supreme Effort
- ☐ Command

Marauder Driver
- ☐ Lock and Load (Unique)
- ☐ Focused Fire
- ☐ Salvo Mastery

EQUIPMENT

Item	Weight
Total Weight	

Language Group	Included Languages
Latin-based	French, Spanish, Italian, Latin, Portuguese, Tagalog
Chinese	Cantonese, Mandarin
Asian (North)	Japanese, Korean
Asian (South)	Burmese, Thai
Slavic	Czech, Polish, Russian
Germanic	Afrikaans, Dutch, German, Swiss, Yiddish
Scandinavian	Danish, Norwegian, Swedish
Middle Eastern	Arabic, Berber, Hebrew, Persian
Physical	Semaphore, Sign Language
SICON	Fleet Callsign, Military Hand Signals
Alien	Each must be chosen separately

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STARSHIP TROOPERS: THE ROLEPLAYING GAME TRANSPORTS YOU TO A TERRIFYING FAR-FUTURE WHERE MANKIND BATTLES THE RAPACIOUS ARACHNIDS IN A STRUGGLE FOR SUPREMACY, IN A GAME OF HIGH-OCTANE EXCITEMENT, DANGER AND GLORY ON THE BATTLEFIELDS OF FAR-FLUNG STAR SYSTEMS.

IN STARSHIP TROOPERS: THE ROLEPLAYING GAME, YOU TAKE ON THE ROLE OF A MOBILE INFANTRY TROOPER, A MEMBER OF HUMANITY'S MOST ADVANCED ARMED FORCE. BATTLING ACROSS SPACE IN A DESPERATE STRUGGLE FOR THE CONTROL OF A GALAXY YOU WILL NOT JUST BE FIGHTING FOR YOUR LIFE – BUT FOR THE SURVIVAL OF YOUR SPECIES. ARRAYED AGAINST YOU STAND THE ARACHNIDS, A VICIOUS INSECT-LIKE ALIEN RACE BENT ON THE ABSOLUTE ANNIHILATION OF MANKIND. SPREADING LIKE A VIRUS THROUGHOUT THE GALAXY, THE ARACHNIDS ARE THE GREATEST THREAT MANKIND HAS EVER FACED. THESE BUGS CAN SMELL BLOOD FROM A KILOMETRE AWAY, THROUGH SKIN, THROUGH SUITS, THROUGH STEEL; THEY FEEL NO PAIN; THEY HAVE NO EMOTIONS AND THEIR ONLY DESIRE IS TO KILL YOU!

THE ODDS ARE NOT ALL STACKED AGAINST YOU, HOWEVER. YOU ARE A PART OF THE MOST HIGHLY-TRAINED AND WELL-EQUIPPED ARMY IN THE HISTORY OF MANKIND. YOUR WEAPONS CAN SCYTHE THROUGH HORDES OF WARRIOR BUGS, YOUR POWERED ARMOUR IS COMPLETELY SEALED AND WILL PROTECT YOU AGAINST ALL KINDS OF HOSTILE ATMOSPHERES AND ENVIRONMENTS. WHILE WEARING YOUR POWER SUIT, YOU ARE STRONGER, TOUGHER AND BETTER EQUIPPED TO SURVIVE THAN ANY SOLDIER IN HUMAN HISTORY.

NEVER FORGET THAT YOU ARE FIGHTING FOR THE VERY SURVIVAL OF THE HUMAN RACE. SHOW YOUR ENEMIES NO MERCY FOR YOU CAN EXPECT NONE IN RETURN. SHOOT STRAIGHT AND SHOOT OFTEN.

WELCOME TO THE MOBILE INFANTRY, TROOPER!

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