

STARSHIP TROOPERS™

THE ROLEPLAYING GAME

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

THE UNITED CITIZENS' FEDERATION

CREDITS

Squad Leader

Capt. Lynch, Greg MI74-13

Strategic & Tactical Support

Sgt. Maj. Allen, Christopher MI24-34

Additional Tactical Support

Lt. Belcher, Ian MI40-81

External Propagandist

Sgt. Quilliams, Chris MI24-32

Internal Propagandists

Pte. Hanford, Martin MI57-18, Sgt. Quilliams, Chris MI24-32, Pte. Parker, Tony MI88-47, Pte. Shepherd, Stephen MI55-25, Pte. Stoker, Sean MI83-14, Pte. Sztaba, Mack MI73-52, Pte Clark, Scott MI12-75, Pte Hodgson, Jon MI13-10

Military Intelligence Liason

3rd Lt. Barstow, Ian MI06-88

Military Intelligence Officer

Lt. Col. Fennell, Alexander [DESIGNATION CLASSIFIED]

Data Analysts

Sgt. Bedison, Ron MI77-02

Forward Reconnaissance

Cpl. Howe, Mark MI68-94, Cpl. Vail, Sam MI91-09, Pte. Billanie, Mark MI60-09, Pte. Chabot, Andre MI89-04, Pte. Hall, Robert MI15-08, Pte. Haslam, Daniel MI60-90, Pte. Kerslake, Trevor MI88-17, Pte. Marson, Alan MI20-060, Pte Moore, Alan MI97-70, Pte Scothorne, Daniel MI59-15, Pte Sizer, Mark MI69-25, Pte Young, Michael J. MI76-15

Priority Signals

Special thanks to the citizens and UCF agents of Sony Pictures Consumer Products.

CONTENTS

Introduction.....2

Federation History.....3

Federation Culture & Society.....26

How the Federation Works.....51

Enemies of the Federation.....68

The Federation at War.....92

Federation Stellar Colonies.....103

Campaign Options.....149

License.....160

Starship Troopers: The Roleplaying Game – The United Citizens Federation is TM & © 2005 TriStar Pictures, Inc. All Rights Reserved. Mongoose Publishing Ltd Authorized User. *Starship Troopers: The Roleplaying Game – The United Citizens Federation* is released under version 1.0 of the Open Game License. Reproduction of non-Open Game Content of this work by any means without the written permission of the publisher is expressly forbidden. See page 160 for the text of this license. With the exception of the character creation rules detailing the mechanics of assigning dice roll results to abilities and the advancement of character levels, all game mechanics and statistics (including the game mechanics of all feats, skills, classes, creatures, psychic abilities and combat) are declared open content. Printed in China.

Sample file

INTRODUCTION

WELCOME, CITIZENS.

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

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

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

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

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

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

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

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



FEDERATION HISTORY

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

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

TIMELINE OF THE UNITED CITIZENS' FEDERATION

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

SIGON SECURITY RATING SEAL



Open Access

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



2041-2190

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

2191-2254

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

2255-2320

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