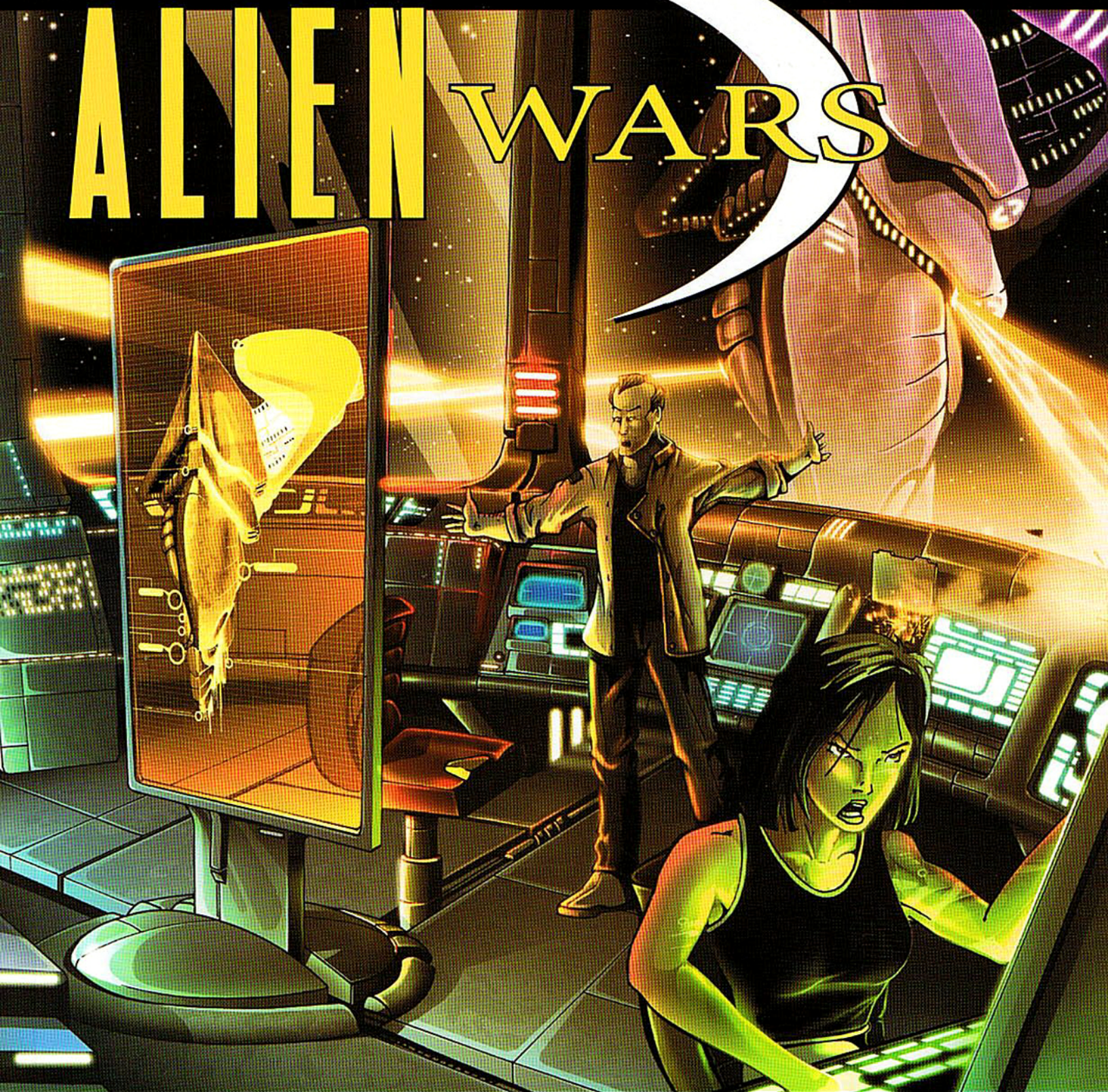


A sourcebook for

**STAR
HERO**

ALIEN WARS



ALLEN THOMAS



ALIEN WARS

Allen Thomas

ALIEN WARS

Alien Wars

A Setting Book For *Star Hero*

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A WORD OR TWO OF APPRECIATION

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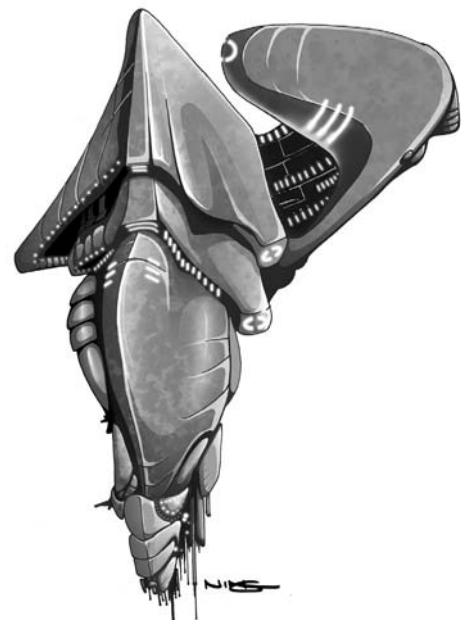
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INTRODUCTION



Among fans of Science Fiction, one of the most popular subgenres is *Military Science Fiction* — tales of future warfare, soldiering, and combat. Whether they're driving laser tanks, wearing sophisticated powered body armor, or piloting a starship in some vast space battle, the naval officers and infantrymen of the future hold a strong attraction for the modern reader.

Alien Wars brings Military Science Fiction to you for *Star Hero*. In this intriguing and dangerous setting, the characters face the menace of the Xenovores — mysterious aliens who invade Human space in search of territory, technology... and food. If the heroes and the rest of Earth's people can't rise to the challenge and repulse the Xenovores, Humanity itself may soon become extinct.

Chapter One, *A Century Of Conflict: A History Of The Alien Wars*, details the history of the 2300s as they occurred in the Hero Universe. After setting the stage for the war by reviewing the major events of the 2200s, it describes the initial invasion, Humanity's response, and the subsequent Xenovore offensives and Human counter-offensives. But the history leaves plenty of room for you to fit your own characters, adventures, and battles into the tapestry of the war.

Chapter Two, *Species Of Terran Space*, describes several alien species living within the Human sphere of influence whom players might choose for their characters. While Military Science Fiction usually focuses exclusively (or nearly so) on Humans, adding a few new species into the mix improves the roleplaying possibilities of the setting. (For even more Hero Universe species, most of whom Humans have no contact with during this period, see Chapter Two of *Terran Empire*.)

Chapter Three, *United Earth And Beyond*, describes the worlds and governments of Human space. While Humanity in this time period only holds sway over space within about 5,000 light-years of Sol, that still leaves plenty of planets and unknown territory for the characters to explore... or fight battles in.

Chapter Four, *Life In A Time Of War: Human Society*, tells you what life is like in the twenty-fourth century. It covers such topics as travel, trade, communications, and crime, with information on how the Xenovore Wars affect things.

Chapter Five, *Sword And Shield: The United Earth Military*, reviews the UE Army and Navy during the century, beginning with their initial unpreparedness and incompetence and progressing through the years as they learn how to fight the enemy, develop new ships and technologies, and eventually

strike back. It discusses military organization, tactics, subdivisions, and other relevant subjects.

Chapter Six, *Pilot, Adept, Soldier, Spy: Character Creation*, has approximately 30 Package Deals appropriate to the setting and period, ranging from civilians (pirates, traders, technicians) to all sorts of Army and Navy personnel. It also includes notes on special applications for Skills, Perks, and other game elements.

Chapter Seven, *The United Earth Armory*, describes the Human technology of the period, ranging from the relatively primitive tech of the early 2300s (slughthrowers, spin-induced artificial gravity) to the more advanced laser weapons, Thibault gravity plating, and other devices invented to help Humanity fight the Xenovores. (For more Hero Universe future technology, some of which may be appropriate for this period, see *Terran Empire* and *The Spacer's Toolkit*.)

Chapter Eight, *The Threat From Beyond: The Xenovores*, describes Humanity's enemy from *the player characters' perspective*. It provides you with the information the PCs would know, organized by time period to reflect the fact that Humans learn more about Xenovores as the war progresses. The GM should tell his players which sections of this chapter they're allowed to read.

Chapters Nine through Eleven are the GM's section of the book, players *should not* read them unless the GM specifically gives them permission to do so. Chapter Nine is *The GM's Vault*, which contains all the secret, GM's-eyes-only information about the universe of the Xenovore Wars. Earlier parts of the book are written from the "player's perspective": they describe what players and their characters should know about the setting. They do include some "secret" information where it's not convenient to separate it out — such as some parts of the history in Chapter One. (The GM can, of course, forbid players to read certain parts of the book.) But other types of information should only be known to the GM (including secret information about what's *really* happening throughout the war), and that's what you'll find here.

Chapter Ten, *The Xenovores*, presents the full information about the alien invaders for the GM. It discusses their history and society, including details the PCs may eventually learn, and some they probably never will.

Chapter Eleven, *Stories Of Battle: Alien Wars Campaigns*, provides the GM with some advice about running a *Star Hero* campaign in the *Alien Wars* setting. It includes suggested campaign types (with

plot seeds for each) and a general discussion of how to run Military Science Fiction games.

WHERE ARE THE SUPERHEROES?

The Alien Wars setting is a part of the *Hero Universe* meta-setting, which you can read more about by going to <http://www.herogames.com/FreeStuff/freedocs.htm> and downloading the free document describing it. As such, it's a part of the reality in which the Champions Universe setting once existed, and in which the Galactic Champions setting will exist in another few centuries. So, why aren't there superhumans helping to fight the Xenovores?

Briefly put, the existence of superhumans (and super-Denebians, super-Rigellians, and so forth) in the Hero Universe depends on the existence of magic. Though most people aren't aware of it, in the Hero Universe, magic exists, just like gravity or any other natural force. When the level of ambient mystic energy rises to sufficient levels, people can cast spells, and the manifestation and existence of superhuman powers becomes possible. (So does the creation of technology centuries ahead of its time.) When the level of ambient magic diminishes, these things become impossible, or possible only with much greater effort and difficulty.

In the Hero Universe, the level of ambient magic rose to high levels during the ancient past (the "fantasy" eras). It dropped to a much lower level as time went on, reaching a very low ebb in the eighteenth and early nineteenth centuries. (Since Humans can't really study this phenomena scientifically, it's hard to say precisely how magic ebbs and flows; it may even rise and fall differently in different parts of the universe.) It began to rise a little in the late nineteenth and early twentieth centuries, and in 1938 increased to the point where

the existence of superhumans became possible. The level of ambient magic remained high until sometime around the year 2020, when it dropped for reasons not clearly understood. Suddenly, superhumans and super-technology were no longer possible. The level of ambient magic remains low (at its lowest point ever, in fact) from about 2020 to the year 3000, at which point it rises again and the era of Galactic Champions begins.

Records regarding the "era of superhumans" are spotty at best, due in large part to the destruction Humanity's infrastructure, archives, and databases suffer during the Xenovore Wars and earlier disasters. During the 2300s, most Humans regard "superhumans" as a myth, much the same way twenty-first century Humans dismiss Elizabethan-era Humans' belief in spirits and magic as superstitious nonsense. Nonbelievers can easily ignore "evidence" of superhumans, including video clips and the like, as fake (or, at best, misunderstood). However, some people do believe superhumans once existed. They can point to the records in Hzeel databases of combat against Human "superheroes" in the early twenty-first century, and other forms of proof, to support their claims. The debate mostly occurs in the fringe media, since the average individual couldn't care less what Earth was like three hundred years ago — there's a war on, and people don't have time to study meaningless old historical records.

Of course, if you're running a campaign in the Hero Universe, you can set the level of ambient magic wherever you want it. If you like, you can create a Xenovore Wars in which superpowered soldiers defend every starship and smash Xenovore slug tanks with ease. The official take on the Xenovore Wars is that it has no magic or superhumans at all, but don't let that stop you if you have a great idea for a game.

HISTORICAL PERSPECTIVE

Alien Wars doesn't define any particular "default" campaign setting or period, since just about any time during the 2300s would allow for a fascinating *Star Hero* campaign. For the most part, it takes the perspective of someone living late in the period or even in the Terran Empire era that follows, since references to "historical" events and people often read best when referred to in the past tense. But where things sound better in the present tense — such as some discussions of technological items or daily military procedures — that tense is used instead.



chapter one:



A CENTURY OF CONFLICT A History Of The Alien Wars

PRIOR TO WAR



For the worlds of the United Earth, the twenty-fourth century was a time of turmoil, upheaval, and war. Humanity exited the previous century a nascent interstellar culture vital with the spirit of exploration and convinced of its manifest destiny to colonize uninhabited worlds brimming with untapped natural resources. But society was also rife with political intrigue and conflict between its member worlds, as the republican government and its antiquated laws proved inadequate to the needs of a society flung across 10,000 light-years of the Milky Way.

Regardless of the political tension in the United Earth's ruling Senate during the twenty-third century, the degradation of the central government was a slow process of dribs and drabs — its power wrangled away after long and bitter debates in the Senate, or given away voluntarily because of bleak financial realities. The coming of the Xenovores with their grotesque war machines, mutated beasts of battle, and irrational hatred of other sentient races changed all that. War with the Xenovores exposed the United Earth Senate for what it was: entirely ineffectual. In the face of such a calamity, the Senate would collapse and Humanity face near extinction.

Understanding the events at the beginning of the Xenovore Wars requires a knowledge of the problems facing Humanity during the twenty-third century. The most damning of these stemmed from the conflict between federalism and the planetary rights of the Senate Worlds, a problem only confounded by the republic's lack of a single authority figure. The Articles of Federation provided for the election of a First Magistrate to act as commander in chief and chief executive of United Earth, but by the time the need was recognized early in the next century, the Senate was too balkanized to obtain the two-thirds majority necessary to appoint the individual. The assassination of General Esteban Delgado, candidate for First Magistrate in 2312, only hammered this point home.

THE COLONY ACT

The Senate itself created the conflict between federalism and planetary rights by passing the Colony Act of 2104. The Act stated that individual Senate Worlds, *not* the United Earth government, were wholly responsible for establishing and administering Colony Worlds. The Senate World footed the bill for colonization however its government saw fit. Financing such a monumental undertaking ran the gamut from selling charters to privately-owned corporations, to the establishment of state-owned paramilitary colonization fleets (which later morphed into police forces, and still later became the system

defense fleets integral to the war effort). In return, the Senate Worlds reaped the financial benefits of having colonies. Only Senate Worlds paid taxes to United Earth; a Colony World paid taxes (sometimes called tribute, reparations, remuneration, or the like) directly to the Senate World that colonized it. The Colony Act succeeded admirably in its chief goals: encouraging exploration and humanity's outward expansion throughout the Galaxy, and reducing the cumbersome bureaucracy created by slow communication and travel times. Where it failed was how it dictated the terms of a Colony World's administration and eventual independence.

The Act had no provisions regarding how a Senate World governed a Colony World. In fact, lawmakers eventually interpreted the Colony Act as forbidding the United Earth from interfering with the Senate-Colony World relationship. On the whole, Senate Worlds treated colonists humanely, but a dichotomy still existed between the ruling elite of the Senate World and the colonists who provided the Senate World's wealth. This created tension between the worlds. The tension became acrimonious during the Xenovore Wars when able-bodied men and women suitable for service in the military were in high demand and protecting a Senate World took priority over protecting the Colony Worlds. In some cases, this differentiation resulted in repressive and exploitative practices where the goal was maximum profit at the least expense, without regard for the freedoms and personal liberties of the colonists. And whatever injustices a Senate World committed, the United Earth could do nothing.

Furthermore, a Colony World could only gain sovereignty and join the United Earth with the approval of its Senate World. The Senate World had to sponsor its application to the UE Senate, whose members ratified its membership with a majority vote. The law provided no other means of gaining independence.

When the Colony Act passed in 2104, both clauses made considerable sense. First, this was nearly a hundred years before the invention of Hyperdrive technology, the discovery of which made colonization a much easier and less expensive proposition. Second, each Colony World was unique, its colonization a singular process; thus its administration and the conditions of its eventual independence were also unique and could not be dictated in general terms. What lawmakers failed to take into account was that a Colony World was an incredibly valuable asset. Senate Worlds were loathe, even after recouping the expense of colonization, to give up such a lucrative property.

To make matters worse, the inhabitants of

HISTORICAL HINDSIGHT: THE JUSTIFIED EXPENSES TAX CODE

To those living in the centuries after the Xenovore Wars, the Justified Expenses Tax Code seems the height of foolishness, since it resulted in a severe reduction in military spending. But it's important to remember that until 2303, Humans had never encountered an aggressive alien species bent on conquest, wielding technology to match their own.

In the early twenty-fourth century many Humans believed they were the dominant species in the Galaxy, just as they were the dominant species in Earth-controlled space. For evidence they had almost a hundred Senate Worlds and nearly three hundred Colony Worlds, where they had indeed encountered native populations of sentients but none with technology to match Humans. Though some questionable evidence indicated Humans had encountered other races with superior technology in the late twentieth century, and despite the ruins of advanced civilizations occasionally found on new worlds, scholars gave the “legends” no more credence than those of other primitive Human cultures. They deemed the builders of those ruins extinct — surely if they still lived, they would have long ago made contact with Earth. Even after first contact with the Perseid Empire (its imperial embassy arriving on Bragg's World in 2253) and the Conjoined Civilizations Republic (its expeditionary embassy arriving on Earth in 2268), much of Humanity believed in its innate superiority — in large part because both embassies disguised the extent of their technological superiority.

Earth and other long-settled planets possessed a strong belief in democracy and human rights. By the twenty-third century they had long ago granted their Colony Worlds independence — and given up the financial benefits of exploitable resources provided by colonies — and become the poor cousins of those who retained control of their Colony Worlds (although Earth, as the center of Human culture, was by no stretch of the imagination poor). These planets, under the leadership of Earth, formed the core of the federalist faction.

A single statistic illustrates the situation best. In 2299, several decades after the passing of the Justified Expenses Tax Code, the revenue of 47 of the 92 Senate Worlds comprising the United Earth exceeded the total revenues of the federal government. The wealthiest of those 47 worlds, Xi Vorcan, claimed revenues more than twenty times greater than those of the United Earth.

The arguments between the two factions, after two hundred years of wrangling in the Senate, were myriad and voluminous. Simply put, the federalists accused their opponents of being imperialists. Their treatment of Colony Worlds violated the spirit of the Articles of Federation that formed the basis of the United Earth's government, and by extension the basis of all Human political culture. The planetary rights advocates accused their opponents of wanting to steal their hard-earned wealth — and make no mistake, colonizing a planet wasn't an easy task — for their own gain; essentially the federalists were do-nothings and ne'er-do-wells attempting to profit from the blood, sweat, and tears of others.

In the Senate, the issue of federalism versus planetary rights reared its ugly head again and again, but the most bitter, most important instances were the following.

2246: EPSILON AURIGAE'S REFUSAL

The growing impotence of the United Earth became obvious when the government of Epsilon Aurigae, located rimward of Earth, refused to pay its mandated taxes. The Epsilon Aurigae System Authority paid the representative of the UE's Revenue Service a little less than one-tenth of the tax and provided him with an accounting. The accounting showed the value of the services rendered to Epsilon Aurigae by the federal government — the value of which was equal to the taxes paid. The Epsilon Aurigae System Authority refused to pay a single



credit more.

The United Earth responded by sending two battleships under the command of Rear Admiral Suki Sunderheim to the system as a show of force. Even with the threat of military action, the Epsilon Aurigae System Authority refused to pay the tax. Admiral Sunderheim, in turn, sent back to Earth for orders. She explained the situation and expressed a desire for explicit instructions from the Senate authorizing the use of force against a Senate World. She knew that without such orders, the Senate would pin the blame on her if public opinion turned against the action. Admiral Sunderheim had no wish to be vilified and condemned as a butcher of innocents.

Lacking a commander-in-chief and strong central authority, the Senate debated the issue for two months — long enough for the Senator from Epsilon Aurigae to form a majority bloc. In the end the Senate ordered Admiral Sunderheim to withdraw. It then revised the tax code of United Earth to reflect, as planetary rights advocates put it, “services rendered equal services paid.” The new tax code, called the Justified Expenses Tax Code, resulted in a loss of nearly seventy percent of the federal government's revenue — a crippling blow to United Earth. “Services rendered” only represented services with a tangible value; those with potential value (such as a strong military to defend the United Earth from attacks by hostile alien empires like the Xenovores) were greatly undervalued.

2260: THE SEVERSON-YU LAW

The Severson-Yu Law, called derisively the “Save Yourself Law,” was the first and last piece of legislation passed unanimously by the Senate. It stated that each Senate World was responsible for the defense of itself and its colonies.

Planetary rights advocates supported the law because it gave the Senate Worlds legitimate recourse to military force to enforce their laws — until Severson-Yu, Senate Worlds relied on quasi-military civil law enforcement agencies whose legitimacy and jurisdiction were hazily defined by existing law. Federalists felt that forcing Senate Worlds to absorb the considerable costs of defending their systems against insurgent colonists and piracy (which, with the invention of the Hyperdrive in 2203, were a growing problem) was only just after they had pushed through the Justified Expense Tax Code. Besides, after the cuts in spending, even the most ardent supporter of a strong central government couldn't ignore harsh economic realities.

The federalists hoped that after paying the expenses of an effective military for a time, planetary rights advocates would come to support a military controlled by the central government with the burden of cost shared by all worlds. The United Earth military had only two purposes, defined explicitly by Severson-Yu: first, to keep the peace between Senate Worlds; second, to provide for mutual defense against alien aggressors, a bogeyman only the most pessimistic thought might exist.

2291: PROPOSED AMENDMENT TO THE COLONY ACT

In 2291, the federalists made a desperate last stand against planetary rights advocates. Their most prominent member — the Vox Populi, Senator Edward J. Harmon from Earth — introduced an amendment to the Colony Act of 2104. For years the federalists, specifically Earth's two Senators, received correspondence from Colony Worlds beseeching the Senators to grant them freedom from oppressive regimes. The federalists spent two days reading these letters aloud to the gathered Senators, choosing the most poignant testimonials to make their case. Additionally, Earth, as the cultural center of the United Earth, controlled the media. The session was open to the public, and the Senators from Earth used the last of their waning influence to ensure that the reading and subsequent debate were broadcast to all corners of United Earth in an attempt to bypass the Senators and sway their constituencies.

The amendment stipulated independence for a Colony World after fifty years of custodianship by a Senate World. The federalists provided numerous studies from ethno-economists and politico-sociologists which showed that two generations was adequate time to establish a self-sustaining economy and government, as well as enough time for a Senate World to recoup the cost of colonization and even a good profit if it managed the enterprise properly. Opponents provided their own studies, which stated that a Colony World with a single exploitable resource, though valuable to Humanity

as a whole, could never survive on its own due to the economics of spatial isolation. Furthermore, they refuted the federalists' claims of oppressed colonists by arguing that the vast majority of Colony Worlds were treated fairly and (though unable to participate in government) lived a good life — even better in some cases than the populations of a handful of Senate Worlds.

In the end, whatever the arguments pro and con, most of United Earth's citizenry (a group which did *not* include many colonists) were apathetic toward the plight of the colonists. Despite the federalists' impassioned appeal to the hearts and consciences of the citizens, the amendment failed.

2296: MOTION TO DISSOLVE THE SENATE

In 2296 the Senator from Cephardi, Count Soryyam Mattell, enraged by the incessant arguments between the various senatorial factions, motioned for the dissolution of the Senate itself. It was later said that the walls of the Senate shook with cries of “I second the motion!” as Senators shouted their agreement with Senator Mattell's sentiments. Vox Populi Senator Harmon from Earth later wrote that he knew United Earth and its Senate ended right then and there — in his words, “The motion, though illegitimate and spurious, was nevertheless a potent symbol and, in truth, passed by a majority vote on that fateful day.” The Senate's futile efforts during the years of the Xenovore Wars were, according to Harmon, only the twitching limbs of a corpse as the nerve synapses fired postmortem.



Though the motion was out of order — nothing more than the angry exclamation of a man frustrated with years of debate — it resonated with the majority of Senators. It perfectly captured the prevalent attitude toward the United Earth... and there was nothing positive about that attitude.

2299: THE MURDER OF SENATOR BARTH O'REILLY

If Senator Mattell's motion to dissolve the Senate gave voice to the ill will felt toward the Senate by the majority of its members, then the murder of Senator Barth O'Reilly of Mars was that ill will's actualization.

It began as an argument over the coordinates of a proposed spacelane between Epsilon Aurigae and Alambeth Prime. The sticking point was whether Xi Vorcan or Polaris would be the midpoint of the spacelane. Xi Vorcan held colony worlds and was the wealthiest system in United Earth; Polaris had no colony worlds and would have benefitted greatly from the spacelane. Senator Erica da Fabriano Prince from Xi Vorcan argued her planet should be the rightful midpoint because it was a commercial center and all parties along the spacelane would benefit from its inclusion. Senator O'Reilly, understanding that Xi Vorcan was making itself dangerously central to trade in the spinward region of United Earth, argued Polaris needed the increased revenues more than Xi Vorcan.

The debate came to an abrupt end when Senator Prince stood up and declared, "Why do you even care? How is Mars involved in this?" She then left the Senate. Minutes later she returned with an antique cane and proceeded to beat Senator O'Reilly to death. Once he was dead, she left the Senate and immediately returned to Xi Vorcan. Not one of the Senators attempted to stop her.

Federalist Senators, including the Vox Populi, explained their inaction by claiming they were paralyzed with shock. Most attributed their inaction to fear. It was said the majority of Senators looked on the beating with satisfied smiles — many of them had been the target of Senator O'Reilly's sharp tongue over the decades — and Senator O'Reilly's friends feared a similar fate if they attempted to prevent his murder. The Vox Populi issued a demand for Senator Prince's arrest, but the government of Xi Vorcan ignored it (although the Vorcanese courteously sent a new Senator in Prince's place).

HUMANITY'S LOT

Any survey of the twenty-third century, by necessity and in light of what came later, dwells on the conflict — always virulent, and sometimes bloody — between federalists and planetary rights advocates. Nevertheless, for the vast majority of Humanity, the century was one of optimism and prosperity. More to the point, Humans had every reason to believe their prosperity would continue forever, each generation more prosperous than the last.

Even most colonists were content with their lot. True, they did not always have a voice in government, but most Colony Worlds were ruled with an iron fist wearing a velvet glove. The government rarely made its presence known, leaving the colonists to their own devices. The Senate World's government was most prominent when a colony required economic assistance because of some natural catastrophe or the like. (And, of course, Senate World propaganda kept the colonists informed of these instances.) But some colonies did engage in uprisings. These insurrections were put down violently, with no mercy shown to the "ungrateful" colonists. But however brutal a Senate World's actions, to the rest of United Earth the insurrection seemed anomalous, something that happened rarely and always elsewhere, hundreds of light-years away from home. Basically, the bloody uprisings were tragic but lacked any relevance to day-to-day life.

The most important decision made by society in the twenty-third century, namely that a monolithic military force was an anachronism and no longer necessary for safeguarding Humanity, was barely noticed by scholars of the time. The decision is implicit in much of contemporary political thought, but rarely stated outright and only deemed important because of the events of the twenty-fourth century.

The record of the twenty-third century is a listing of achievements, each one greater than the last, each one seeming to prove the superiority of Humanity. The conflicts in the Senate are barely footnotes. Only the smallest fraction of the population of the United Earth participated in the debates between federalists and planetary rights advocates. Regardless, the importance of the issue made itself known beyond a shadow of a doubt in the next century, when one of the most savage and bellicose species the Galaxy had ever known decided Humanity was ripe for conquest.

2300-2326

FIRST CONTACT



Humans made first contact — so to speak — with the Xenovores on June 3, 2303. The brutal, bloody fighting left two Colony Worlds in ruins, their tens of thousand inhabitants dead or disappeared, before the Beldana V system defense fleet defeated the Xenovores. Though the first battles took place in 2303, Humanity stepped on the road that led to the war with the invention of the Class Beta Hyperdrive in 2280 and the launch of the deep space explorer *Cassandra* 15 years later.

C. 2301: DEEP SPACE EXPLORER CASSANDRA

During the late twenty-third century, embassies from the Perseid Empire and Conjoined Civilizations shed light on what lay spinward of the United Earth, but Humanity knew little about space in the opposite direction. The invention of the Class Beta Hyperdrive opened up the possibility of exploration of that area of the galaxy. The Kinzareth Imperium, always eager to discover more Colony Worlds with exploitable resources, commissioned three starships tasked with exploring and charting the antispinward region. The *Laocoon*, the *Calchas*, and the *Cassandra* embarked on their mission in 2295. Six years later, the *Cassandra* entered the Xenovore Empire and was never heard from again.

Human intelligence analysts later pieced together what happened to *Cassandra* and her crew. The Xenovores captured the ship, examined its records, interrogated (and later ate) its crew, and quickly decided Humans were the next species they would subjugate. Why they attacked Beldana V and its Colony Worlds, rather than Kinzareth, was (and remains) unknown.

2303-2304: THE RAZING OF THE BELDANA SYSTEM

On June 3, 2303 at 0200 hours (Terran GMT), the Xenovores made planetfall on the Colony World of Chabrabdrah's Gift. The Gift was a part of the Republic of Beldana V and had three population centers, all located near iron mines. The aliens attacked the three communities simultaneously, one dreadnought hovering in the sky over each to unleash hordes of Xenovores. Within 24 hours the Xenovores controlled the planet. Then they began to "grow" transport ships using bio-nanites. Within a month the Xenovores packed 75% of the surviving population onto the transport ships and sent them back to the Empire as tribute. They used the remaining population to provision the attacking force.

On December 27, 2303 the Xenovores made planetfall on Paco's Retreat, a hundred light-years away from Chabrabdrah's Gift. They encountered light resistance, including elements of the Republic's system defense fleet and colonists organized in militias, but took control of the planet after a week of fighting.

During those months, more and more intelligence about the Xenovores arrived in Charlottesvilleburg, the capital city of Beldana V. The Republic of Beldana was a peaceful one, its colonists given a voice in government (although many people only counted for half a vote) and allowed to work with the Republic's colonial governors to establish their own local governments. As a result, Beldana's System Defense Fleet — The People's Star Navy — primarily defended merchant and cargo ships from pirates. Though it outnumbered the Xenovore fleet, it was not prepared to engage the three Xenovore dreadnoughts attacking its system. Its commanders excelled in skirmishes against pirates and smugglers; it consisted mainly of light cruisers designed for protection and escort, not to serve as ships of the line. In short, the People's Star Navy was not ready for full-scale battle against a military force equal, and in some ways superior, to its own.

After the fall of Chabrabdrah's Gift, the Navy split its forces to guard the three remaining worlds in the system, with the majority centered around Beldana V. After the fall of Paco's Retreat and defeat of the naval contingent orbiting it, fleet commanders knew this strategy would only further weaken the Navy. Lacking an alternative, they called for the entire fleet to mass around Beldana V. The decision created friction between Beldana and its colonies where little had existed previously. Beyond a shadow of a doubt, the colonists knew where the loyalties of Beldana lay — in times of danger they were on their own.

Luckily for those unprotected colonists, the Xenovores headed for Beldana, which was nearer to Paco's Retreat than either of the two remaining Colony Worlds. The fighting was desperate and by its end the People's Star Navy was decimated. On Beldana's surface, thousands died when Xenovore dropships landed in the midst of a population center. But Humans won this engagement with the Xenovores. Little did they know the ships they defeated were only an expeditionary force sent to scout their territory and measure their military might.

2305-2326: THE MILITARIZED ZONE

Representatives from Beldana, including military commanders from the People's Star Navy, made their case to the Senate. The Xenovores were obviously not pirates; after studying what little remained of their starships and weaponry — no live specimens survived the fighting — xenosociologists determined the Xenovore fleet represented a small force from a larger civilization. Whatever the aliens were, wherever their planet of origin, more Xenovores were out there somewhere antispinward of the United Earth. The Senate recognized the threat and submitted the problem to the military, requesting a plan of action.

After two months of study, Fleet Admiral Gerald Kirkland presented plans to create the *Militarized Zone*. The zone, 6,000 light-years wide and 1,000 light-years deep, would serve as a buffer between the hypothetical Xenovore homeworld(s) and the United Earth. Military commanders assumed the Xenovores — if they attacked at all — would attempt to penetrate to the heart of United Earth. The UE Navy planned to collapse around the Xenovore fleet once it entered the Militarized Zone.

The plan called for the creation of a Defense Fleet, commanded by Kirkland and comprised mainly of starships and personnel reassigned from the Home Fleet, to patrol the Zone. (The UE commissioned very few new starships for the Defense Fleet and voted against funding increased recruitment.) Additionally, the UE Navy would scatter early warning stations and military installations throughout the Militarized Zone to form a communications relay system. Since this was before the establishment of the Hyperspace Relay Network, messages could only travel as fast the ships that carried them, so manned and unmanned short-range cruisers would carry messages between stations and starships. A stop-gap measure at best, the creation of the Militarized Zone seemed the best possible solution in light of the limited funds available to the UE military.

Despite the UE's lack of additional funding, manufacturers of military equipment and starships experienced a marked increase in sales. As images of the devastation wrought by the Xenovores circulated through the United Earth, Senate Worlds stepped up their military spending to increase the size of their own system defense fleets. Few believed the UE military could deal with the potential invasion.

2320: THE FALSE ALARM AT RX-12/299

Completed in 2314, the Militarized Zone was an organizational nightmare. The UE military was neither equipped nor trained for such a massive operation. Though it hired civilian consultants

— experts in colonization and engineering in hostile environments — to assist with the project, the military lacked the administrative infrastructure necessary for an undertaking of this scope.

To make matters worse, anxiety ran high. Humans had no intelligence on their enemy. They didn't understand Xenovore motivations and strategies. They didn't even know when, if ever, the Xenovores would attack. The situation was untenable, and the incident at RX-12/299 shows best the poor organization and high tensions.

RX-12/299 was a small satellite revolving around a red dwarf star near the antispinward edge of the Militarized Zone. Logistic AIs rated it 39.815% likely to be the first world to encounter a Xenovore invasion fleet. When an emergency messenger drone — a small, specially-designed starship piloted by computers whose single purpose was to notify nearby warning stations and starships of an invasion — arrived at the nearest station to RX-12/299, Admiral Kirkland didn't hesitate. He dispatched the battleship *Arcturus* to RX-12/299 to assess the situation and report back. Meanwhile logistics computers plotted the likeliest course for the invasion fleet, working under the assumption the Xenovore's tactical goal was to subdue population centers, and Admiral Kirkland mobilized the fleet and sent word back to the United Earth about the impending invasion.

When *Arcturus* arrived at RX-12/299, it found no sign of the Xenovores. Instead the platoon of twenty Marines manning the station were dead. Scientists investigating the death of the Marines soon discovered the reason why. When the small, lifeless planet was chosen for a station, astronavigators incorrectly computed the orbit for one of the two other planets in the system. For five days, the planet had stood between RX-12/299 and its sun. Life support systems, largely dependent on inexpensive solar energy, failed when their batteries depleted their charge. The supply ship wasn't due to arrive for another six months. The only means the Marines had of communicating their situation was the emergency messenger drone, so they launched it in hopes of rescue. Rescue arrived too late.

As the false alarm spread through the antispinward worlds, riots broke out at spaceports on Cherketh and Kinzareth when inhabitants attempted to flee their worlds. Furthermore, Beldana's Colony World, Seiko Secundus, rose in open revolt. The colonists remembered what had happened sixteen years ago when they were left defenseless. They were determined to seize their spaceports before military personnel could withdraw, thereby forcing the military to help defend the colonies from the Xenovores. By the time police forces quelled the riots at Cherketh and Kinzareth and the revolt on Seiko Secundus, ten thousand men, women, and children were dead.

2326-2335

UNITED EARTH COLLAPSES



It's difficult to pin a date on when, precisely, the United Earth collapsed. Most agree that some time between 2326 and 2335, the Senate ceased to have any influence, however slight, over the planets comprising the United Earth (although some argue the orbital bombardment of Earth by secessionist forces in 2340 is the true date). These are the years when the Xenovore fleet arrived at the edges of the Militarized Zone, the UE military proved itself inept, the Spinward Secession took place, and Joseph Krutch rose to power.

By 2320, especially after the incident at RX-12/299, many began to believe the Xenovores would never attack. Some even went so far as to accuse the

federalists in the Senate of “manufacturing” the threat of an alien aggressor to revitalize the central government. Others claimed the false alarm at RX-12/299 was staged so Senate Worlds could declare martial law and justify increasing the size of their planetary defense forces. The arrival of the Xenovores in 2326 proved these conspiracy theorists wrong.

Despite having twenty-two years to prepare, the United Earth military was still not ready to fight an interstellar war. In fact, the delay likely caused the military to grow weaker still. Rather than preparing for myriad scenarios, it pinned all of its hopes on one plan: that the Xenovores would strike directly for the heart of the United Earth.

Many of the commanders knew what they had done and understood the risk they were taking — but they also knew a lack of financial support left them no other choice. To make the situation worse, after twenty-two years without a second Xenovore attack, few Senators were willing to increase military spending — in fact, from 2321 to 2324, military spending fell by almost five percent. Finally, Senate Worlds made increasing the size of their own defense forces a priority. Doing so required men and women trained to command, and the UE military provided a ready supply of such individuals. In effect, the UE military experienced a “brain drain” over the years as its officers resigned to pursue more lucrative offers from Senate Worlds. In many cases system defense fleets, though usually smaller, were better equipped and better commanded than UE naval forces, since their primary purpose was to defend an individual system rather than the whole of United Earth.

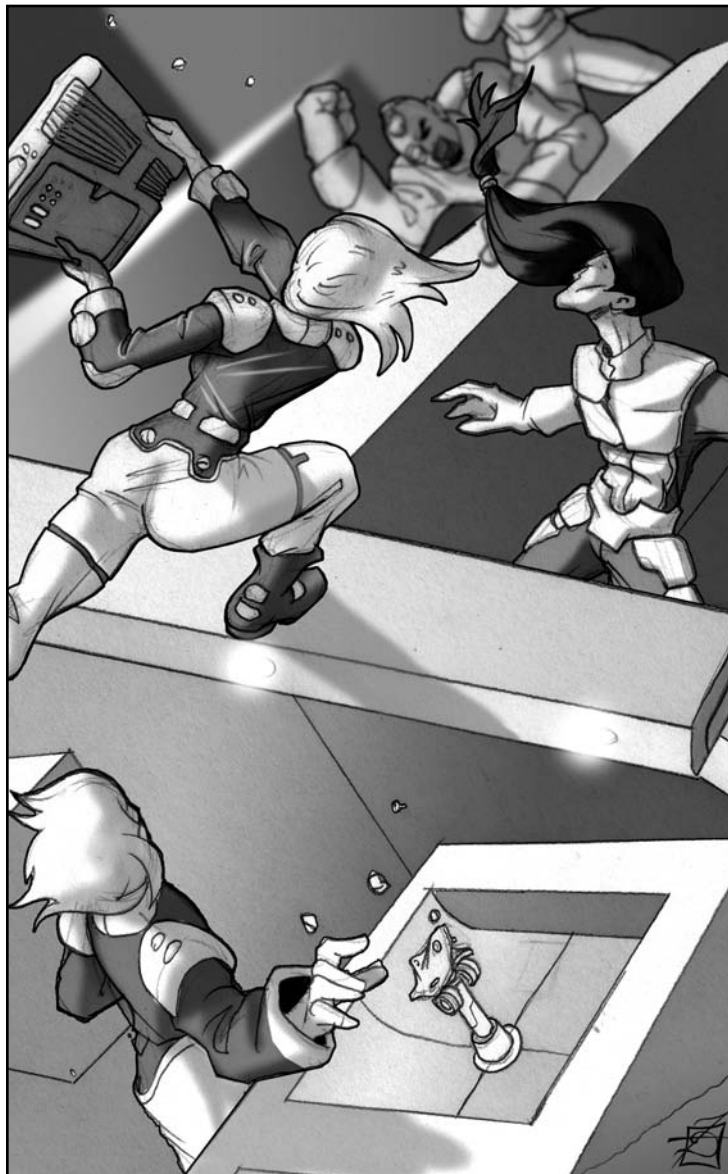
EARLY FIGHTING, EARLY FAILURES

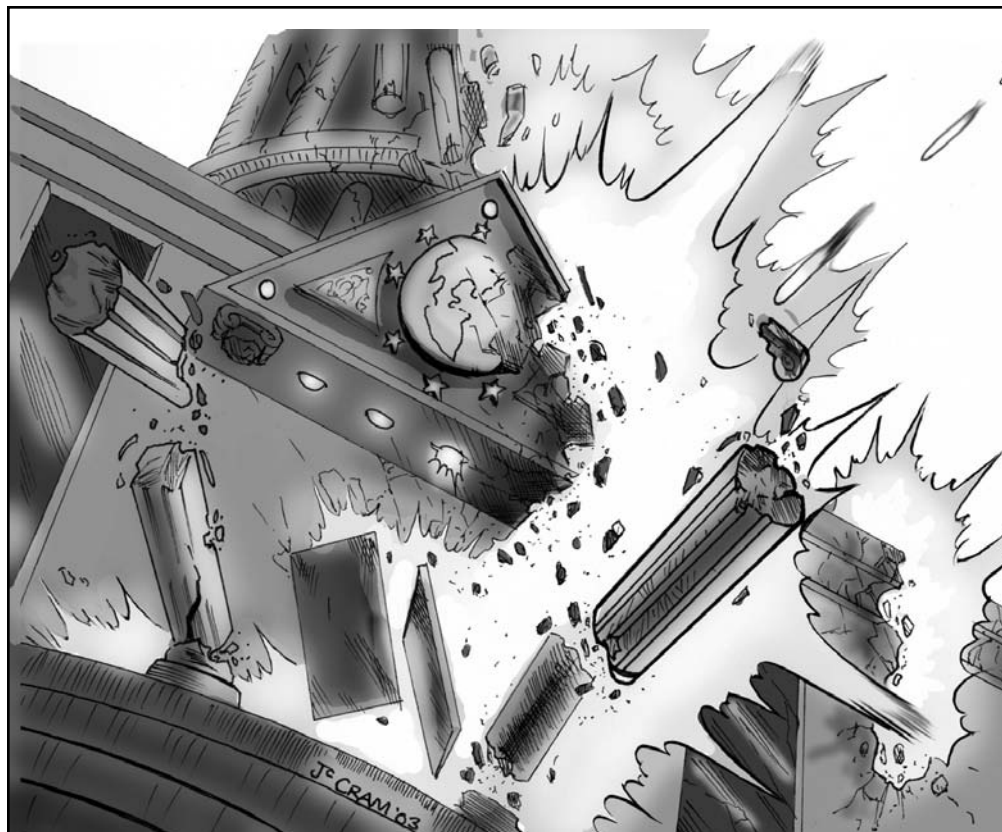
Plans went awry from the very beginning. First, the Xenovore fleet did not strike directly for the United Earth; instead, it stopped at every planet and satellite along its path. Second,

HISTORICAL HINDSIGHT: UNDERESTIMATING THE XENOVORE THREAT

It seems almost impossible to believe in this day and age, now that Humanity knows the full extent of the Xenovore Empire, that anyone could underestimate the threat posed by the Xenovores to the United Earth. But three dreadnoughts, the force faced by Beldana's system fleet, does not an armada make.

Regardless of the devastation, no one agreed on the size of the Xenovore Empire. Some argued it was only a single planet or star system, and if that were true, there seemed no way the Xenovores could threaten the hundreds of worlds comprising the United Earth. These same people thought of the Xenovores as little more than highly destructive, well-equipped pirates. Furthermore, contact with other interstellar civilizations such as the Perseids and Conjoined Civilizations was limited, and embassies from both groups obfuscated the size of their civilizations — Humanity had little reason to believe civilizations larger than United Earth existed at all. Finally, twenty-two years — essentially an entire generation — is a long time to wait for an enemy to arrive, but it's more than long enough to grind down a culture's resolve to be vigilant.





Humans did not understand Xenovore technology. Using bio-nanites, Xenovores could quickly and efficiently strip a region of any and all useful resources, thereby increasing the size of their fleet. This activity was later known as “nano-mining.” Though horrendous for the environment — it left an area little more than an ash-covered wasteland dotted by skeletal outcroppings of rock — it allowed the Xenovores to quickly increase or replenish their military forces.

The Xenovores spread out along the edge of the Militarized Zone, paralyzing the Defense Fleet. Fleet Admiral Lok Li had two choices: either disperse his fleet to engage the far-flung elements of the Xenovore fleet simultaneously, or keep his fleet together and engage the enemy starships one at a time. Admiral Li committed his forces to neither action. Instead he tried to do both and succeeded at neither. Perhaps the matter was moot. Humans had never fought an interstellar war with an alien species and were unprepared for one. They found Xenovore strategy and tactics — even their armaments and weaponry — baffling.

By 2332, when the Xenovore fleet arrived at the outermost Colony Worlds, the UE military was a shambles. Admiral Li had died the previous year in combat, and one of the fundamental organizing principles of any military — namely, the chain of command — was broken. Because of slow communication times and frequent deaths, command-

ers, let alone enlisted men, didn’t know who was in charge; they could only obey the dictates of their logistics computers and hope for the best. It was every starship for herself, and organized resistance — at least from the United Earth military — was impossible.

Despite the many mistakes made during this time, two instances of heroism occurred, and were often referred to in later propaganda as proof of Human superiority over Xenovores. One was the evacuation of way station Alpha-12; the other, the Resistance Alliance on Sigma Caeruleus III. (For more details, see page 47.) In both instances, strategies important to later engagements with the Xenovores emerged. First, Humans discovered Xenovores were inept on the open battlefield. With their reliance on infantry and war beasts, they excelled in combat on a crowded battlefield, such as an urban environment; but these same strengths became flaws on the open battlefield, where mobilized armor and fighter drones supported entrenched Human infantry divisions. Second, Xenovores were slow to adapt their tactics to prevailing conditions. While Human military forces changed tactics to take advantage of terrain and other considerations, Xenovores year after year used the same straightforward methods of fighting, always relying on their superior numbers to win the day.

2329: THE SPINWARD SECESSION

A basic knowledge of strategy and a glance at a stargate suggest: when Humans fight a war in the antispinward region of United Earth, the spinward region should become the center of military manufacturing and production. Such were the hopes of UE military leaders and the governments of Senate Worlds immediately threatened by the Xenovores. The Spinward Secession of 2329 dashed those hopes.

Three of the wealthiest worlds led the secession: Brentara VII, Deneb, and Xi Vorcan; and many others followed their lead. The worlds declared themselves the Spinward Union and withdrew their Senators from Earth. These men and women became “Ambassadors” and formed the core of “the Union Council,” a quasi-legislature for discussion of various issues (see page 37).

The Declaration Of Secession took the form of an open letter to all Senate Worlds in the United Earth. In it, the Spinward Union stated that its member worlds’ interests no longer coincided with those of the other worlds in United Earth, and both sides would benefit from the parting. The Union worlds believed the United Earth, beset by the Xenovore problem, would allow them to go their own way. They were wrong. They failed to account for the appointment of Joseph Krutch to the office of First Magistrate.

The Senators withdrawn by the Union were the most vocal planetary rights advocates. Their departure left the federalists in control of the Senate, since the antispinward Senators no longer cared about planetary rights — they only cared about stopping the Xenovores. The Senate acted quickly and appointed Fleet Admiral Joseph Krutch

as First Magistrate in 2330. With the election of a First Magistrate, the Senate voluntarily gave up much its power — its only remaining power was the ability to remove the First Magistrate from power by a two-thirds vote — and it became an advisory council to Krutch.

2333: THE ANTISPINWARD TREATY ORGANIZATION

By 2333, the Defense Fleet was overrun and the Xenovores controlled the Militarized Zone. Magistrate Krutch claimed the first priority for United Earth was to end the secession. In his own words, only a united republic, able to draw upon the resources and strengths of all its members, could hope to stave off destruction at the hands of the Xenovores. The system governments of Beldana V, Kinzareth, and Vayathura were on their own for the time being — perhaps indefinitely.

The representatives of the three worlds met in early 2333 and quickly agreed to form the Antispinward Treaty Organization (ATO). They sent invitations to five other Senate Worlds: Cherketh, Emerald, Erendis, Europa Nova, and New Canada. Only Emerald declined the invitation. It offered no reason, but would later regret the decision.

Membership in the ATO required each world to provide starships, armament, and troops to create a new fleet called the Treaty Fleet. The Treaty Fleet was large, well-equipped, and well-commanded, but had organizational problems. Rank between different system defense fleets was inconsistent, and no single individual was in charge. Instead, the Treaty Fleet was commanded by the Joint Commanders Council (JCC), a body made up of admirals, generals, and those of equivalent rank from all seven member worlds, as well as a few surviving high-ranking officers from the UE Defense Fleet. Despite these problems, for many years the Treaty Fleet would be all that stood between the Xenovores and the rest of the United Earth.

TEXT FROM THE DECLARATION OF SECESSION

“In the history of Humankind, rarely has our civilization traveled a single path. Even among brothers such is the case: after childhood, each must pursue his own goals, future, and happiness. Since the founding of United Earth, Humanity has attempted to adhere to a single path. In recent years this solidarity has only been achieved at the detriment of our future, for common sense tells us there is more than one way to the peak of a mountain, and that not every path to the peak is suitable to every climber.

“Though it grieves us, it has come time for brothers to part ways. The signatories of this letter hereby make known our exit from the affairs of the United Earth, and announce the formation of the Spinward Union. It is not our intent to sever ties completely; merely to acknowledge that the brother worlds of Humanity are adults with their own goals, no longer living under the rule of their parents, and must treat each other appropriately.”

OTHER FACTIONS

Though the Spinward Union and Antispinward Treaty Organization are the largest and most prominent factions to splinter from the United Earth in the twenty-fourth century, they aren’t the only ones.

Soon after the Spinward Succession, Mariposa declared its independence, followed shortly by Jhin. Neither world would return to the United Earth during the century.

During the same period, Wellington declared its independence and then went to war with nearby Himel over a supposed infraction concerning an uninhabited planet between the two worlds. Himel surrendered in 2342 and in all but name became a subject state to Wellington. Himel regained its independence when Wellington rejoined the United Earth in 2361, after the Xenovores were driven from the Militarized Zone.

In 2355, after the Xenovores invaded Earth, uncertain intelligence gathered by Xi Vorcan’s security agency reported the possibility that Bragg’s World and Karadon had formed an alliance and approached the Perseid Empire with a plea for protection. The truth of the matter has never been discovered.

2336-2345

XENOVORE BEACHHEAD



HISTORICAL HINDSIGHT: THE EARLY YEARS OF THE CIVIL WAR

When studied by tacticians, the war fought between Spinward Union and United Earth forces from its beginning to the bombardment of Earth seems very strange. Its weapons were military posturing, diplomatic missions, and battles fought between intelligence operatives and saboteurs — all the

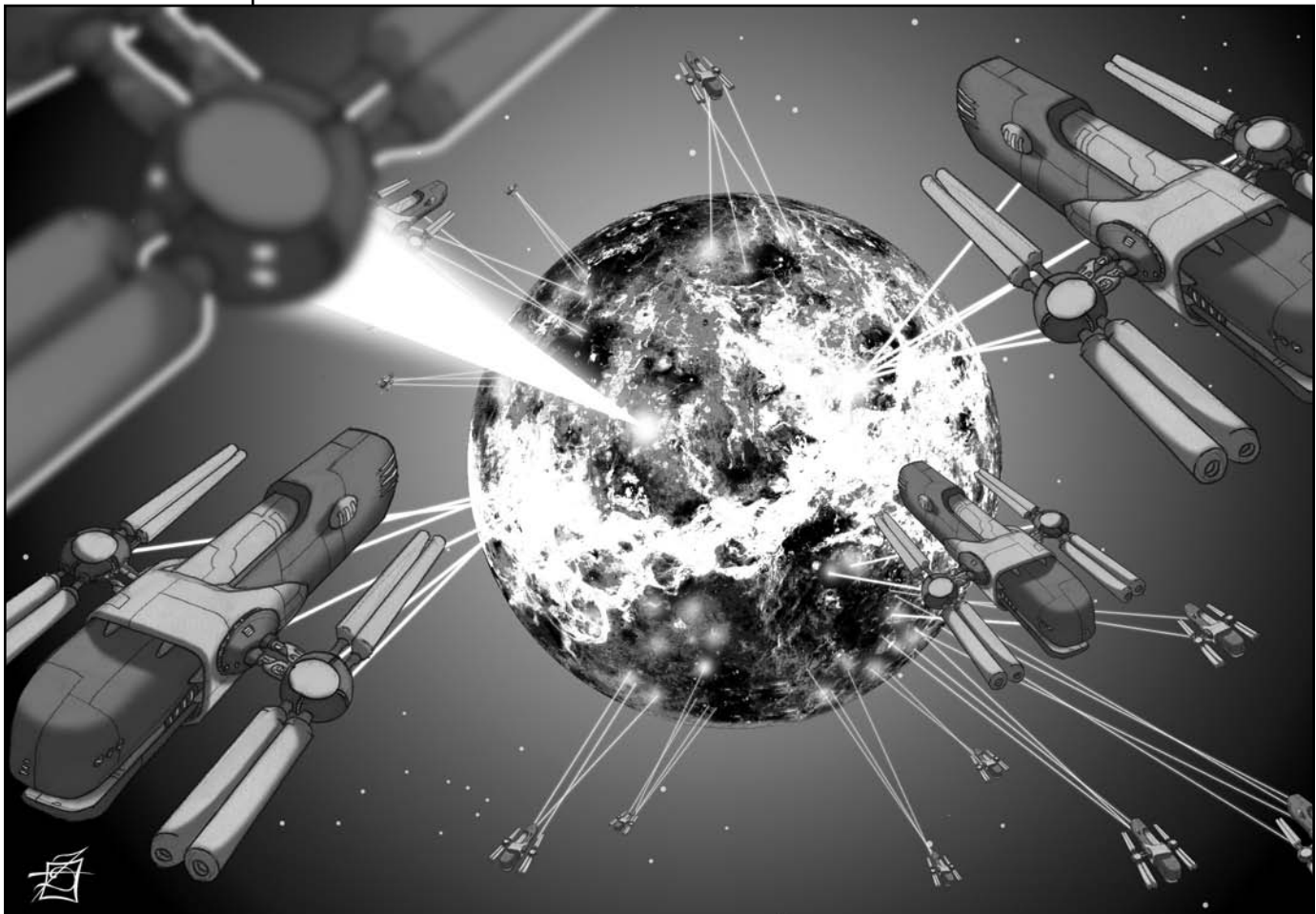
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In 2336 the Treaty Fleet entered the Militarized Zone to confront the Xenovores. The Fleet's strategy was simple: it refused to give battle planetside, even though that meant many colonists — including remnants of UE Army and Marine units, as well as planetary defense forces — fought an almost hopeless war against the invaders. The Joint Commanders planned to destroy the enemy's starships, then take back the Colony Worlds once the land forces were cut off. The ATO knew from experience that land wars against the Xenovores were costly, drawn-out affairs, and felt it could not commit to such battles until it had neutralized the threat of the Xenovore fleet.

The JCC learned from Admiral Lok's mistakes and committed the Fleet to a single course of action. It dispersed the fleet throughout the Militarized Zone to engage the Xenovores wherever they might be. It also gave starship captains the freedom to dis-

regard tactical advice from logistics computers. It let those same captains know it would not court-martial an officer if he made an important decision, even the wrong decision, in defiance of the advice offered by the logistics computer when a commanding officer was unavailable. The UE had tied the hands of many of its officers; the Joint Commanders wanted none of that. It had seen the disastrous consequences of that approach, and such results were unacceptable if the Treaty Fleet was to successfully defend their worlds from the Xenovores.

The Treaty Fleet outnumbered the Xenovore fleet, and when it departed hopes were high for a swift victory... but the enemy refused to commit to a decisive battle. For three years, Human starships hunted Xenovore dreadnoughts through the Militarized Zone. Then the reason for the Xenovore strategy became obvious.



2339: ARRIVAL OF THE XENOVORE ARMADA

In late 2339 the carrier *Procyon*, while patrolling the edge of the Militarized Zone, was the first to encounter the newly arrived Xenovore Armada. Xenovore fighters quickly destroyed the *Procyon*, but not before the captain launched his ship's complement of messenger drones to send word back to his superiors of the newly-arrived reinforcements.

The news was devastating — the Armada was many times the size of the previous attack fleet. The Joint Commanders Council quickly ordered the Treaty Fleet to withdraw to Beldana V and await further orders.

2336-2345: CIVIL WAR

While the ATO and its Treaty Fleet retreated and regrouped in the face of the unbelievably large Xenovore Armada, the UE's Home Fleet and the Spinward Union forces fought a civil war. Full-scale battles, like those seen between Humans and Xenovores, were few and far-between, since neither side was strong enough to withstand the potential losses. The formation of the Defense Fleet and creation of the Militarized Zone had badly depleted the UE Navy. For the Spinward Union, piracy and colonial uprisings (both thought to be engineered by Magistrate Krutch and his newly formed Terran Intelligence Command) became more and more common, and this required the Spinward Union to devote a portion of its forces to protect merchant and cargo ships, guard planets from raiders, and perform standard law enforcement and peace-keeping duties.

In the early years, the civil war was one of posturing and pretense. Both sides moved forces hither and yon, pretending to threaten one world only to withdraw and threaten some other world. For the most part, only occasional skirmishes — shots fired across the bow when one side's ships encroached too closely on the other side's territory, and the like — occurred. But numerous intelligence and sabotage missions conceived and initiated by both sides took place during these years of cold war. Meanwhile, diplomats ferried back and forth between the various planets, trying to arrive at an accord; in numerous public appearances, diplomats from both sides promised a quick and peaceful resolution to the conflict. That all changed in 2340.

2340: BOMBARDMENT OF EARTH

A second reason for the Spinward Union's hesitation to wage war became obvious in 2340: it was lulling the United Earth into a false sense of security, while organizing its military forces. Increasingly, the UE Home Fleet was dispersed throughout numerous star systems, leaving Earth practically undefended. On February 14, 2340 a small task force of starships from the Spinward Union's Liberty Fleet entered the Sol system and proceeded to Earth. Maintaining orbit around the planet, the starships bombed three of the major population centers: the heart of UE media and entertainment in Calipolis; the weapons research and development zones in Nihon; and the capital district in the Boswash metro.

The bombing took place while the Senate was in session, and none of the Senators survived. The Spinward Union thought the action would break the UE's resolve and allow it to negotiate a favorable treaty. Instead, it galvanized the UE against the secessionists and left Magistrate Krutch in sole command of the government, transforming a cold war into a bloody and fierce one.

2341-2345: QUIET BEFORE THE STORM

The members of the Antispinward Treaty Organization were indifferent when word of Earth's bombardment reached them. Their only concern was staving off the Xenovore threat — they battled for nothing less than survival, facing an enemy who considered Humans little more than chattel — and since the election of Magistrate Krutch they'd known to expect no help from that quarter. What was surprising: the Xenovore Armada, despite its superior numbers, did not immediately attack *en masse*. Instead it consolidated its gains in the Militarized Zone.

The Xenovores conducted many raids during this period, succeeding more often than not. Despite the loss of life and absolute dread that gripped the civilian population, the military commanders in the ATO were thankful for the reprieve. Admittedly the lives lost in Xenovore raids were tragic deaths and filled the leaders of the ATO with a sense of helplessness, but they were aware of the size of the Xenovore Armada. They knew they could not stop a full-scale offensive.

Such was the case for four years. The ATO utilized the lull in fighting to increase the size of the Treaty Fleet, retrain its officers in countering Xenovore tactics, and build up planetary defense forces. It would prove in the coming years time and resources wisely spent.

Continued from last page

weapons of a long war of attrition that seems near-suicidal in the face of the threat posed by the Xenovores.

The bombardment of Earth, essentially a surprise attack by the Spinward Union, clarifies much of the SU's policies. But it's also important to remember that the Spinward Union lacked a central authority, and not all of its members were comfortable with waging war on what they considered their homeland. Even the bombardment itself shows their reticence; they struck only justifiable military targets: the heart of Earth's propaganda machine; a major center for weapons research and development; the home of the government that had declared war on them. Though they had ample opportunity to bomb other regions before the arrival of the Home Fleet, they withdrew instead.

But none of this explains why the UE made the military decisions it did. Most historians believe Joseph Krutch was biding his time and waiting for an event that would allow him to assume total power. The bombardment of Earth and death of the Senators provided him with his opportunity. The creation of the Terran Intelligence Command, at first little more than a secret police, seems to lend support to this argument, and certainly the laws he passed after 2340 are characteristic of a dictator intent on consolidating his power.

2345-2369

THE WAR RAGES



The events of 2345-2369 determined the fate of Humanity. These were the years when the Xenovores finally launched a full-scale offensive and the civil war was most hotly contested between the United Earth and Spinward Union. Dictators — Joseph Krutch and Victoria Bellarosa — rose swiftly to power and just as swiftly tumbled. And finally a single leader, Admiral Aleksandr Zhukov, emerged from the chaos to unite Humanity and lead it to victory.

2345-2355: THE XENOVORE OFFENSIVE

The Xenovore attack dreaded by the Joint Commanders came at last in 2345. Divided into five fleets, the Xenovores struck hard and fast, and from the very first engagement the Treaty Fleet was on its heels. Fighting desperately, the fleet held the line for several years at Kinzareth, Beldana, and Vayathura. But at Europa Nova and Emerald, Xenovore forces overcame resistance and devastated both worlds before proceeding onward toward the center of United Earth. These two Xenovore fleets, known to military strategists as the Coreward and Rimward Offensives, became the terror of Human space as they cut a swath of destruction on their seemingly unstoppable march toward Earth.

In the previous decades, only the worlds of the ATO were immediately threatened by the Xenovores. The nearest of these was 2,500 light-years away from Earth, a journey of 10 weeks in a ship with a Class Beta Hyperdrive. For most members of the United Earth that distance made the war seem a far-off struggle — something taking place on the frontier where life was hard and dangerous already. The Coreward and Rimward Offensives brought the war home.

2345-2350: THE COREWARD OFFENSIVE

The Coreward Offensive began with the battle for the Europa Nova system and ended at Kapteyn's Star, a little more than twelve light-years from Earth. Between those two battle sites were the ravaged worlds of Cephardi (the only Spinward Union planet attacked by Xenovores) and Antares.

Not a single inhabitant survived at Europa Nova. When the Xenovore offensive began, the majority of the system fleet, the Europa Space Command, was at Beldana V for a meeting of the Joint Commanders Council. Upon receiving word of the attack the Command immediately set out for its home system, a journey of three months. When it arrived, Xenovores had already ravaged the world

and moved on. Taking time only to make sure there were no survivors to rescue, the Europa Space Command set off in pursuit of the Xenovores. It was less a military mission than one of vengeance. The commander, Captain Kumar Acharya, was set on avenging the death of his world.

Cephardi was the next planet in the path of the Coreward Offensive. Having donated much of their fleet to the Union Council for the civil war, Cephardi and its two Colony Worlds were effectively defenseless. Its small fleet, consisting of two battle-ships and a handful of cruisers, fought heroically to give the planets time to evacuate. Less than 30% of the population survived.

Of the ten thousand Heavyworlders inhabiting small, frigid Antares, two thousand survived by taking shelter in nearby mines and caving in the tunnels behind them. They lurked in the depths and lived off the strange fungi native to the planet until discovered many years later by explorers looking to re-colonize the world well after the end of the Xenovore Wars.

The Coreward Offensive reached Kapteyn's Star in 2350 with Captain Acharya and the Europa Space Command close on its heels. While the Xenovores made planetfall on Kapteyn the Europa Space Command, unable to follow the enemy into an atmosphere, planned an ambush. The ambush, later called Acharya's Gambit, made military history and became one of the most frequently studied encounters in the Xenovore Wars. The genius of the stratagem was Acharya's understanding of atmospheric conditions and the limits of Xenovore technology. He ordered his fleet to attack the Xenovore dreadnoughts on the very edge of Kapteyn's atmosphere, making it impossible for the ships to launch fighters — had they launched their fighters, atmospheric friction, as well as Kapteyn's gravity, would have destroyed them. Acharya's fleet, on the other hand, lay just outside of the atmosphere, but still within striking range. Acharya held a part of his force in reserve, hidden from sensors behind one of Kapteyn's moons, and destroyed the surviving Xenovore dreadnoughts before they could leave the system and jump into hyperspace. His own losses were minimal.

2345-2355: THE RIMWARD OFFENSIVE

The Rimward Offensive began at Emerald and ended at Earth itself in 2355. Along its path, the Xenovore fleet ravaged Rigel, Betelgeuse, Sirius, and Sigma Draconis. It was the attack military strategists for the UE Navy had imagined many years ago, the strike for the heart of Humanity. Unlike most Xenovore attacks, the fleet did not

eliminate entire populations before moving on. The UE soon realized Xenovore strategists meant this fleet to arrive at Earth first and establish a beachhead before the other fleet arrived. On planets with small populations, like Emerald, the Xenovores left behind a small force to hunt down the survivors of its initial bombardment. On larger ones, it destroyed population centers, concentrating on spaceports and manufacturing centers, and then moved on to its next objective.

The Xenovores arrived in the Sol system in late 2353. The battle for Earth lasted for eighteen months and included both space bombardment of the planet and ground fighting between Xenovore and Human troops. Magistrate Krutch refused to send reinforcements, leaving Earth's planetary defense forces to contain the Xenovores. Krutch, who had become more and more a dictator since the destruction of the Senate in 2340, intended to let the Xenovores do the dirty work of eliminating the remaining vocal opposition to his rule. Only the coming of Admiral Zhukov in 2355 saved Earth.

2354: THE LEADERLESS COUP

In 2354, unknown parties assassinated Joseph Krutch. On a tour of the planets in the Polaris system, his shuttle exploded while making planet-fall. The shuttle's computer had broadcast telemetry to the AI on Krutch's flagship, *The Sword Of Truth*, throughout its journey and reported no system errors; the explosion was obviously an act of sabotage. Krutch was in all but name a dictator, and later historians claimed Krutch was the Xenovores' greatest weapon against Humanity.

Many had reason to want Krutch dead. Because of his actions, he kept the United Earth divided. He had a secret police force (the Terran Intelligence Command) that was universally feared and reviled, not just by secessionists but also staunch supporters of republican virtues and the United Earth. He passed the Sedition Act in 2341 and suspended the Senate indefinitely in 2343. He turned the Civil War into an acrimonious affair with the ravaging of Alambeth Prime in 2341. He treated members of the Spinward Union brutally, executing all prisoners as traitors (even those with no connection to the government, such as colonists and merchants). Then he allowed the Xenovores to attack Earth and near-Earth space from 2351 to 2354 to silence his opponents, causing billions of deaths. And these are only the highlights of his reign.

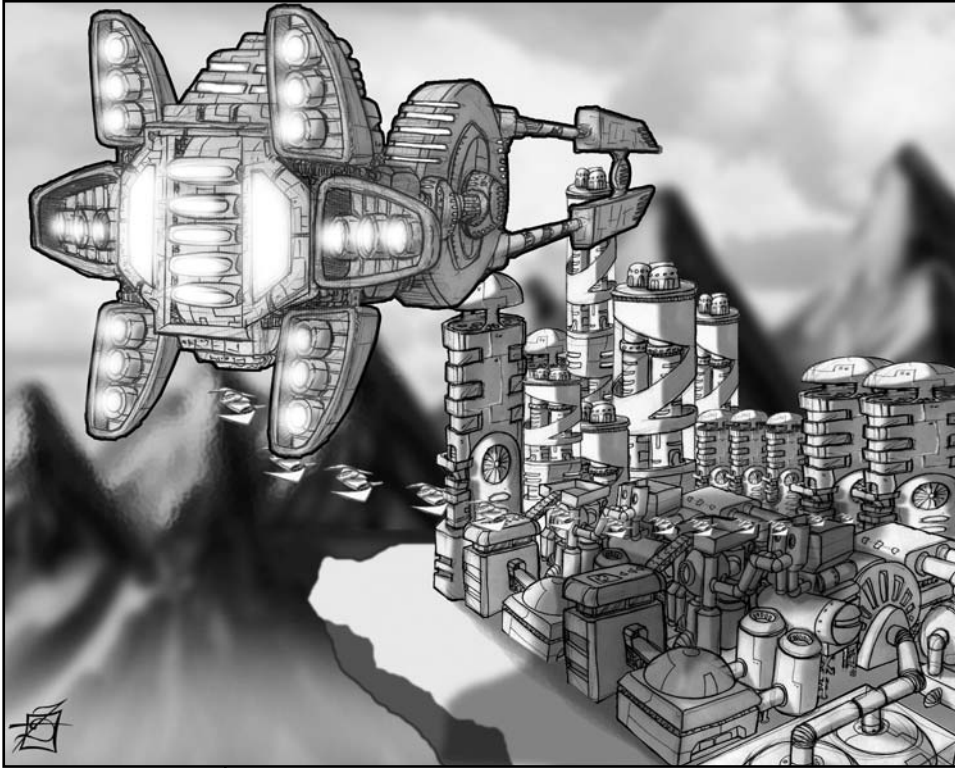
The reasons for the assassination are obvious, but precisely who planned and executed the deed remains unknown. The members of the Spinward Union had every reason to want Krutch dead. By leaving Earth to the mercy of the Xenovores, he alienated the commanders of UE military forces. In short, after the Xenovores, Krutch was likely the most hated being in Human space. But no one stepped forward to take credit for his death, so the incident became known as the Leaderless Coup.



2355: ADMIRAL ALEKSANDR ZHUKOV

The death of Krutch left a void atop the chain of command of the UE military. Admiral Aleksandr Zhukov stepped into this void when he saved Earth from the Xenovores in 2355. Zhukov had run afoul of Krutch early on during his magistracy, when the Admiral refused to allow Krutch to use the starships under Zhukov's command for intelligence and sabotage missions. Krutch removed Zhukov from his command and placed him in charge of Shipyard, an under-funded and under-utilized research facility. Zhukov, working secretly via donations from private corporations and investors, transformed Shipyard into a vital scientific community dedicated to researching Xenovore technology. Shipyard's greatest achievements, the invention of the Class Epsilon Hyperdrive in 2348 and antigravity technology in 2355, resulted in the creation of the *Liberty*-class dreadnought.

Throughout the war Human ships were unable to follow Xenovore dreadnoughts into an atmosphere; once the Xenovores broke through the ships of the line and descended into a planet's atmosphere, they were free to ravage the planet at will. The *Liberty*-class dreadnought changed that, for it could follow the Xenovores into an atmosphere thanks to its antigravity technology, and once there continue the battle. With five of the newly com-



missioned ships, Admiral Zhukov liberated Earth, destroying the Xenovore forces assaulting it (see page 38). By popular acclamation among members of the military, Admiral Zhukov assumed command of the UE Navy. Because of his timely heroics at Earth, he became the *de facto* leader of the UE government.

His first act was a cessation of hostilities with the Spinward Union. In a speech broadcast throughout United Earth, he called for the Spinward Union to rejoin the United Earth and aid the Antispinward Treaty Organization in the fight against the Xenovores. Just after the speech, via a private dispatch, he provided the Union Council with a wide variety of military analyses and studies concerning the Xenovore Wars. Each one stated the Xenovores would overrun a divided United Earth — they only disagreed on how long it would take — and the only hope for Humanity's survival as a species was a unified military. Zhukov also submitted a detailed report on the operational parameters of the *Liberty*-class dreadnought. A hand-written note from Zhukov accompanied both pieces of information. In the note, he made it very clear to the seceding worlds that if the Xenovores were defeated, he would then turn his fleet on the members of the Spinward Union and destroy them with his superior technology.

Not waiting for a response from the Spinward Union, Zhukov ordered the wide-flung elements of the UE Navy to proceed to the antispinward region of United Earth, where the ATO fought to hold back the Xenovores. Though Humans had stopped the Coreward and Rimward Offensives, three other Xenovore fleets still fought on. Each of these fleets was named after the planet it first attacked: Kinzareth; Beldana; and Vayathura.

The Kinzareth Fleet, after years of fighting, had destroyed its first target and many of its Colony Worlds; it then caught the remaining elements

of the Human fleet while they retreated. New Canada was left defenseless and quickly destroyed. At Samarkand, the offensive was bogged down in a hard-fought land war, and was eventually stopped altogether in 2354.

The Beldana Fleet never overcame the Humans at Beldana V. The first planet attacked by Xenovores in Human space fought a pyrrhic war against the invaders, taking hundreds and thousands of Xenovore lives before giving ground. The offensive ground to a halt in 2358 when the Combined Fleet mopped up the surviving Xenovores.

The Vayathura Fleet quickly overwhelmed the Vayathuran and Human forces there, but the retreating ATO forces regrouped at Cherketh and held the line until 2357, when help arrived from the Combined Fleet.

During the years 2355-2358, Admiral Zhukov and the Home

Fleet arrived at the besieged planets. With reinforcements — most especially fresh troops and the *Liberty*-class dreadnoughts — Humans drove the Xenovores back into the Militarized Zone.

2357-2360: THE COMBINED FLEET

The Joint Commanders Council turned over command of the Treaty Fleet to Admiral Zhukov in 2357. The Spinward Union turned over command of the Liberty Fleet to him in 2359. (However, the Union members never officially rescinded their Declaration of Secession — a point of contention during the Anarchic Period of 2397-2434.) Shortly thereafter, Zhukov was named Supreme Admiral and First Magistrate. For the next year Admiral Zhukov and his advisors, the re-organized Joint Commanders Council, worked tirelessly to create a united fleet, streamlining the chain of command and making ranks consistent among the officers.

Zhukov also reformed the UE Army, drawing upon the best and brightest of the planetary defense forces to fill out the ranks. For many years, military commanders had neglected the Army to concentrate on naval forces. The prevalent strategy was to stop Xenovore dreadnoughts before they made planet-fall; if they made planetfall, it was up to planetary defense forces and civilian militias to hold them back. Commanders of the time realized it was an imperfect strategy, but lacked the resources to implement a better one. Zhukov, with a reunited Humanity behind him, had the resources denied previous commanders and could drive the Xenovores out of the Militarized Zone — but for the next stage in his plan, he needed a revitalized Army.

Zhukov implemented two other changes. First, he changed the mission of the Terran Intelligence Command. He tasked it with discovering the nature of the enemy and adding numerous scientists and

researchers to its ranks. Second, foreseeing the need to someday carry the attack to the Xenovores, he brought the Terran Exploration Service under his command.

By 2360 the newly created Combined Fleet was ready to enter the Militarized Zone and take back the region from the Xenovores.

2358: THE AMNESTY AND CITIZENSHIP ACTS

Admiral Zhukov (a title he insisted on using until the Senate could re-form and make his appointment as First Magistrate official) did more than re-organize the military. In 2358 he implemented two important civil laws, the Amnesty and Citizenship Acts. Throughout the first half of the twenty-fourth century, recruiting personnel for the military had been difficult, and Zhukov intended to ease the problem. The Amnesty Act granted a blanket amnesty for all treasonous and criminal activities committed before 2358 and repealed Krutch's Sedition Laws. This not only pardoned the Spinward Union secessionists, it allowed pirates and smugglers to join the war effort on the side of Humanity. These criminals made a valuable addition to the Terran Intelligence Command and Terran Exploration Service; they were intimately familiar with guerrilla tactics and starship battle from ambush. The Citizenship Act granted UE citizenship to any individual who served in the military and his immediate family. Zhukov could not wholly alleviate the tensions between Senate and Colony Worlds, but this law encouraged colonists previously without a voice in government (not to mention many aliens) to enlist.

2360-2369: CLEANSING OF THE MILITARIZED ZONE

In 2360, Humans entered the Militarized Zone and began a systematic extermination of the Xenovores that took nine years. After Humans threw back their full-scale offensive, the Xenovores had little in the way of naval power, and the Combined Fleet moved through the region at will. Despite this advantage, fighting planetside mini-wars against the Xenovores was a brutal affair... and digging them out from their "hive" colonies was even more bloody.

During this same period, intelligence operatives and researchers assigned to forward infantry units and Marine strike forces made startling discoveries about the nature of the enemy. They began to understand the Xenovore caste system and pack mentality, and deciphered their language ("Xenovorish"). They learned about their short life span and the quick maturation of their young. But most disturbing, they confirmed that the Xenovores practiced anthropophagy — in other words, they ate sentient species... including their own.

Humans had speculated extensively about the fate of those captured by the Xenovores and packed into slave ships. Since the beginning, there had been rumors — stories told by the survivors of Xenovore raids — but few had believed these tales. Now Humanity knew beyond a shadow of a doubt: the Xenovores didn't just want to enslave Humans... they also considered Humans a source of food.



2370-2397

OPERATION FUTURE PEACE



HISTORICAL HINDSIGHT: ALEKSANDR ZHUKOV AS DICTATOR

Admiral Zhukov was just as much a dictator as Joseph Krutch before him. Without consulting system governments, Zhukov commandeered starships from system defense fleets and transferred personnel from planetary defense forces to the UE Army. He ordered worlds to retool their factories for the production of military ordnance, and set a price ceiling on what agricultural planets could charge for food. He put off the reformation of the Senate to some nebulous future date when Humans had defeated the Xenovores and achieved peace. And whenever someone disagreed with his policies, he hung the threat of the Xenovores over the dissenter's head, threatening to go public with the refusal and make his case to the people.

Later historians credit two reasons for why the people loved Zhukov and hated Krutch. First, Zhukov concentrated his efforts on eliminating the Xenovore threat. The Xenovores were an implacable foe whose savage behavior was wholly disgusting. Though Zhukov assumed the role of tyrant, his every action was always for the purpose of defeating the Xenovores. Second, Zhukov exercised masterful control over the media. As far as the common person knew, Zhukov's cleansing of

In 2371, Admiral Zhukov unveiled his plans for the invasion of the Xenovore Empire. As long as they existed, the Xenovores would never stop coming. Humanity had a duty to future generations to stop the threat once and for all. The only means of doing so was to carry war to the Xenovores with invasion of their empire.

No one opposed Admiral Zhukov's call for an invasion of the Xenovore Empire. His logic was persuasive, as were the frequently-broadcast scenes of devastation wrought by the invaders and the long list of atrocities they committed, not the least of which was consuming Human prisoners of war.

Designated *Operation Future Peace*, the invasion was the largest military operation in the history of Humanity. It involved thousands of starships (from simple merchant freighters to the state-of-the-art *Liberty*-class dreadnoughts) and billions of military personnel, not just soldiers but also administrators, bureaucrats, and civilian advisors. For six years, all the economic resources of United Earth were put to the single task of equipping and training this force. Admiral Zhukov exhorted the people to work harder than ever before... and productivity nearly doubled.

The Combined Fleet, the spearhead of Operation Future Peace, departed in 2377. The Terran Exploration Service, following the transmitted flight records of the doomed *Cassandra* from almost seven decades earlier, had already scouted the path to Xenovore territory. Even with Class Epsilon Hyperdrives, it took the forward elements of the Combined Fleet four months to arrive at the edges of the Xenovore Empire; the remainder of the Fleet, starships equipped with older Hyperdrives, arrived in waves after the first. Zhukov's tactics were simple and the same as he used in the Militarized Zone: saturation bombing followed by recon missions and tactical strikes by Marines, then finally invasion by the UE Army to hunt down surviving Xenovores and secure the planet.

For two years, these tactics worked well. As in the Militarized Zone, the Xenovores in the outlying regions of the Empire lacked sufficient naval support to protect them from the UE Navy. Then, in 2378, the Combined Fleet arrived at a Xenovore throneworld. For the first time during Operation Future Peace, Humans encountered an enemy fleet at full capacity and a world with orbital defenses against attacks from space — one with a population of over ten million Xenovores and an equal number of slaves.

2380: VICTORY AT TRIUMPH

Three times the Combined Fleet struck at the first Xenovore throneworld, called in strategy meetings and on tactical maps Throneworld Alpha, and three times it was thrown back. Admiral Zhukov and the Joint Commanders Council devised different plans for each attack — a full frontal assault that drifted in behind the orbit of one of the planet's two moons, a two-pronged attack at each of the planet's poles, a staggered attack along multiple fronts — and none of them succeeded. Whatever the tactics employed, the Xenovore orbital defense stations and shipyards turned back the UE's attacks.

For the fourth assault, Zhukov revised his thinking. Rather than take the planet in one go, fleet attack ships would cover troop transports and drop ships. The transports and drop ships would concentrate on landing UE Marines at the surface control stations for the defense satellites, as well as other strategic locations.

During this assault, the life expectancy for a Marine dropped from a transport ship was approximately five minutes; once he was on the ground, it improved to three hours and twenty minutes. Regardless, enough survived to neutralize the defense satellites along a section of the equator, creating a window for the insertion of a UE Army division. Starting with this beachhead, Human forces finally overcame the Xenovores in 2380 after two years of fighting. The loss of life was horrendous.

After the battle was won, Zhukov renamed the planet Triumph and it became Central Command for the Xenovore Front (X-CenComm). Despite the Supreme Admiral's positive spin on the victory, his Joint Commanders knew the Combined Fleet could not win many more battles like the one for Triumph in a quick time-frame — and intelligence obtained from the capital city revealed that as one traveled nearer the heart of the Xenovore Empire, the Throneworlds grew better defended. The invasion would have to be slower, and costlier, than the JCC had imagined.

2395: QUAGMIRE

From X-CenComm, it was 15,000 light-years to the center of the Xenovore Empire — the planet called Throneworld Prime by the UE military. In the fifteen years after victory at Triumph, Humans advanced half the distance, with forward command now located at the planet Fexao. Moving planet to planet, they left no organized Xenovore forces behind them, only a handful of isolated pockets of resistance lacking the means to get off-planet. The

gains were costly, the casualties staggering.

At this point, Admiral Zhukov and his Joint Commanders knew they could not continue with the strategy of the previous years. The systematic invasion of the wide-flung Xenovore Empire was simply too costly in both starships and troops. To complicate matters the UE military was becoming a huge, unwieldy bureaucracy. On many of the planets liberated, Xenovores had oppressed slave/food species for generations. Humans felt duty-bound to provide aid, both humanitarian and administrative, to these species, but doing so drained the resources of the UE military.

To make matters worse, troops had begun to desert — not many admittedly, but enough to cause consternation among the JCC. Some of the soldiers had fought for the majority of their lives, either in the ATO against Xenovores or in the Civil War, and they were tired. Strange rumors of Human soldiers ruling over liberated slave species in the hinterlands of former Xenovore worlds became distressingly common.

Even worse, the resources of the Combined Fleet grew more and more scarce. The UE's supply line stretched over twenty thousand light-years. Travel from UE-CenComm on Beldana to Forward Command on Fexao was a journey of ten months if a ship had a Class Epsilon Hyperdrive — which few did, since the military reserved the scarce Epsilons for Navy dreadnoughts. Too many times starships went into battle without a full complement of mis-

siles or fighters, and Army divisions had to horde their meager supplies.

The JCC split into two camps. One believed it was time for the UE to stop its advance and consolidate its gains. The other argued for a precision strike at the heart of the Xenovore Empire. They provided analysis from Terran Intelligence Command which virtually guaranteed the Empire would erupt in civil war if Humans eliminated the Xenovore Monarch. The Xenovores did not have a hereditary monarchy; instead sub-rulers called Autarchs battled among themselves for the position of Monarch. What Terran Intelligence couldn't guarantee was how much this civil war would weaken the empire; a drastic conflict was necessary if the UE was to benefit substantially from Xenovore in-fighting.

Admiral Zhukov listened to both sides' arguments, but the dilemma was decided for him when the Xenovores retook two recently conquered planets, Sorlakka and Menlortha. The Xenovore successes cast doubt on the UE's ability to hold and consolidate its gains; Zhukov in response initiated Operation Guillotine.

2395-2396: OPERATION GUILLOTINE

The task force assembled to accomplish Operation Guillotine had a simple mission: avoid massed Xenovore naval forces, reach the Xenovore home system, and destroy Throneworld Prime. The force was comprised of dreadnoughts and cargo

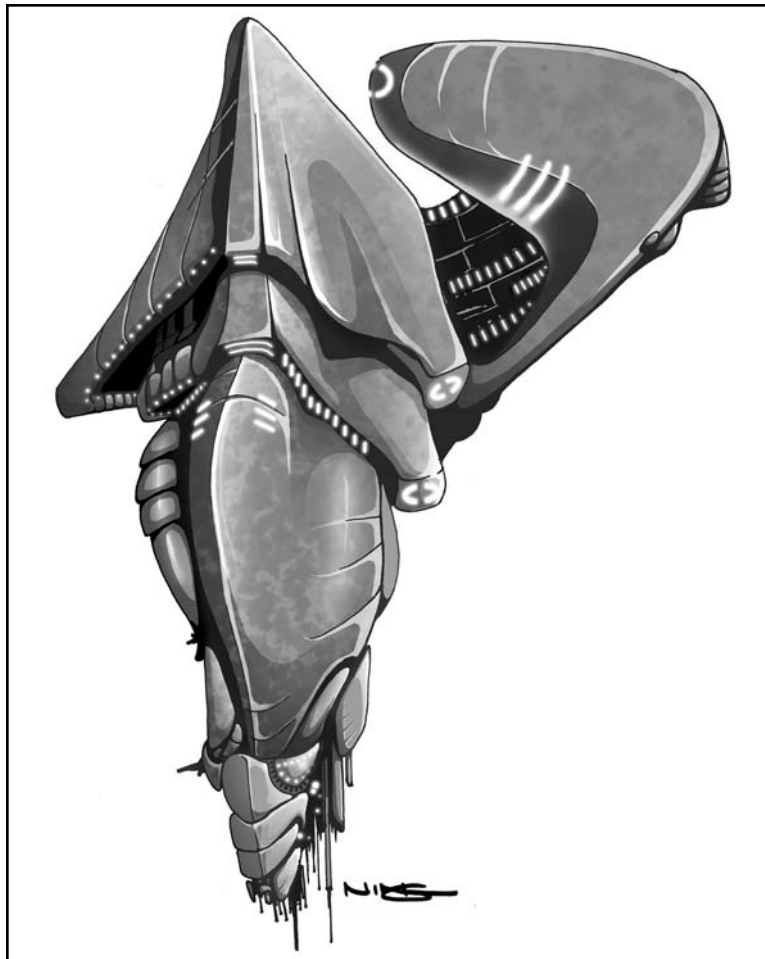
ships retro-fitted with Class Epsilon Hyperdrives and anti-gravity technology. The cargo ships carried only one type of cargo: "planetbusters," ultra-high-yield nuclear explosives with enough penetrating and explosive power to crack open a planet. Using fully-automated piloting systems, the ships would descend into the atmosphere of Throneworld Prime and drop their cargo pods. The dreadnoughts' sole purpose was to escort the cargo ships, doing whatever was necessary to get them within striking range.

The task force, led by scouts from the Terran Exploration Service, followed a circuitous route through Xenovore space, taking six months to arrive in the Xenovore home system. Xenovore territorial instincts prevented organized resistance; Autarchs refused to send ships in pursuit of the strike force when it left their sphere of control.

Once Humans arrived in the home system, the fighting was intense — the system was heavily populated, with two

Continued from last page

the Militarized Zone consisted of one victory after another — Humanity never suffering a single difficulty, let alone defeat. But in truth, UE forces suffered numerous setbacks during this time, and two of the three assaults on way station Delta-13 can rightly be considered defeats. Zhukov's manipulation of the public via the media would serve as an example for many later leaders during the time of the Terran Empire.



HISTORICAL HINDSIGHT: THE THREAT TO HUMANITY

During the Terran Empire and later eras, some historians have questioned the claims of many scholars — not to mention Zhukov and other military officials of the time — that Humanity's existence as a species was threatened by the Xenovores. They assert that large areas of Human space were never directly threatened by the invaders.

These assertions overlook the incredibly narrow margin by which Humanity thwarted the Xenovore s. Had Captain Acharya not stopped the Coreward Offensive at Kapteyn, or had any single other Xenovore offensive made it through, Earth would have fallen. Then the Xenovores would have attacked and destroyed Shipyard (along with many other near-Earth assets of great value) before the *Liberty*-class dreadnought was completed. Then the spinward regions of Human space would have been open and vulnerable to Xenovore attack.

Even if the forces of Krutch and the Spinward Union could put aside their bitter hatred long enough to ally against the Xenovores, at that point the odds of stopping the Xenovores would have been astronomical — particularly since Humanity could not then have mounted Operation Future Peace, so the Xenovores could keep sending reinforcements until Humanity's resistance crumbled. But for one or two key victories, Humanity would have lost the Xenovore Wars, and it, not the Xenovores, would have become little more than a historical footnote.

inhabited worlds beside Throneworld Prime — but resistance was lighter than any UE commander could have hoped for. Six of the ten dreadnoughts in the task force reached Throneworld Prime. Three of those spearheaded the first wave of cargo ships to drop into the atmosphere, the ship commanders and fighter pilots shielding the cargo ships from orbital defenses with their own ships, drawing off the majority of Xenovore dreadnoughts, and ultimately going down with all hands. But their sacrifice was not in vain, for the cargo ships made it to their launching points and released their payloads. As the three remaining Human ships launched their messenger drones, a wave of subsurface explosions reduced the once-proud Xenovore homeworld to nothing but a field of drifting space rubble. The inhabitants not killed by the explosions quickly perished when the atmosphere boiled away.

2396-2397: VICTORY AND DEATH

Virtually none of the task force assigned to Operation Guillotine made it home, but on November 17, 2396 the first of their messenger drones arrived at Forward Command on Fexao. Shortly thereafter, Zhukov and his Joint Commanders heard the first news of slave uprisings across the Empire. The strike on Throneworld Prime was only the primary mission of Operation Guillotine; the secondary mission was to insert intelligence agents, special forces, and Marines into slave populations across the Xenovore Empire and incite those species to rise up against the Xenovores. Revolutions spread throughout the empire; even on those planets without Human forces to lead them, the oppressed slave populations threw down their masters.

In early 2397, the Xenovore Wars all but over, Admiral Aleksandr Zhukov died aboard his flagship of natural causes during the ship's return voyage to Human space. He was eighty-seven years old and had led Humanity to the greatest military victory of its history. In the wake of his death, the United Earth splintered — only Zhukov's force of personality had held the diverse systems and worlds together, and no one could fill the void — but the United Earth under Zhukov's command provided a glimpse of the Terran Empire that would come in the next century when Humanity stepped onto the stage of interstellar affairs.

HISTORICAL HINDSIGHT: THE ANARCHIC PERIOD

Though most historical texts set the dates of the Anarchic Period as 2397-2434, some historians have argued that it truly begins with the Spinward Secession. The clash of ideologies that resulted in civil war are the same as those espoused by worlds declaring independence during the Anarchic Period. These scholars claim that only Admiral Zhukov's focus on defeating the Xenovores brought a temporary reprieve for a united Human space. With the Admiral's death and the defeat of the Xenovores, the events put in motion by the Spinward Secession continued their natural course as Humanity fragmented into myriad independent worlds.

Without a doubt the events of the twenty-fourth century impacted greatly on the Anarchic Period. As soldiers returned from the Xenovore Wars, worlds found themselves with an abundance of combat veterans — men and women familiar with war and willing to fight for what they believed. Zhukov's Citizenship Act fueled the fires of rebellion. He had promised citizenship to those who fought, yet had put forth no way of implementing that promise. He did not define what precisely citizenship entailed. Was it independence from Senate Worlds, as most colonists believed — or was it merely the right to vote for Senators of the United Earth, as the governments of most Senate Worlds asserted? Colonists rose up in rebellion. Governments, their resources depleted by long years of war, crumbled. Alliances were formed — most notably the Terran Union, a federation of planets with Earth as its leader.

Many of the leaders during the Anarchic Period had their roots in the Xenovore Wars. Among these was the woman who would become president-for-life, Marissa DeValiere, whose grandfather and father were heroes of the war — and who wielded enough influence to have her placed in command of the Sol System Defense Fleet in 2326.

The argument that the Anarchic Period begins with the Spinward Secession has merit, though a clear-cut resolution to the debate seems unlikely. But without a doubt the Xenovore Wars lead directly, along clear and direct lines of cause and effect, to the founding of the Terran Empire.

chapter two:



Species Of Terran Space

HUMANS



“HUMAN” VERSUS “TERRAN”

Most people use the term “Human” to refer to the species itself, or one of its members. They reserve the term “Terran” mostly for things or institutions associated with Humanity — Terran technology, Terran military tactics, the Terran influence on interstellar politics. Some people use “Human” for such things, though.

The Human species, known also as Terrans or Earthlings, comes from the planet Earth. During the period of the Xenovore Wars, they’re the dominant sentient species in space within about 5,000 light-years of Earth, but are not well-known beyond that.

Humans have a fairly common body structure — bipedal, upright posture, two manipulating hands, a head containing the brain and sense organs, and an internal skeleton. In fact, the term “humanoid” eventually becomes widely used throughout the Galaxy to refer to the general body shape of many species.

To the extent other major species know about Humans, they’re noted for their rapid technological and social change and their ability to adapt to an enormous number of environments and situations. However, many aliens also regard them as capricious, powermongering, and violent — a perception that Humanity’s involvement in a century-long interstellar war does nothing to alleviate.

Ordinary Humans do not have a Package Deal. They are the default from which other Package Deals derive.

VARIANT HUMAN TYPES

Most Humans come from unmodified Earth stock, but a few groups have altered the genes of their children to create variant subspecies. Four of those variant types are noteworthy during this period of time.

Variant Humans are still Human. They can have children with different variant types or unmodified Humans, although with a greater chance of miscarriage or birth defects than normal (and many only find “their own kind” sexually appealing). Abilities tend to “average out” in half-breeds — the child of a Martian and an unmodified Human would probably have greater strength than most Martians, but less ability to withstand low air pressure or function in low gravity.

HEAVIES

Adapted for life on high-gravity worlds, Heavies (or “Heavyworlders”) are thick-set, muscular Humans with strong bones, high-pressure circulatory systems, and lungs able to handle dense atmospheres. Tougher and stronger than normal Humans, they make good soldiers, barroom brawlers, miners, engineers, and heavy laborers. In normal Human society, they often have difficulty fitting through doors, using equipment designed for standard-size Human hands, and so forth (the GM may impose Skill Roll penalties for the use of some tools, if appropriate).

HEAVY PACKAGE DEAL

Ability	Cost
+5 STR	5
+4 CON	8
+3 BODY	6
Heavy: Knockback Resistance -1”	2
High Gravity Training: Environmental Movement (High-G)	1
Used To High G: Armor (2 PD/0 ED); Only To Protect Against G Force Damage (-1)	1
Disadvantages	Value
-1 DEX	-3
Physical Limitation: Large (Infrequently, Slightly Impairing)	-5
Total Cost Of Package: 15	

MARTIANS

Though originally created to live without protection on quasi-terraformed Mars, Martians now live on many similar worlds. Tall and barrel-chested, they have increased resistance to ultraviolet radiation and lungs that function at low atmospheric pressure. But they also have bodies and bones weaker than those of Humans from Earth-normal environments, making them somewhat “fragile.” Millions of Martians live in Human space on various worlds; the largest single population is on Mars itself.

The designation “Martian” should not be confused with “Native Martian,” the term xenologists use when discussing life-forms that evolved naturally on Mars.

MARTIAN PACKAGE DEAL

Ability	Cost
Adapted To The Martian Environment: Life Support (Expanded Breathing: can breathe normally in thin atmospheres)	1
Low Gravity Training: Environmental Movement (Low-G)	4
Disadvantages	Value
-2 STR	-2
-1 CON	-2
-1 BODY	-2
Total Cost Of Package: -1	

SELKIES

Selkies (also known as Merfolk, Sea People, and Tritons) live on many water worlds in the Human space (and the oceans of Earth). They can't literally breathe water (attempts to create Humans with true gills have met with only limited success), but their enhanced lung capacity allows them to stay underwater as long as seals. Their large, rounder-than-normal eyes help them to see without difficulty when they're deep underwater, but are also sensitive to bright light (such as direct sunlight). An insulating fat layer helps them withstand the effects of living in frigid waters, and their webbed hands and feet allow them to move through those waters with ease.

gers. However, their bodies do not handle normal gravity well; to a Spacer, walking on the surface of a planet feels like dragging himself through a thick, soupy atmosphere.

SELKIES PACKAGE DEAL

Ability	Cost
Water-Breathing: Life Support (Extended Breathing: 1 END per Minute; Safe Environments: High Pressure, Intense Cold)	5
Webbed Hands And Feet: Swimming +3"	3
Nightvision	5
Environmental Movement: Aquatic Movement	3
Disadvantages	Value
Physical Limitation: Light-Sensitive Eyes (-2 Sight PER Rolls in bright light) (Frequently, Slightly Impairing)	-10
Vulnerability: 2 x Effect from Sight Group Flashes based on bright light (Common)	-20
Total Cost Of Package: -14	

SPACERS

First bred in orbiting space habitats before the invention of Hyperdrive, Spacers (also called Belters) continue to thrive in space stations, asteroid colonies, orbital habitats, and other zero-G environments. Created and trained to spend their entire lives in space, they have bones and muscles engineered not to weaken in zero gravity, increased resistance to radiation, lungs that function in low pressure, and toes as dextrous as fin-



SPACERS PACKAGE DEAL

Ability	Cost
Spaceborn: Life Support (Expanded Breathing: can breathe normally in thin atmospheres; Safe Environment: Low-Intensity Radiation)	2
Feet As Useful As Hands: Extra Limbs (2), Inherent (+¼)	6
Zero-G Training: Environmental Movement (Zero G)	4
Disadvantages	Value
-2 STR	-2
-1 CON	-2
Physical Limitation: Has Difficulty In Normal Gravity (-2 to all DEX and STR Rolls) (Frequently, Slightly Impairing)	-10
Total Cost Of Package: -2	

OTHER SPECIES



Humans aren't the only sentient species in Terran space — though they're by far the dominant one. Other species whose members join the Earth fleets to fight the Xenovores, or who might become involved in an *Alien Wars* campaign for other reasons, include the following.

DENEBIANS

Inhabitants of a world they call Harkarth, known in Human parlance as Deneb IV, the Denebians have become a familiar sight in spaceports throughout Human space.

DENEBIAN BIOLOGY

The Denebians are humanoids descended from a creature most closely analogous to a Earth turtle, though by Terran biological standards it's as much an insect as a reptile. Their skins tend to have a light undertone — tan, ochre, even yellowish

— with regularly-spaced squarish-shaped “spots” that are actually thicker plates and offer some protection against injury. Denebians' backs have an even thicker overall plate, but it's flexible enough that it doesn't impede their ability to move. The average Denebian is perhaps seven to ten centimeters shorter than the average Human, but not particularly stocky despite his thick skin; indeed, in the eyes of many species, Denebians seem slender.

Denebians heads are slightly prognathous; they have large, flat nasal structures and small ears that barely project beyond the skull. Their eyes are small and beady, which often makes Denebians look suspicious or dangerous to Humans.

Denebian marriages are often, but not always, arranged. They marry for life, bonding with their spouses through a complex social and biochemical process that makes divorce both unthinkable and undesirable (Denebians find the Human predilection for “breaking,” as they refer to divorce, utterly confusing and dismaying). The women bear live young after a seven-month gestation; after having two or three children most women become infertile.

Denebians rarely develop psionic powers.

HARKARTH, THE DENEBIAN HOMEWORLD

Harkarth (Deneb IV) is a terrestrial world a few degrees warmer, on the average, than Earth with 1.1 G. It has two moons of roughly equal size, both with domed colonies. It has three large continents, several subcontinents, and a sprinkling of large islands. Extensive belts of jungle once covered much of the planet, and though industrialization has shrunk them considerably, millions of acres remain intact. Similarly, swamps and marshes were much more common hundreds of years ago, but the Denebians drained many of them and turned them into roads or farms.

Harkarth is the far end of the trading route Humans call the Denebian Hook. As a prime center for trade within Human space, it has a large population of offworld visitors, most of them transient but some (semi-)permanent residents. Although some prefer to remain in one of the half-dozen space stations orbiting the planet, which have a level of gravity more to their liking, most visitors journey to the planet's surface. The Denebians are justly proud of their cosmopolitan and accepting society, and enjoy meeting and speaking with beings from other planets.

The Deneb system has twelve other planets — three too close to Deneb (a hot white supergiant) to be habitable, the rest untenable for other reasons. The system includes five gas giants which provide the Denebians with plenty of fuel and other



resources. They have established domed mining colonies on two rocky outer worlds. (See also page 39.)

DENEBIAN SOCIETY AND CULTURE

Thousands of years ago, Harkarth was a world torn by war and divisiveness. Political conflict often led to wars, and the major religions of the Denebians — Kolebism, Takurism, and Gerradism — often struggled with one another as well. Additionally, Kolebism and Gerradism both grouped the Denebians into an elaborate social structure of *klascés*, similar to the castes of ancient India on Earth, and this caused strife from time to time.

As the centuries passed, social, technological, and religious progress all acted, slowly but surely, to diminish these problems — but not to eliminate them. That took a major nuclear exchange between two powerful nations in the early twenty-first century. The “Fifty-Minute War” nearly destroyed Denebian civilization and killed over a billion people. To save their world and rebuild society, the Denebians learned to overlook the differences that divided them and work together. They repaired the damage caused by the Fifty-Minute War and refashioned their civilization. They’ve made it better than ever without turning their backs on their history and earlier accomplishments. They’re very accepting of differences, which makes them open to contact with other species.

Today, most Denebians live in cities on their balkanized homeworld, though as a species they’ve visited most of the regions in Human space and have settled on many other planets. Deneb has a large and prosperous merchant marine fleet, with a roughly equal proportion of corporate and free trader ships. Trade is their main link with other species, but plenty of Denebians have gotten involved in exploration, prospecting, and other interstellar pursuits. As a species, they are Uniform Technology Evaluation Scale (UTES) 9 throughout most of the 2300s, though the transition to UTES 10 is complete by 2420.

See page 41 for more on the Denebians.

DENEBIAN PACKAGE DEAL

Ability	Cost
+1 CON	2
Denebian Skin: Armor (1 PD/1 ED)	3
Denebian Backplate: Armor (+2 PD/+2 ED); Activation Roll 11- (only protects the back; -1)	3
Disadvantages	Value
-1 DEX	-3
Total Cost Of Package: 5	

HRAC'DARESE

Inhabiting a homeworld far to spinward of earth and coreward of the infamous Cygnus Rift, the Hrac'darese have established themselves as an important part of the economy in their region.

HRAC'DARESE BIOLOGY

The Hrac'darese descend from a fish-like being, though they long ago left the waters behind for life on land. They have metallic-colored skins — brassy, bronze, or copperish — in which one can see faint traces of vertically rectangular scales if one gets close. Their large, dark, round eyes appear pupilless; they have no external ears or nasal structure, and thin lips. Their five-fingered hands are not webbed, and their bodies lack hair.

While the average male Hrac'darese is only a few centimeters shorter than the average Human, Hrac'darese females are markedly smaller and weaker. Most males have multiple wives, with the exact number dictated largely by their religious sect but partly by their personal resources. Women rarely work outside the home, though they often help support the family through gardening, fishing, farming, craftwork, or similar occupations.

Hrac'darese women are only fertile for a five-year period in their twenties, so the generations of Hrac'darese tend to be highly distinct, and the age of a Hrac'darese easy to guess. Children are highly valued and much beloved; they usually do not leave home until they marry. Marriage involves elaborate courtship rituals and the payment of an oft-hefty bride-price to the woman's family.

HRAC'DAR, THE HRAC'DARESE HOMEWORLD

Hrac'dar, the Hrac'darese homeworld, is the third of seven planets orbiting the G4III star Hrac'dar. It's an archipelagic world with no continents at all but thousands of islands ranging in size from about 1.8 times the size of Greenland to so small that they virtually disappear at high tide. In many places large, well-braced bridges link two or more islands together so the Hrac'darese can travel by ground vehicle as well as watercraft.

Hrac'dar has two moons, both of which are near and large enough to significantly affect the planet's tides. The need to predict the tides precisely led the Hrac'darese to develop elaborate, sophisticated timekeeping methods and calendars early in their civilization; even today, Hrac'darese timepieces are renowned through Human space.

HRAC'DARESE SOCIETY AND CULTURE

Hrac'darese society is much like Human society in many ways. There are many races, religions, economic sectors, and the like, but it all melds together to form an intriguing whole.

Religion plays a particularly important part in the lives of many Hrac'darese. Although there are thousands of sects and creeds, most worship a creator-god named Nevha in some form. Originally the sea-god of a powerful northern tribe, Nevha became, through a series of religious wars

and philosophical reinterpretations, the object of worship for over 80% of the Hrac'darese. Many Nevhan sects go so far as to dictate an adherent's job, social status, number of wives, or where he can live; others interpret religious doctrine much more loosely.

Although not located on any major Human trading route, Hrac'dar is an important commercial center for the Denebians and various other worlds. Hrac'darese traders have a well-deserved reputation for clever trading and sharp dealing; few outsiders get the better of a Hrac'darese merchant, and more than a few species consider the entire lot of them little better than swindlers.

Fortunately for its inhabitants, Hrac'dar never came under Xenovore attack. To most of the Hrac'darese, the war was a distant thing they heard about in newsnet reports. But some of them grew concerned about what would happen if the Humans lost, so they joined the UE military, or volunteered private ships for use as part of the fleet. In fact, one of the cargo ships involved in the destruction of the Xenovore homeworld was of Hrac'dar manufacture and crewed almost entirely by Hrac'darese.

HRAC'DARESE PACKAGE DEAL

Ability	Cost
+1 CON	2
Hrac'darese Skin: Damage Resistance (1 PD/1 ED)	1
Hrac'darese Lungs: Life Support (Extended Breathing: 1 END per Minute)	1

Disadvantages	Value
-1 STR	-1

Total Cost Of Package: 3

Options

Cost	Skill
5	Trading +1

JHINU

The Jhinu (singular Jhinta) are a gregarious species that has spread throughout Human space since Humanity made first contact with it in the 2200s.

JHINU BIOLOGY

The Jhinu closely resemble Humans, and come from a very Earth-like world. Masters of the biological sciences, the Jhinu long ago eliminated genetically undesirable traits from their species. As a result, these mammalian humanoids are uniformly fit, healthy, and by their own standards attractive (most other mammalian species, including Humans, agree with this opinion). There are perhaps half a dozen major *insaru*, or genetic lines, among the Jhinu, and about three times that many minor *insaru*, so every Jhinta bears a strong resemblance to thousands or millions of his fellows. Jhinu individualize themselves through hairstyles, dress, and hobbies; matters of fashion hold great importance for them, and the "Jhinu taste," as it's called, even influences the clothing styles of other species.

While the Jhinu marry for love, they haven't reproduced through normal live birth in centuries. Instead, a couple wishing to have children uses *in vitro* fertilization and artificial birthing-chambers. By Jhinu law, only couples who prove that they have proper genetic compatibility can have offspring. Jhinu law outlaws the direct cloning of sentients, although the technology is available and violations of that law periodically occur.

The process of improving the Jhinu genome long ago weeded out the genetic abnormalities that make psionic powers possible, so the Jhinu have no telepaths. Some researchers continue to investigate this problem, hoping to find a way to re-introduce the potential for psychic powers without any of the undesirable traits they often entail.

JHIN, THE JHINU HOMEWORLD

The world Jhin, an important stop on the trade route Humanity will come to call the Spinward Crescent, is remarkably Earthlike in most respects. It has 1.0 G, roughly the same average temperature as Earth, seven continents, and a wide variety of ecological zones and types of terrain. Its oceans tend to be smaller than those of Earth, but it has more large inland seas.

The Jhinu have a unified world government, the *Assembliad*. This body of legislators — one thousand of them, chosen in a planetwide election every ten local years — convenes in an enormous meeting-hall in the capital city of Lanendra. The Assembliad Hall is generally considered the largest public building in Human space, but the Jhinu have a gift for architecture, so it's not the only marvel on display in Lanendra. Beautifully sculpted skyscrapers, impressive monuments, and well-maintained boulevards suitable both for vehicles and for walking fill the capital, and most other Jhinu cities as well.

Four moons fill Jhin's night sky — two large and two small, and all colonized as of the mid-2300s. The Jhinu calendar depends on the move-

ment of the largest moon, Nishar. The early Jhinu thought the four moons were each the home of a god, and even today the number four has a great deal of cultural significance.

Jhin is the third of eight planets orbiting Rhukhla, a G4V star. Two other planets, Rhukhla II and IV, are Mars-like. Rhukhla IV has a small colony of Martian scientists who are working with the Jhinu to create “Martian Jhin” and, eventually, terraform these worlds.

JHINU SOCIETY AND CULTURE

While possessing a highly advanced biological science (UTES 10), the Jhinu were otherwise relatively low-tech (UTES 7-8) until 2259, when Humanity discovered Jhin and made first contact. Intrigued by the notion of other sentient species, and eager to explore space on their own, the Jhinu embraced the newcomers and learned from them. They soon built (or bought) starships and became a part of the interstellar community, often trading bio-products or their knowledge of biology for other forms of technology and learning. Within just a generation, the rest of their technology advanced to UTES 9 as well — a situation that would have undoubtedly led to social upheaval were the Jhinu not so unified as a society.

The Jhinu eugenics program required a civilization in substantial agreement about most issues (not the least of which was the intention to start the program in the first place), so the pressures to conform socially are strong. Though it has political parties and factions, the disputes between them never become severe, and it’s been centuries since the Jhinu warred among themselves (the more military-minded of them can now join the Human navies and armies instead). Crime is largely non-existent and rarely serious; the violent and criminal tendencies of Humans and other species have shocked many Jhinu (and led to some calls to forbid all aliens from entering the Rhukhla system).

The logical-minded Jhinu long ago abandoned religion in favor of a philosophy known as Scientific Determinism, which lauds the “Divine Scientific Spirit” for creating the universe and the laws of science. Although a sterile philosophy by many species’s standards, it seems to serve the Jhinu well; it tells them that most things happen for a reason, and that learning and the proper application of one’s knowledge are the best means to deal with adversity.

Jhin narrowly avoided being attacked by the Coreward Offensive. In anticipation of a possible attack, the Jhinu established a network of planetary defense platforms and built up their navy as much as possible. After the threat eased, they offered as much of their military resources as they could spare to Admiral Zhukov, who accepted the offer gratefully and declared his intention to make Jhin a Senate World when the Senate re-formed.



JHINU PACKAGE DEAL

Ability	Cost
+2 INT	2
+2 COM	1
Jhinu Improved Genetics: Life Support (Immunity to most Jhinu diseases)	8
Disadvantages	Value
None	
Total Cost Of Package: 11	

RIGELLIANS

One of the first sentient species encountered by Humanity during its expansion to the stars, the Rigellians have become valuable Human allies even though several mysteries surround them and their civilization.

RIGELLIAN BIOLOGY

The Rigellians are mammalian humanoids, superficially similar to Humans in many ways, but with some important differences. Most notable of these is their skin color, typically a sort of blue-green but ranging from that shade to a much darker glossy blue-black. Rigellian women, noted throughout Human space for their attractiveness and allure, tend to have lighter-colored skins. Except for the hair on their heads (which is normally black or brown, but often dyed), Rigellian bodies are virtually hairless. They have three fingers and a thumb on each hand.

The Rigellian larynx can produce a wider variety of sounds than Humans can, including sounds the Human ear cannot hear. The result is an expressive language that depends as much on tone



and inflection as on the actual words being spoken. With practice, a Rigellian can even learn how to “embed” one spoken message inside another — he seems to speak normally, but uses higher and lower tones pitched only for one person’s ears to communicate secretly with that person. (In game terms, this requires a Ventriloquism roll at -4.) Mimicry is an Everyman Skill for Rigellians.

The existence of the Rigellians raises some uncomfortable questions, given how rare it is to find planets, much less habitable ones with native lifeforms, orbiting Type B stars. Some scientists believe the Rigellians are not native to Rigel V, but were instead transplanted there by some other species (the Malvans, perhaps?). However, no solid evidence in support of these theories exists.

RIGEL V, THE RIGELLIAN HOMEWORLD

The Rigellian homeworld, Rigel V, is the fifth of sixteen planets, two of which (Rigel VI and VII) are also inhabitable by Rigellians and like species (though as yet they remain unsettled except for a few Human colonists). This situation puzzles cosmologists. Rigel is a bright, blue-white supergiant — a type of star that generally doesn’t develop a planetary system, much less one with a planet capable of evolving sentient life. Some physicists wonder if some or all of the planets might have been moved into orbit around Rigel artificially by some awesomely-powerful species which has since vanished from the Galaxy. That would go a long way toward explaining the eccentricities of the Rigel system, but to date it’s just idle speculation with no scientific support.

Rigel V is a large world with four large continents, all but one of them with an east-west orientation and enormous areas of arable land. Even in the 2300s, when they had UTES 9 technology, the Rigellians export huge amounts of natural products (wood, ore, and the like); several types of Rigellian wood or gems have become valuable luxury items on Earth and other worlds.

RIGELLIAN PACKAGE DEAL

Ability	Cost
Mimicry 8- (Everyman Skill)	0
Rigellian Ears: +1 PER with Hearing Group	2
Rigellian Ears: Ultrasonic Perception (Hearing Group)	3

Disadvantages	Value
None	

Total Cost Of Package: 5

Options

Cost	Option
3	Mimicry
3	Oratory
2	Musical PS of the character’s choice
3	Ventriloquism
-15	Psychological Limitation: Rigellian Curiosity (Common, Strong)

Rigel V has one moon, making it the least orbited of the Rigellian planets. One, the gas giant Rigel XIV, has thirty-four moons, four of them large and stable enough that Humans have built domed colonies on them to extract and refine fuel chemicals from the planet's atmosphere.

RIGELLIAN SOCIETY AND CULTURE

Rigellian society is heavily balkanized, with hundreds of nations whose political systems span the gamut from virtually pure democracy to despotism. But thanks to Rigel V's size and richness, disputes over resources and territory have rarely occurred in Rigellian society. Throughout most of Rigellian history it's been easier for a tribe to simply move on to new, unsettled lands rather than fight a stronger tribe. In the past two centuries a few small-scale (by Human standards) wars have occurred, mostly over political or religious differences, but they've ended quickly.

Despite the lack of wars to spur technological advancement, the Rigellians were only slightly behind Humanity technologically when the two first met. Many Rigellians possess a strong streak of curiosity; they're eager to learn and often can't resist sticking their noses in where they don't belong. In the interstellar age, this has led many of them into careers as explorers and diplomats.

Given their vocal gifts, it's not surprising that the Rigellians love music, poetic readings, plays, and other forms of art involving singing or speaking. Among the Rigellians, skill in oratory and rhetoric are highly valued, and making music is a favorite pastime. The Rigellians earn a lot of money exporting their music and musical instruments to other species, but they also enjoy experiencing other species' music as well.

See page 42 for more about Rigel.

VAYATHURANS

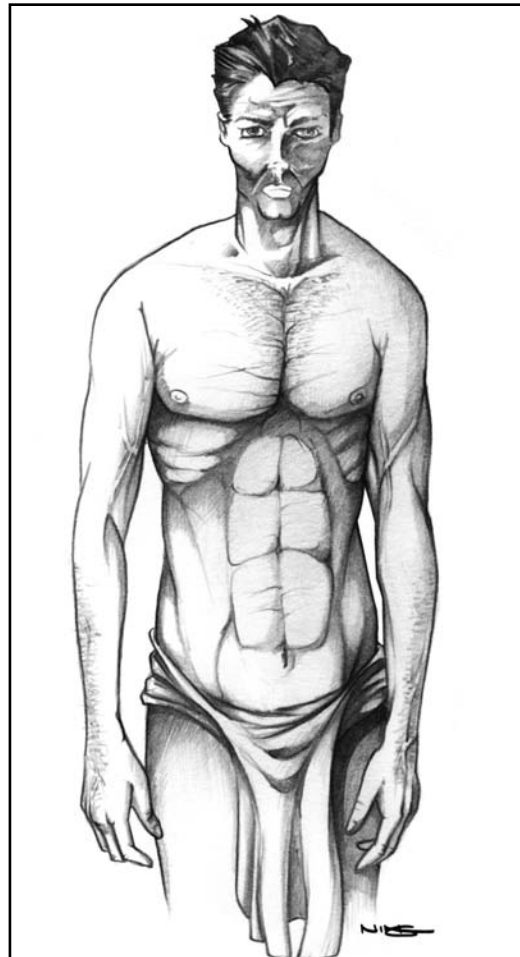
Native to a moon-world about 3,500 light-years antispinward of Earth, the Vayathurans remained isolated from other species for many years because they couldn't even see the stars. Since developing space travel, they have become outgoing and enthusiastic members of the interstellar community.

VAYATHURAN BIOLOGY

Vayathurans are golden-skinned, with large eyes usually of bluish or greenish hue. Despite being humanoid and of the same average height and build as Humans, they're rarely mistaken for them due to their coloration. On their warm home-world they tend to wear few clothes — loincloths or kilt-like garments for men, short tunic-like dresses for women — and in fact have no real societal taboo against nudity (something that shocked early Human visitors). When traveling offworld they favor the typical spacer's jumpsuit or appropriate formal clothes.

Vayathuran women give birth after just four months, but Vayathuran children remain infantile for nearly five years. A Vayathuran reaches adulthood (the age at which he can impregnate a woman, or in the case of females become pregnant) at age 20, at which point his family inducts him into society through a sort of "coming-out party."

Vayathurans have a slightly higher percentage of telepaths among the population than do



VAYATHURAN PACKAGE DEAL

Ability	Cost
+2 COM	1
Vayathuran Eyes: +2 PER versus Range Modifier for Sight Group	3

Disadvantages	Value
None	

Total Cost Of Package: 4

Options

Cost	Power
-10	Psychological Limitation: Hedonist (Common, Moderate)

Humans — about 25% more in most generations. Typically the only power psionic Vayathurans possess is telepathy, but some of the greatest heroes (and worst villains) of Vayathuran history have had far greater psychic abilities.

VAYATHURA, THE VAYATHURAN HOMEWORLD

Vayathura is not actually a planet, but the planet-sized moon of a gas giant the Vayathurans call Mogar. Vayathura is “locked” so that it always remains between the F3V star Pem and Mogar, but still revolves so that it has a night and day. Actually, “night” is something of a misnomer in Human terms, since Mogar virtually fills the sky, and its pinkish-brown glow softly lights the world. It wasn’t until they developed space travel that the Vayathurans could actually see the stars.

Between sunlight, Mogaflight, and tidal warming, Vayathura is a warm and balmy world with a large tropical zone. Similarly, the pull of Mogar has prevented the development of any large continents such as Asia on Earth; instead, Vayathura has a handful of small continents (none much larger than India) and numerous islands. The warm climate creates a long and fruitful growing season; the relative tectonic instability leads to lots of volcanic eruptions and earthquakes. The Vayathurans have developed an extensive and intricate geologic sci-

ence as a result, making them skilled prospectors and terraformers.

The Vayathurans have relatively few large cities; they seem to prefer urban areas no bigger than large towns, and sometimes seem uncomfortable in the metropoli or crowded space stations of other worlds. The planetary capital, Whilaret, is the largest city on the planet with 1.7 million inhabitants.

VAYATHURAN SOCIETY AND CULTURE

Vayathuran society is polygamous and polyandrous; a person can have as many wives (or husbands) as he or she wants, can attract, and can support. Vayathuran families tend to be large, extended affairs with half a dozen or more children all regarded as the son/daughter of every adult in the group. Many families are self-sustaining economic units, running their own businesses and supplying jobs for all the adults (and the children, too, when they’re old enough). In most cities, families with related business interests form *bisary*, institutions with connotations of both “clan” and “guild.” The bisary (singular bisar) wield an enormous amount of economic and social influence; throughout Vayathuran history, wars have resulted more from economic competition or disputes blown out of proportion than political disagreements.

Many other species, including Humans, tend to regard the Vayathurans as hedonistic, and perhaps given to irresponsibility. While it’s true that the Vayathurans enjoy their hobbies and pleasures, and often go to great lengths to seek out new and stimulating “experiences,” they’re just as capable of serious and upright behavior as any other species. They simply don’t consider life a somber thing, and see no reason not to enjoy themselves.

Vayathurans who leave their homeworld tend to become explorers, prospectors, planetologists, or entertainers. They trade, though they’re not known for their prowess at such pursuits, nor are they considered skilled soldiers.

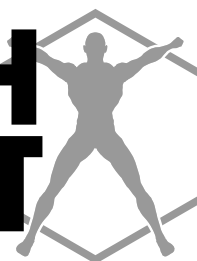
When discovered by Humans in 2288, the Vayathurans were UTES 7-8. Contact with Humanity, and the pressures of the war, quickly raised them to UTES 8 overall, and soon 9 in some fields. See page 42 for more about Vayathura.

chapter three:



United Earth And Beyond

UNITED EARTH GOVERNMENT



While most *Alien Wars* campaigns won't have anything to do with the nature and conduct of the United Earth government, military action and politics do sometimes mix, so GMs and players should both have a basic idea of the way the UE government works in the Xenovore Wars period. In short: it doesn't work very well.

At the beginning of the twenty-fourth century, the United Earth is governed by the UE Senate, a body of 93 legislators that meets in formal session for three months a year (though emergency sessions can be called). Ninety-one of the Senators come from *Senate Worlds* — older, more established Human colonies with a high degree of autonomy. Each Senate World chooses its Senator as it pleases. For example, Xi Vorcan's Board of Directors appoints its Senator, who also has the title Director of Interplanetary Affairs. The citizens of Beldana V vote for theirs, each citizen having a number of votes equal to the number of shares he owns in various state-organized corporations.

The final two Senators come from Earth, where the people choose them democratically in a world-wide election that takes place every eight years. The elder of the two (or sometimes the one with the most political experience) becomes the *Vox Populi*, the Senate's nominal leader and spokesman. The *Vox Populi* has a few administrative powers, and a lot of additional administrative responsibilities, but generally speaking is no different from the other Senators. However, the position often brings with it a great deal of political and media influence, making the *Vox Populi* a sort of "first among equals."

During most years, the *Vox Populi* is the closest thing the UE has to a chief executive. There's no president, no prime minister, no king of the UE — just the Senate. As a result, the government often seems rudderless and has difficulty making decisions quickly; there's no one to establish a firm agenda or take control in a crisis. In times of emergency, the Articles Of Federation specify that the Senate can, by a two-thirds majority vote, appoint a *First Magistrate* to act as commander in chief and chief executive of the United Earth — in short, to assume all of the Senate's powers and lead Humanity. In that case the only power the Senate retains is the power to remove the First Magistrate by a two-thirds vote, but in theory the First Magistrate would use the Senate as a body of advisors and listen to them closely.

GOVERNMENT FUNCTIONS AND AGENCIES

In addition to the military (Chapter Five), some of the UE's major functions and agencies include:

LAW ENFORCEMENT AND THE JUDICIARY

The law enforcement role of the UE itself is relatively minimal. UE law specifies that a Senate World has full law enforcement authority on its planet, every Colony World it controls, and throughout the solar systems of all those worlds. The UE is only responsible for law enforcement in "high space" (space beyond the boundaries of inhabited solar systems), which limits it largely to fighting a few forms of piracy and smuggling and providing police services for some space stations. The UE Navy performs this function, a job it usually detests; each Senate World creates its own police force as it sees fit.

Each Senate World establishes its own judicial system, though in theory most are very similar to the UE system of Courts Of Law (trial courts), Appeals Courts, and the UE Supreme Court (located in Boswash). However, a person's ability to obtain justice on some Senate Worlds is slight at best; for example, the legal system on Xi Vorcan is heavily weighted in favor of the corporations, and some Senate Worlds restrict the legal rights of the inhabitants of their Colony Worlds to a degree.

INTELLIGENCE

Until the outbreak of the various wars, the UE had no real intelligence arm to speak of; to the extent it needed to "spy" on alien species within Human space, it relied on various specialists within the Department Of Alien Relations (its diplomatic corps, so to speak) to do the job. Even after the Xenovore Wars broke out, there wasn't much use for traditional intelligence gathering; instead, the UE Navy and Army relied mainly on scouts and efforts to intercept Xenovore transmissions.

The Civil War changed matters considerably. Whether the war remained cold or waxed hot, it was an ideal situation for the use of spies and espionage techniques. To perform intelligence gathering and other covert missions, First Magistrate Krutch created the Terran Intelligence Command (page 77); his counterparts in the Spinward Union set up the Union Intelligence Service.

THE ECONOMY

The Senate delegates most of its responsibility for macroeconomic management of the UE to the Department of Economic Policy (DEP), one of the largest agencies in the UE government. The Director of the DEP, an official appointed by the Senate for a five-year term, controls legions of accountants, auditors, economists, and public policy analysts and advisors.

The Spinward Union

When Brentara VII, Deneb, and Xi Vorcan led the Spinward Secession in 2329, they and their compatriot worlds immediately established the Spinward Union government. Although modeled in many ways on the UE government, it had some important differences.

Instead of a Senate, the SU had the Union Council, a body to which each world appointed one “Ambassador.” Since the SU worlds mainly wanted to control themselves, the Union Council had no real formal powers; for the most part it was little more than a “discussion group” where the Ambassadors could talk about policy regarding matters of interest to all SU worlds, such as interstellar trade regulations or maintenance of the spacelanes. Typically the Ambassadors arrive at a “gentlemen’s agreement” that the member worlds follow because it’s in their economic interest to do so.

Membership in the Union comes with a promise of mutual defense against outside aggressors, but requires a pledge of non-interference: a member world cannot interfere with another’s treatment of its Colony Worlds in any way. The Union Council has no law enforcement powers at all. Each member world enforces the law in its own space (and a defined area of ultra-system space beyond) and has full and inviolable authority to “manage” (exploit) its Colony Worlds as it sees fit. The Council commands the Liberty Fleet — a situation no better than the UE’s attempt to run its own military via a legislature.

SENATE AND COLONY WORLDS

The planets comprising the United Earth can be divided into Senate Worlds and Colony Worlds. Whether a single world or a system of worlds ruled by single government, a Senate World sends an individual to represent its interests in the United Earth Senate and has a say in the government of the republic. The origins of the Senate Worlds vary; typically colonists granted a charter by the United Earth settled the world (a method that became increasingly rare during the twenty-third century) or another Senate World sponsored the world’s membership in United Earth. Mars, originally settled by Earth, and Delta Pavonis, originally settled by Sirius, are two examples of the latter method.

By the twenty-fourth century, Senate Worlds founded and governed Colony Worlds — one of their privileges as members of the UE. A Colony

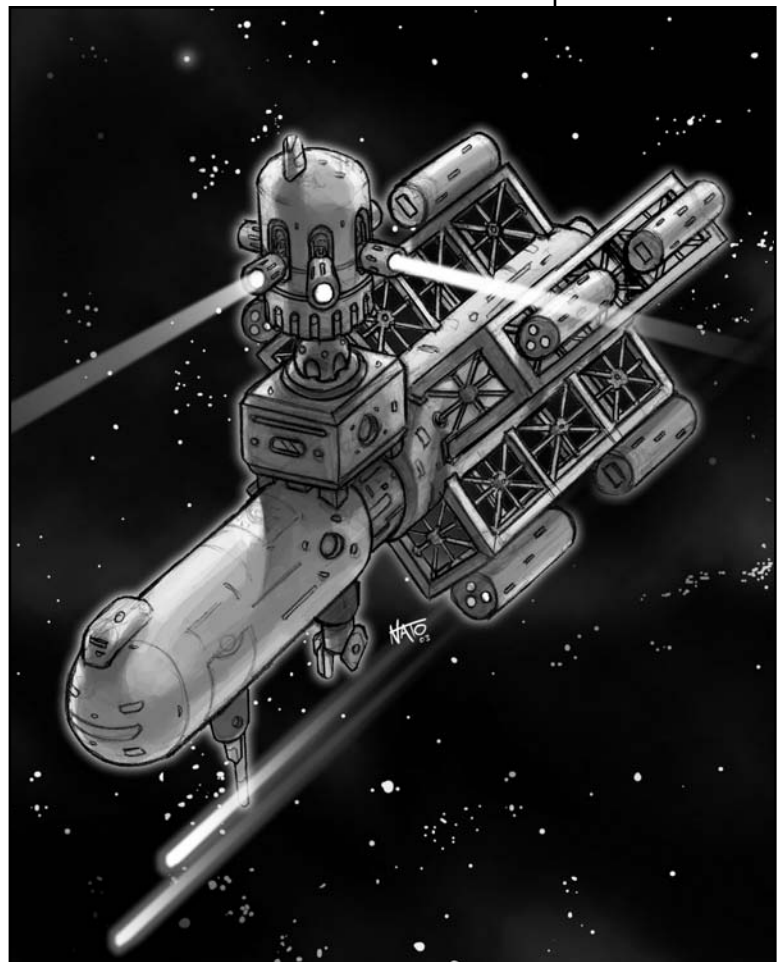
PLANETARY CLASSIFICATION

Humans use a planetary classification system geared mostly toward determining a planet’s suitability for colonization or economic exploitation. It denotes different planetary types by numbers on a scale indicating usefulness:

Type	Description
1	Earthlike planets with compatible native life
2	Lifebearing worlds requiring life support for Humans
3	Planets suitable for terraforming (Mars)
4	Icy dense-atmosphere worlds (Titan)
5	Airless rocky worlds (Moon, Mercury)
6	Airless icy worlds (Pluto, Europa)
7	Asteroids (Phobos, Ceres)
8	Greenhouse planets (Venus)
9	Small gas giant planets (Uranus, Neptune)
10	Large gas giant planets (Jupiter, Saturn)

World can be any planetary body (including moons) in the same star system or a different star system. Some Senate Worlds even classify groups of communities in asteroid belts or clusters of man-made satellites with sizeable populations as Colony Worlds.

Relationships between Senate and Colony World vary widely, but three highly successful systems become oft-imitated models of colonization: Beldana V, Xi Vorcan, and Epsilon Aurigae (see



NOTABLE PERSONS OF EARTH

Despite the hundreds of worlds in the United Earth, Earth is still the center of culture and politics, and many of the most important people during the Xenovore Wars era were from Humanity's homeworld. Some of the most famous include:

Vox Populi, Senator

Edward J. Harmon: The last Vox Populi of the United Earth Senate, Edward Harmon was the latest in a long line of illustrious Harmons. An outspoken advocate for colonists' rights, he believed firmly in democracy for all. He died when Spinward Union forces bombed Earth in 2340.

First Magistrate Joseph

Krutch: Joseph Krutch was the son of middle level bureaucrats. Despite his humble origins, he was accepted into the Naval Academy and graduated with honors. Known for his attention to detail and strict "by the book" discipline, he climbed the ranks quickly and eventually found himself named First Magistrate at the age of 50.

Admiral Aleksandr

Zhukov: The savior of Humanity, Admiral Zhukov was the son of old money. His family made its wealth late during the solar era by pioneering new mineral refining technologies. He had a history of rebellion against authority and insubordination; only his talent and family connections kept him from being kicked out of the Navy on several occasions.

below). But most Colony Worlds have one thing in common: they have no say in the government of United Earth (although they sometimes have a say in the government of the Senate World, which indirectly results in a say in the United Earth government).

EARTH AND THE SOLAR SYSTEM

The most heavily-settled and advanced planets in the United Earth are, of course, Earth and her sister planets in the Sol System.

EARTH

Earth at the beginning of the twenty-fourth century is a planet of splendid and sprawling cities, where ancient architecture stands side-by-side with modern buildings in striking contrast, and walking the streets of its metropolises is like viewing the history of Humanity. From the artists of the London-Berlin MetroArc, who pioneer new media and forms, to the research institutes and universities of Boswash, where students push the envelope and keep old sciences vital, Earth is the heart of culture and learning. Though manufacturing and other industrial concerns have mostly relocated to other planets, Earth also remains the financial center of the UE.

Even the bombing of Earth by Secessionist forces in 2340 doesn't change its status as first among equals among the wide-flung Human-settled worlds. The bombing only affected a fraction of the population — people living in Boswash, Calipolis, and Nihon — and though the planet shut down during the attack, within six months it returned to a semblance of normality.

The attack by the Rimward Offensive fleet in 2354-2355 again shattered Earth's tranquility. Xenovores and their war beasts hunted Earth's citizens through the devastated remains of two of the planet's sprawling metropolises. The alien aggressors first attacked Delhi-Bengal, a center for the information industry, and Chicago-Indianapolis, home to the most important futures market in United Earth. From those cities the Xenovores spread like a plague, driving refugees before them. Tens of billions watched nightly as newsnets broadcast the atrocities committed by the aliens. Anxiously they tracked the progress of the Xenovores and ever-shifting battle lines; they listened closely to status reports from the leaders of an ineffectual military. Finally, their prayers were answered when Admiral Zhukov arrived with his fleet.

After Admiral Zhukov's victory, the people of Earth turned their full attention on the war effort — they now knew first-hand the threat posed to Humanity by the Xenovores. Earth became the heart of the military-industrial complex, coordinating the manufacturing efforts of the spinward planets with the antispinward theater of operations.

JUPITER

Uninhabited and unsuitable for colonization, Jupiter in the early centuries of the solar exploration period became a location first for scientific outposts, and later for industrial factories and refineries — unsightly satellites and stations thought to be "out of sight, out of mind" in Jupiter's orbit. One of the more horrifying events of the Xenovore Wars occurred on a satellite named the *Isabel*, a salvage shop where crewmembers stripped decommissioned starships of usable parts for resale and melted the remainder of the ship down to slag. When the Xenovores entered the Solar System in 2353, a small force began raiding the Jovian satellites. The aliens quickly moved from satellite to satellite, eventually coming to the *Isabel*. After warnings from other stations, the workers on the *Isabel* prepared to fend off the invaders, but found themselves short on food and other supplies. Thus began a week of paranoia and murderous infighting as the workers one by one turned on each other before the Xenovores finally broke through their defenses and killed them. Crewmember Kipley, escaping in a decommissioned but still functioning cargo ship, was the only survivor. In later years, when the memories of the Xenovore invasion were less raw, a successful film was made of Kipley's experiences aboard the *Isabel*.

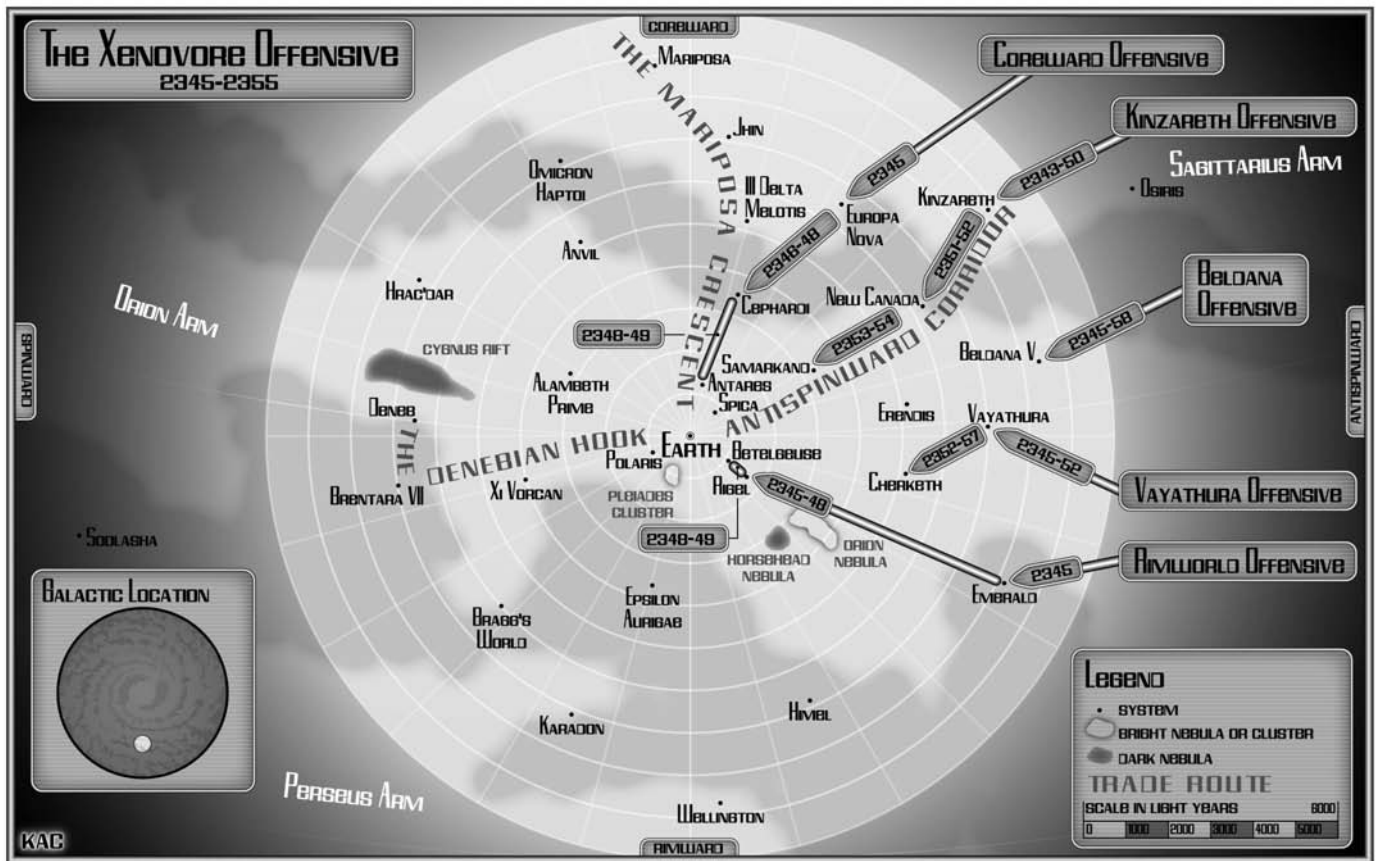
MARS

Mars, the first world settled by Humans, was a latecomer to partial terraforming, but the project was completed in 2256. After that, Humans from Earth flocked to the capitol of Chryse City and other population centers, eager to escape the hectic pace of Earth's sprawling metropolises, and Mars experienced a population boom. But whereas the Humans of Earth were cultured and sophisticated, the early Martians were rugged individualists with a frontier mentality. They soon petitioned the government for tighter immigration laws, believing the influx of non-Martian Humans would only damage the society they were creating.

Once convinced of Admiral Zhukov's good character and intention to restore the Senate to power after he averted the Xenovore threat, many Martians answered the call during the recruitment drives of the latter part of the twenty-fourth century. These Martians were invaluable to the UE Army because of their experience with hostile environments.

SATURN

Before the Xenovore Wars, one of the more controversial subjects in the Solar System was Ferodyne Incorporated's repeated requests for mineral rights to the rings of Saturn. Conservationists warned that Saturn, a frequent sightseeing stop near and dear to the hearts of Humanity, would become as unsightly as Jupiter, perhaps even moreso once its rings were depleted by Ferodyne. For years the debate raged until finally Magistrate Krutch granted the request. But then the Xenovore invasion interrupted the company's development of mining facilities. Afterward Admiral Zhukov



amended Ferodyne’s charter to create an oversight board with a noted conservationist in charge. In the end, Ferodyne mined the rings in an environmentally conscious way, preserving the view for future generations.

THE SPINWARD UNION

The spinward region of Human space has always been noted for its wealth, although in truth only two planets — Brentara VII and Xi Vorcan, the leaders of the Secession — had significantly more wealth than average. Some spinward worlds, like Anvil and Alambeth Prime, felt pressured to go along due to threats of being economically cut off from the rest of Human space. Others, like Deneb and Cephardi, made common cause due to close trading ties or other reasons.

ALAMBETH PRIME

Alambeth Prime, a Type 1 world, was one of the agricultural centers of United Earth during the Alien Wars period. It also pioneered the colonization of other Type 1 worlds intended for agricultural development, and had two Colony Worlds in nearby star systems. In addition to implementing marked improvements in terraforming and genetically engineering extremely hardy strains of grains and other crops, its main innovation was the use of pre-fabricated farming communities for colonization. Previously, on a Type 1 world, the habitations were built on-site. Alambeth Prime instead sent already built habitations, and this dramatically decreased the time necessary to harvest the first

crops. The simple and elegant designs for these habitats was modified by the UE Army and used during Operation Future Peace.

During the Spinward Secession, Alambeth Prime was vital to the Spinward Union since it and its Colony Worlds provided nearly 70% of the rebels’ food. Joseph Krutch ordered the planet bombed in retaliation for the SU’s attack on Earth, and the task force assigned the duty reduced the planet’s extensive pastures and fields to radioactive wastelands. The bombardment caused severe food shortages on less wealthy worlds like Anvil and Hrac’dar. After Krutch’s assassination, Admiral Zhukov raised Alambeth’s two Colony Worlds to Senatorial status as part of “the Alambeth System Directorate,” and tasked them with rebuilding Alambeth Prime.

ANVIL

Anvil was one of the more hapless planets caught up in the Spinward Secession. A socialist state founded in 2247, it has no Colony Worlds... and as a Type 3 world, it’s a difficult place to live. Its only easily-obtained, exportable resource is simple iron... and for most other worlds that resource is hardly worth transporting across interstellar distances. Its only markets at that time were other members of the Spinward Union, who pressured it into joining the secession with threats of cutting it off from the rest of Humanity. After it seceded, Anvil became the victim of the depredations of Kierkegard Metals, a corporation from Omicron Haptoi (a fellow SU member world). After the Xenovore Wars, returning veterans staged a bloody revolt against Kierkegard to restore Anvil’s independence.

NOTABLE PERSONS IN THE SPINWARD UNION

The following are the influential members of the Spinward Union, and during the Civil War their names are known by most everyone.

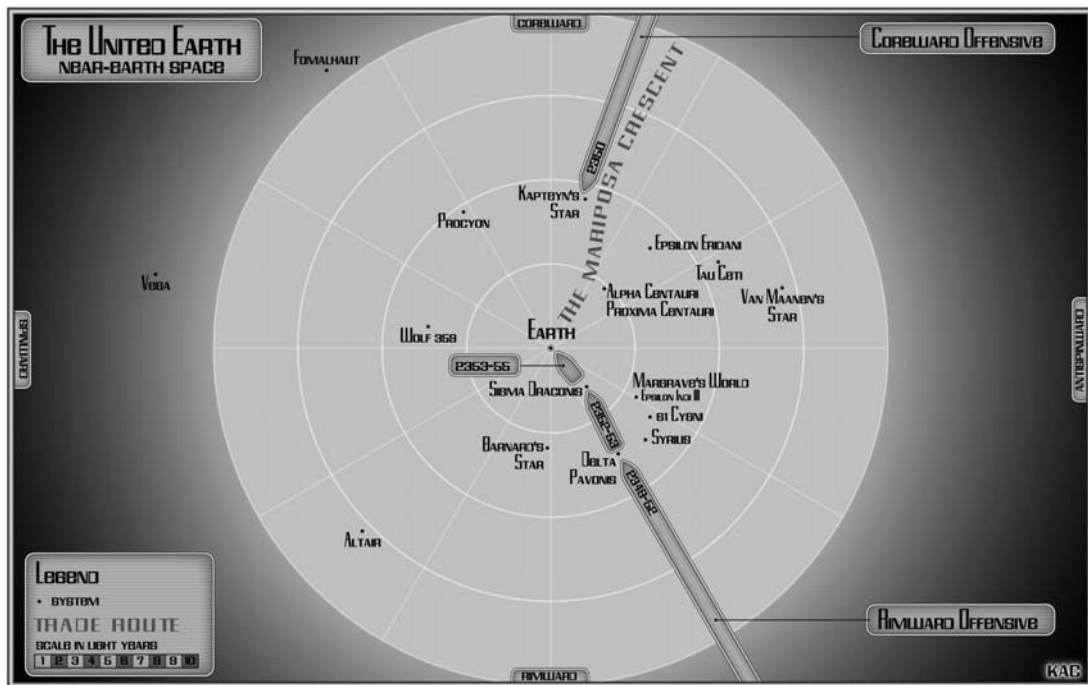
Ambassador Victoria Bellarosa: The Senator from Xi Vorcan who replaced Erica da Fabriano Prince, Victoria Bellarosa later joined the Union Council as her world’s Ambassador. Though wielding little power early on, Bellarosa used the Civil War to increase her authority over the Spinward Union (much as Krutch did in the United Earth), and to laymen the Civil War was fought between Ambassador Bellarosa on one side and Magistrate Krutch on the other. Bellarosa was assassinated in 2350 by unknown parties; most suspect the Terran Intelligence Command.

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Otto Kierkegard: A business man from Omicron Haptoi and owner of Kierkegard Metals, Otto Kierkegard was one of the ten wealthiest individuals in Human space during the Xenovore Wars period. Though he claimed to have no interest in politics, historians believe he owned the government of his world; and his influence was a major factor in the Spinward Union's decision to cease hostilities and place the Liberty Fleet under Zhukov's command. In the mind of the average inhabitant of Human space, he typified everything bad about "big business."

King Heinrich Hohenzollern: The ruler of the Cephardi system, King Heinrich claimed direct descent from the former Hohenzollern kings of Germany. Though he ruled with an iron fist and was neither sentimental nor even kind, he loved his kingdom and felt a deep responsibility to his subjects. The Xenovore destruction of Cephardi made him one of the most vehement proponents of Operation Future Peace, and his efforts were important to keeping other systems in line with Zhukov's plans.



CEPHARDI

The kingdom of Cephardi, whose ruling family claims descent from an ancient Earth monarchy, consists of the world Cephardi, a Type 1 planet in orbit of a G2V star called King's Glory (listed on UE starcharts as Alpha Ultra III), and two Colony Worlds in the same star system called the Provinces of LaFontaine and Goyago. The government of the provinces is a traditional feudal one complete with peasants, lords, counts, and the like. The society of the Senate World itself is similar to cities in the Earth's late medieval/early renaissance period with scientists, engineers, and similar professions organized into guilds, and industrialists and manufacturing concerns granted a charter by the king. Much about Cephardi's culture is unusual, from Latin being the language of the court to the rapiers worn by the nobles — but under this veneer is a modern imperial power, little different than other command economies in the United Earth.

Cephardi was the only member of the Spinward Union to experience a Xenovore attack. Though much of the population died during the attack, the ruling family escaped to LaFontaine. Cephardi was the first member of the SU to send starships to Admiral Zhukov after the Amnesty Act.

DENEK

Deneb, a Type A (white) star, has thirteen planets, the fourth of which, Harkarth, has a native sentient population (see page 28). Humans made first contact with the Denebians in 2263, and quickly recognized the value of the resources available to them. Deneb was soon absorbed into the Human sphere of influence, becoming little more than a possession of Earth as the mild-tempered Denebians entered into extensive trade and cultural-exchange agreements with Humanity. Still, neither Harkarth nor the other Denebian worlds were ever so rudely exploited by Humans as were Human colonies.

As a (theoretically) independent species and society, Deneb did not pay taxes to Earth or the like. It earned enormous wealth from spacers who prospected the Cygnus Rift, a space phenomenon defying all attempts to fully understand its nature which is a rich source of volatiles and other valuable gases. On the Rift's rimward side, a long line of space stations provides homes for these spacers. From the stations, modified starships equipped with large micro-fabric scoops prowl the edges of the Rift harvesting volatiles. Because the work is hard and dangerous, the spacers are infamous for hijacking the starships they use in the Rift and turning pirate.

Deneb's reasons for joining the Spinward Union have never been satisfactorily explained. Although a *de facto* possession of Earth, it nominally retained its independence. Most historians believe that Deneb wanted to maintain good relations with its neighbors... some of whom might have attacked and pillaged it had it not gone along with them.

XI VORCAN

Xi Vorcan, wealthiest world in the United Earth, was settled late in the twenty-second century. During this time, the economic benefits of Colony Worlds were first realized, and the founders of Xi Vorcan engineered their society to encourage colonization. All efforts are made to maintain the highest possible birth rate: polygamy is legal and encouraged by tax breaks; birth control is illegal and punished by expulsion from the system; and the law mandates that citizens between the ages of twenty and forty Terran years must take pharmaceuticals to increase fertility. To further encourage colonization, only the first-born is a citizen of Xi Vorcan and legally entitled to inherit from his parents. Other children are economically separated from their parents at twenty and must provide for themselves. Those who cannot are automatically enrolled in a colonization program and sent to a

Colony World).

The Board of Directors governs Xi Vorcan and its six Colony Worlds. Each of the twenty Directors oversees one area of industry, from mining operations on Vorcan II and IV, to the smelting factories in the Xi 24 Asteroid Cluster, to the commercial development of the native population on Vorcan V (Xi Vorcan economically uplift the technologically primitive Vorcanese to create new markets for their consumer products, with mixed results; it rarely allows any of them to leave their homeworld).

THE ANTISPINWARD TREATY ORGANIZATION

The planets comprising the Antispinward Treaty Organization were a diverse group of worlds, with one thing to bring them together: they were the first to face invasion by the Xenovores. This common threat united them... even though some of them had previously been bitter enemies.

BELDANA V

The Republic of Beldana is a Type 1 planet orbiting a Type K star. After settlement, its inhabitants quickly spread to four nearby planets and began colonies.

Votes in the Republic depend on ownership in corporations. Those who own a 2% or more share in a company have a single vote, those who don't, including colonists still working to pay off their debt, have half a vote. Share ownership also offers other benefits such as free specialized education and access to the highest level of health care. The government offers loans for the purchase of company shares, and those taking out such loans must work as colonists to pay off the debt. Designed to both be fair and encourage colonization, the system was sufficiently successful that several worlds copied it.

Beldana changed greatly over the course of the Xenovore Wars. As the first planet attacked by the Xenovores, it was war-torn and desolate by the middle of the century. Colonists abandoned two of its colony worlds, Chabrabdrah's Gift and Paco's Retreat. Many Beldanans became hard-bitten survivors as good with a rifle as any soldier in the UE Army. During Operation Future Peace, Beldana was central to the invasion plans and served as the launching point for supply ships traveling along the Supply Line to the front in the Xenovore Empire. Further, the UE Navy built the United Earth Central Command (UE-CenComm) in orbit around the planet; military spending soon revitalized the Beldanan economy.

ERENDIS

Erendis was vital to the ATO's efforts to hold back the Xenovore Offensive. The Type 3 planet, rich in metals and other natural resources,

produced large amounts of military ordnance. It defied the direct commands of Joseph Krutch, choosing instead to keep the other planets of the ATO well-supplied with starships and ammunition. For the last few years of Krutch's magistracy it stopped selling anything at all to the UE, providing its entire production to the ATO to continue the war with the Xenovores.

KINZARETH

The Kinzareth Imperium rules over five Colony Worlds, two of which lie within the Militarized Zone. Prior to the Xenovore Wars, it was known as one of the most oppressive regimes in the United Earth. Its Human colonists were considered the dregs of Kinzareth society; they consisted mainly of political agitators and other criminals the government "exiled" to colony worlds most governments would declare uninhabitable. To make matters worse, two of its Colony Worlds (Iberia and Illyria) had low-UTES native populations that the colonists exploited and abused.

The Imperium was among the first to recognize the threat of the Xenovores and the weakness caused by its treatment of colonists. In a gesture of surprising magnanimity, the Emperor granted citizenship both to colonists and the natives, and then armed them so they could fight the Xenovores. (The Emperor, not being naive, redoubled the planetary forces guarding spaceports on all Colony Worlds before his announcement, thus ensuring the colonists remained on their worlds to defend them from the Xenovores.) These tactics did not prevent the Xenovores from overrunning Kinzareth in 2346 (although small pockets of resistance remained until the coming of Admiral Zhukov).

VAYATHURA

Discovered by Humans in the late 2200s, Vayathura is not a planet, but a moon of the gas giant Mogar, which orbits the star Pem. As with Deneb before it, Vayathura was effectively absorbed into the Human sphere of influence due to Humans' greater numbers, technology, and aggressiveness. The Senate debated allowing a Human world to designate Vayathura a colony, while a group of Humans called the Society for the Equal Treatment of Intelligent Life (SETIL) attempted to exploit a loophole in UE law to make Vayathura a Senate World. Before the Senate resolved the matter, the Xenovores arrived. Beldana V later extended to the Vayathurans an offer to join the ATO, thereby unofficially recognizing the planet's independence, and Admiral Zhukov declared his intention to make it a Senate World to recognize the sacrifices its people made during the Xenovore offensive.

See page 33 for more information about the Vayathurans.

OTHER WORLDS

These worlds remained neutral during the Spinward Secession and never joined the Antispinward Treaty Organization. Most were unaffected by the Xenovore Wars until the Coreward and Rimward Offenses. Some, because of their location, saw little strife at all during the twenty-fourth century.

BARNARD

The Barnard System Authority rules the five icy planets of Barnard's Star. The government is a meritocracy, where people measure success by financial gain and an individual's number of votes equals the number of credits in his account at the Barnard Central Reserve. At eighteen a citizen of Barnard begins life with a clean slate — in other words, a zero balance in his bank account regardless of his parents' wealth. The wealth of a deceased citizen without heirs becomes public funds reinvested in society by the Barnard System Authority.

Inhabitants claim Barnard has the purest free market economy in the United Earth; they point to the success of its numerous industrial concerns as proof of the free market's superiority. Those who disagree claim the seemingly endless natural resources, specifically uranium and other radioactives, present on the five planets is more likely the cause of the system's success.

As a major industrial center, Barnard was vital to the war effort. Due to the nature of its meritocracy, many inhabitants enlisted in the armed services as a means of gaining a step up on their "competitors" (the other members of their generation).

The young inhabitants of Barnard are confident, bordering on arrogant, and convinced of their ability to succeed given a level playing field. The elder inhabitants are resigned to their lot in life, feeling only their own abilities account for their success or lack thereof.

EPSILON AURIGAE

Like Xi Vorcan and Beldana V, Epsilon Aurigae is a Senate World founded largely with the colonization of other planets in mind. The government resembles a military hierarchy with three branches: industrial and administration; a civil police force; and a colonization fleet. The Oversight Command (O-Comm) oversees the three branches and makes decisions affecting the entire system, such as which world to colonize next. The colonization fleet keeps lines of communication and trade open between the Epsilon Aurigae worlds and defends them from pirates and raiders. The civil police provides for the safety of inhabitants including health care, emergency relief in times of natural disaster, crime prevention, and the like.

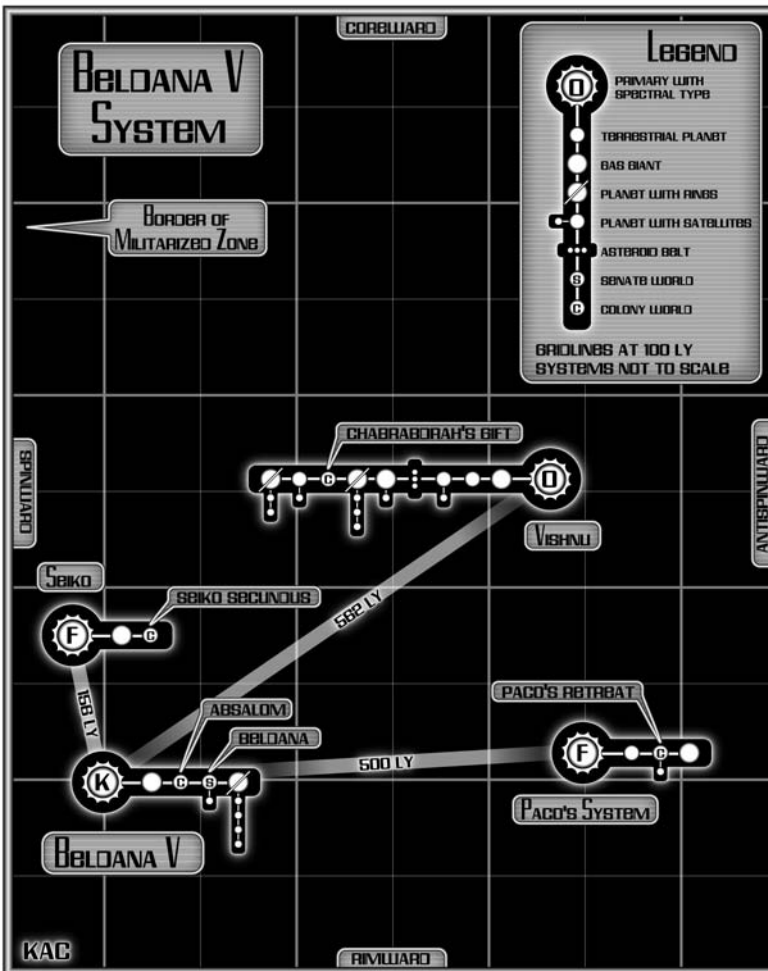
Since Epsilon Aurigae has a command economy, everyone is employed by the government, and each citizen knows his place in the hierarchy and how his post helps O-Comm colonize new worlds. All of the Aurigans, whether they live on the newest colony or Epsilon Aurigae itself, are treated equally — each is an important part of Epsilon Aurigae's directorate, but his say in government is dictated by his rank (and some claim inhabitants of Epsilon Aurigae gain promotions sooner than those from other worlds).

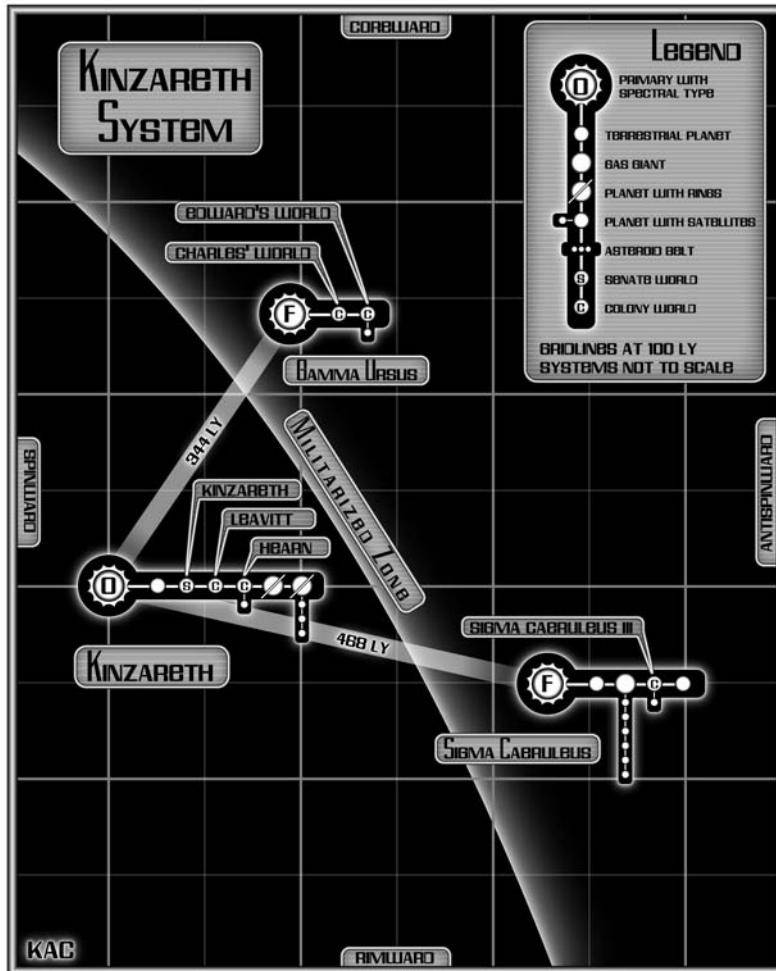
The turmoil of the twenty-fourth century had little impact on Epsilon Aurigae. It declared its independence during the middle of the century, but quickly returned to the fold in 2362 after receiving a dispatch from Admiral Zhukov. Thereafter it provided valuable advisors in colonization strategies to the UE military during Operation Future Peace.

KAPTEYN

Humans settled Kapteyn, a Type 1 planet, early in the Interstellar Period. Due to its similarity to pre-Industrial Age Earth, many people flocked to the world (some even going so far as to call it "New Eden"). Explorers use Kapteyn as an example of how to colonize a world correctly. Instead of building structures in architectural styles intended for Earth, the inhabitants created a style unique to their planet, the better to blend the buildings and habitations with the striking landscapes and maintain the feel of "virgin wilderness." Rather than mindlessly exploiting their planet's resources, the Kapteynians carefully extracted its resources, utilizing centuries of environmental science to ensure the biosphere remained essentially unchanged.

All of this only makes Kapteyn's fate at the hands of Xenovores more tragic. The Coreward





Offensive reached the planet in 2350, and though Kumar Acharya of the Europa Space Command destroyed the Xenovore fleet as it left the planet, he could not prevent the aliens from ravaging Kapteyn. The scenes of Xenovores bombing the capital city Redwood, where buildings stood side-by-side with ancient trees, and the subsequent nano-mining of the region became one of the most frequently-viewed events in Human history when the UE military used it in recruitment broadcasts.

After the Xenovores left, the Kapteynians began repairing and rebuilding, even founding colonies on other worlds in their system to provide the raw materials for the project.

RIGEL

As discussed on page 32, the Rigel system, located nearly 800 light-years from Earth, is something of a mystery. How a Type B star got so many planets, and how sentient life evolved on one of them, has never been satisfactorily explained.

The Rigellians were one of the first alien species Humanity encountered, and the meeting did not go as well as some might have hoped. While the initial contact was friendly, the Rigellians only had UTES 7-8 technology, and unscrupulous Human corporations saw them and their world as ripe for exploitation. Before long, Rigel was little more than a possession of a handful of major businesses, and many of its people little more than indentured servants... although it nominally remained an inde-

pendent planet, with SETIL advocating its admission as a Senate World.

The Xenovore Wars changed all that, though not until Zhukov's arrival on the scene. Eager for manpower and resources, he removed the corporations from power, declared Rigel a sovereign planet, and extended the benefits of the Amnesty and Citizenship Acts to the Rigellians. Grateful for Zhukov's and SETIL's actions on their behalf, many Rigellians joined the UE military — particularly as the Rimward Offensive approached their world. Although it wasn't able to prevent the Xenovores from inflicting significant damage and millions of casualties, the UE military kept the planet from being totally overrun. The Rigellians began rebuilding as soon as the Xenovore threat ended.

See page 32 for more information about the Rigellians and their world.

SIGMA DRACONIS

A world settled early in the Interstellar period, Sigma Draconis is primarily an agricultural planet providing food for billions of Humans. During the Rimward Offensive, the Xenovores destroyed many of the Human settlements and badly damaged the infrastructure. As part of the reconstruction effort, Admiral Zhukov placed several military production facilities there, including the factory that first mass-produced laser rifles, and Sigma Draconis became an important military production site.

SYLVANIA (FOMALHAUT III)

The forest world of Sylvania is a Type 1 world orbiting the star Fomalhaut. Though more than 80% of its surface is covered with water, the land generates Sylvania's wealth. Several species of trees on the planet provide wood of high quality and beautiful grain. This wood sells for incredibly high prices to wealthy individuals interested in building homes, furnishings, and similar items.

Sylvania practices some of the most strict population controls in the United Earth. Individuals must apply for a license to have a child (over 30% of applications are rejected), and no couple may have more than one child. Settlers can only build houses and communities in the mountains above the tree line or in unforested regions. The governments enforce these measures rigorously so it can preserve Sylvania's source of wealth.

Prior to the Xenovore Wars, the government

NOTABLE PERSONS OF THE ATO

President Luc Russo:

The highest elected official in the Republic of Beldana, Luc Russo was a hero among his own people and symbol of defiance for the rest of Human space. He became famous during the Xenovore Offensive for his willingness to fight alongside his fellow citizens, and was a key leader in the successful planetside resistance to the Xenovore invaders. He died in 2356, just months before the arrival of Admiral Zhukov and the Combined Fleet to drive back the Xenovores.

Imperator Charles II:

The Imperator of Kinzareth was one of the least-loved rulers in Humanity's interstellar period. Known for brutal treatment of both native populations and its own colonists, Kinzareth was one of the worst Senate Worlds, and its actions were a driving force for the federalists in the twenty-third century. Despite this, Charles II also quickly recognized his system's weakness as well as the threat posed by the Xenovores, and instituted substantial reforms. He died in 2349 during the retreat from the Kinzareth system.

Representative Melry Baz:

A Vayathuran, Representative Melry Baz was the only signatory of the Antispinward Treaty to survive the Xenovore Offensive. Because of Baz's influence and the bravery of his people during the Xenovore Offensive, Humans became more accepting of other species as equals during the later part of the twenty-fourth century. Baz was rarely seen by Humans without his Human interpreter and advisor, SETIL vice-president Timothy Rothman.



was toying with the idea of letting citizens have Selkies as children. In theory, this would ease the constant clamoring for children while at the same time allow the government to settle and prospect Sylvania's vast oceans. Although the planet was not directly threatened by the Xenovores, the war put this project on hold; after the war, it was launched and succeeded admirably.

ALIENS IN HUMAN SPACE

By the time of the United Earth and Xenovore Wars period, Humanity has already had significant contact with sentient aliens. While the only species of Galactic significance it has met are the Seëcra and the Perseids (both of whom it believes to be less powerful and important than it later discovers them to be), it has already established relations with several species within the Human sphere of influence, including primarily the Denebians, Hrac'darese, Jhinu, Rigellians, and Vayathurans.

During this period, Earth did not consider itself an imperial power, and so never made any overt attempt to conquer any of the species it met. However, some of the alien species it encountered — notably the Denebians, Rigellians, and Vayathurans — quickly fell under the economic and military sway of Humanity. While never subjects of Earth *de jure*, they became such *de facto*, though they retained much more of their independence than many Human colony worlds.

Within most of Human space, aliens are something of an anomaly, but nothing more; they typically suffer no particular prejudice (though some colonialist Humans may develop a “white man's burden” attitude towards them, especially if they have substantially less advanced technology than Humanity). Most Humans never meet one in their lives, though traders from all sentient spacefaring species within the Human sphere of influence come to Earth and its major colonies on a regular basis. Early in the war period some Humans regarded alien species as a possible threat (“collaborators with the Xenovores”), but it quickly became apparent that other sentients had as much to fear from the invaders as Humans did. Admiral Zhukov, recognizing the value of the aliens' support, referred to them as “allies” and “comrades in arms,” recruiting them to his cause with the same savvy he used to bring Human worlds in line.

MILITARY LOCATIONS



While stars and planets are important to any interstellar civilization, one at war also values military installations, be they in space or dirtside.

CENTER FOR INTELLIGENCE AND RESEARCH

The activities at the Center for Intelligence and Research (CIR) were one of the most highly classified secrets in the UE during the twenty-fourth century. Founded by Magistrate Joseph Krutch in 2330, the CIR is the headquarters for the Terran Intelligence Command and central to the covert war waged against the Spinward Union during the first part of the civil war. Here operatives interrogated prisoners and analysts studied economic data to find the weak points in SU member worlds. Decisions to orchestrate the simultaneous revolt of Brentara VII's two Colony Worlds and to devalue the lucrative diamond market of Hrac'dar with counterfeits both originated among the higher-ups in the CIR administration, as did the recommendation to bomb Alambeth Prime in 2341.

Once Admiral Zhukov assumed command of the UE military and retasked the TIC with discovering the nature of the Xenovores, the CIR changed considerably. New personnel — xenologists and other scientists — entered service, and the Center became more open (though never entirely open). However, the public's attitude toward the Center never changed at all. Rumors about the activities of the CIR circulated far and wide, featuring stories about experiments performed on captured Xenovores, testing programs for troop performance improvement drugs, and the infamous Project Kafka.

THE MILITARIZED ZONE

Completed in 2314, the Militarized Zone was Humanity's attempt to create a buffer region antispinward of Human space. The zone is 6,000 light-years wide, 1,000 deep, and of variable height — 750 light-years high nearest Human space and dwindling to a handful of light-years at its antispinward extreme. Divided into 1,138 cubical sectors, it's an organizational nightmare.

The UE placed numerous facilities throughout the Militarized Zone, including way stations, refueling depots, and automated relay stations.

Way stations — manned, planetside installations — have a complement of messenger drones and can act as an emergency port for starships. They're intended partly as lookouts, partly as a communications system. Refueling depots are manned orbitals where starships can resupply and receive repairs. Automated relay stations are little more than a battery of sensors and launch sites for messenger drones. They are located on planets, asteroids, moons, and other bodies with little or no atmosphere to interfere with sensor readings and launches.

Located 250 light-years antispinward of Bel-dana V, Militarized Zone Command (MZ-Comm) is the headquarters for the Defense Fleet. A large satellite in orbit of a Type 4 planet, MZ-Comm has ports for ten starships and was under the command of Admiral Lok Li until he was promoted to the command of the Defense Fleet. Admiral Li's successor at MZ-Comm is Vice-Admiral Constance Gerard.

SHIPYARD

After the triumph of Admiral Zhukov over the Xenovores on Earth, Shipyard became one of the most famous sites in the war. In 2332, Joseph Krutch exiled Zhukov to command of Shipyard for the Admiral's refusal to participate in sabotage





missions against the Spinward Union. Convinced of the threat posed by the Xenovores, Zhukov began to update the facilities. He kept his work secret by hiding some of the facility's expenses in false accounting reports, and paying for others with donations from private sponsors also aware of the Xenovore menace. He tasked the researchers and engineers stationed at the site with discovering the secrets of Xenovore antigravity technology. The *Liberty*-class dreadnought, one of the most important factors in turning the tide of war, was the most important result of their research and work.

Shipyard, a cluster of asteroids joined by steel cables and habitats in the Procyon system, falls under the command of the UE Navy. During the latter part of the war it was home to the most talented Hyperspace physicists and starship engineers, although none of their later innovations matched the impact of the *Liberty*-class dreadnought. Well after the Xenovore Wars, it became a starship museum frequented by citizens of the Terran Empire.

THE SUPPLY LINE

Nicknamed the Xenovore Trail, the supply line ran from Beldana V to Triumph during Operation Future Peace. Stretching twenty thousand light-years, it passed through long stretches of deserted space, but also led to Humanity's discovery of planets like Osiris and Tetsuo.

Admiral Zhukov placed Claude DeValiere,

Minister for Exploration in the Terran Exploration Service, in command of the supply line. Zhukov recognized the need for a strong, capable administrator to run such a massive, long-distance undertaking, and DeValiere, who kept the TES together and operating through the Civil War, was the perfect officer for the job. The supply line and DeValiere's efforts to keep it operating smoothly laid the groundwork for the Antispinward Corridor in later years.

Anchoring the supply line were orbital facilities — one every 500 light-years, at a minimum — where tugs and crews of mechanics were stationed to support and maintain transports. During the 2380s and later, raiders from the Thorgon Empire discovered the supply line and began to pirate Human ships along its length, creating additional problems for DeValiere.

UNITED EARTH CENTRAL COMMAND

United Earth Central Command (UE-Cen-Comm), a large space station orbiting Beldana V, has ports for up to twenty starships and can hold over 2,000 naval personnel. From within the satellite, UE officers coordinated the war effort, organizing supply convoys to the front and ensuring that messages, including commands from Admiral Zhukov, make it to the correct destination. Located on the surface of Beldana, directly below the satellite, was the headquarters for the 30th Field Army of the UE Army, and a large encampment where sol-

diers on their way to the front waited to ship out. In addition to the Navy, both the Terran Exploration Service and Intelligence Command maintained extensive offices and facilities within the satellite.

Admiral Devin Temple, a capable administrator and strategist who served under Zhukov during the cleansing of the Militarized Zone, commanded UE-CenComm. In command of the 30th was Marshall Brian Guinan, a veteran of many battles including the assault on way station Delta-13.

IMPORTANT BATTLE SITES

In addition to the battles mentioned in Chapter One, several other battles became famous for various reasons. These include:

THE HEROES OF WAY STATION ALPHA-12

An early installation and important relay along a vital communication route, way station Alpha-12 lay close to the edge of Human space. Over the years, it developed a large civilian population of “camp followers.” When the Xenovore invasion force made planetfall in 2331, Major Alexia de Chardin ordered her Marines out of the underground installation. She had them dig a maze of trenches in the almost perfectly flat ground surrounding the facility. When the Xenovores arrived, they charged the installation, seemingly without regard for life and with a minimum of heavy armor to support their infantry charges. Day and night the charges continued as the Marines decimated the Xenovores. The Marines held the enemy off long enough for rescuers to arrive and evacuate the way station. Military analysts later estimated the Marines achieved a kill ratio of 50 to one.

THE RESISTANCE ALLIANCE ON SIGMA CAERULEUS III

Sigma Caeruleus III, an Earth-like planet orbiting the blue-white star Sigma Caeruleus, was a colony of Kinzareth and one of the first planets invaded by the Xenovores after the collapse of the Defense Fleet in 2332.

The native population of Caeruleus, a mammalian species called the Zarr, were technologically behind Humans (UTES 8), but their militaristic culture led to high tensions between them and the Human colonists, as well as numerous native revolts. To prevent hostilities, Kinzareth instituted a policy of apartheid soon after the arrival of colonists, requiring each species to live in its own fortified cities. For invaders, the situation was a nightmare, since each city had spent long years preparing for siege. Although the planet eventually fell to the Xenovores, the external threat united the colonists and the Zarr for the first time ever. For the next twenty years the two species fought a guerilla war against the Xenovores, and military propaganda later touted the alliance as an example of solidarity between Humans and other species residing within the confines of the United Earth.

OTHER MILITARY SITES

Below are some of the other important military sites and their locations.

The United Earth Naval Academy: Located on an artificial island in Lake Michigan off the shore of Chicago-Indianapolis, the Naval Academy trains officers for command positions on UE ships. Seventy percent of Naval officers, and nearly all of the naval high command, trained here at some point during their careers. During the Xenovore invasion of Earth, the Naval Academy became one of the headquarters for the resistance under the command of Sylvia Price, who was later appointed Director-General of the Terran Intelligence Command.

Fort Tharsis, Mars: A sprawling complex in the Tharsis Province on Mars, this fort is the UE Army's largest planetside installation. Thirty percent of all enlisted men train here, as well as sixty percent of officers. Its Special Forces training center was the only one in Human space until the establishment of UE-CenComm.

The Endeavor Satellite: The *Endeavor* is one of the earliest self-sufficient orbital habitats created by Humanity. It served as the main offices and training facility for the Terran Exploration Service. During the Xenovore invasion of Earth, the *Endeavor* made emergency planetfall to avoid destruction. Though eighty percent of its personnel survived, the satellite itself was destroyed. In 2375, the TES launched the *Endeavor II*, a modern facility with antigravity technology.

THE INVASION OF CRISTOS CITY

Cristos City, the capital of the Republic of Beldana, became the center for much of the fighting during the three waves of the Xenovore invasion. By the third attack on Cristos, the city was the most heavily fortified population center in Human space. Nuclear missile silos ringed its perimeter, and at the tops of its tallest buildings rail gun batteries stood ready to fire at invaders. One of the most extensive missile defense systems ever designed protected the city from orbital bombardment.

After the Beldanans destroyed the first wave of dreadnoughts, which attempted to hover directly over the city using typical Xenovore tactics, the invaders laid siege to the city by landing ground troops several hundred kilometers away. The siege lasted for years, with newsnets broadcasting daily updates throughout the antispinward region of Human space.

Cristos City finally fell in 2352, but the difficulty the Xenovores experienced taking it was one of the major reasons the Beldana Offensive stalled. During the retreat, Humans learned how an armored unit could destroy a Xenovore dreadnought by getting on ridges on either side so the tanks could maintain continual fire on the ship.

THE SIEGE OF WAY STATION DELTA-13

Way station Delta-13 was one of the first Human installations in the Militarized Zone to fall to the Xenovores, and the last one retaken during the cleansing of the region. The station was on a single large asteroid in an asteroid belt, likely the remains of a destroyed moon, stretching between



the first and second planets orbiting a K-type star nicknamed Dim Bulb by military personnel. Most of the complex was underground, and the small unit of Marines manning the station quickly fell to the Xenovores.

In 2367, the Combined Fleet arrived in the star system only to discover way station Delta-13 has grown in size over the decades, becoming a central Xenovore outpost. Hive-colonies existed on five other nearby asteroids, and the Xenovores had added extensively to Delta-13's original underground facilities. To make matters worse, they had established defense posts on random asteroids in the belt. As if navigating through the asteroids

wasn't bad enough, commanders also had to examine each one for hidden missile launchers and rail guns.

Two times the Combined Fleet threw itself into the asteroid belt, each time suffering horrendous losses. The second attempt made progress, but the assault on the way station itself was a nightmare as Marines and Special Forces entered the tunnels only to be slaughtered by Xenovores attacking from ambush. In the end, even though pressured to take the site intact for potential intelligence, the UE Navy used nuclear missiles to reduce the Xenovore-inhabited asteroids to dust.

chapter four:



HUMAN SOCIETY **Life In A**
Time Of War

TRAVEL AND COMMUNICATION



By definition, any interstellar society can travel between the stars — and does. That in turn implies a need for communications between planets, even if it's just mail carried by starships. Without the means to journey from solar system to solar system, or talk to people on other planets, the United Earth could not exist.

TRAVEL

Travelers in United Earth space can journey from a planetary surface into space, within a single solar system, or from one star system to another.

Surface To Orbit Travel

Getting from a planet's surface to space takes energy, and that costs money. Humans have four ways to reach space from a surface:

—an orbital elevator (cheap and easy to use, and thus popular on many worlds, but easy for the Xenovores or TIC to destroy)

—a rocket, typically a high-efficiency chemical booster or a fusion rocket designed to minimize radioactive exhaust

—a ramjet spaceplane (usable only on worlds with an atmosphere rated as Thin or thicker)

—electromagnetic launchers (usable only on airless planets, and only for cargo, since the high acceleration kills passengers)

See the accompanying text boxes for typical prices for each method. On Terran worlds, most shippers favor orbital elevators and rockets.

Getting down from space is as hard as getting up. On planets with a Thin or better atmosphere, spacecraft can use aerobraking — shedding velocity in the atmosphere by converting kinetic energy to heat. This costs nothing, but does require vehicles equipped with heat shielding or armor (5 DEF or better). On airless worlds, ships have to brake using their motors, making the price to land a payload equal to the launch cost.

PRICE TO ORBIT

Spacecraft Type	Credits per Kg Of Cargo	Credits per Passenger
Orbital Elevator	20 x G squared	2,000 x G squared
Rocket Booster	100 x G squared	10,000 x G squared
Ramjet Spaceplane	80 x G squared	8,000 x G squared
Electromagnetic Launcher	10 x G squared	Not recommended

G squared is local gravity (in Earth gees) squared — for Mars, with a surface gravity of .38, G squared is .144. The price per passenger includes life support and a baggage allowance of 50 kilograms (additional baggage costs more).

In-System Travel

Travel within star systems uses many different methods. Systems with more than one inhabited planet may have *cycler stations* in “resonant orbits” between two settled worlds. Passengers have to live aboard these large, comfortable space stations for months at a time as they shuttle between planets, but the cost (which includes food, drink, breathing gases, and standard accommodations) remains low and communications links make it possible to work during the voyage. Many cyclers effectively become huge space colonies with large permanent populations.

Many systems use shuttles — fusion rocket-powered spacecraft designed to carry people from world to world within a solar system. Shuttles range in size from two-passenger personal versions owned by the wealthy to “spacebuses” able to carry a few dozen people on a short journey (say, from a planet to its moon). Some shuttles even have surface-to-surface transport ability, and add the cost of surface-to-orbit travel to the ticket price. Depending on how much one is willing (and able) to pay, a shuttle can be luxurious or little better than a cattle car, but even the most expensive shuttle trips take a lot of time.

Some worlds move in-system freight by automated lightsails on long flights taking months to complete. Naturally, this only works for items able to survive spending the better part of a year, or more, in vacuum. Piracy remains a threat; hijackers can sometimes rendezvous with the slow, hard-to-manuever cargo sails to loot the cargo. Similarly, this method works poorly in systems expecting Xenovore attack or Civil War fighting, since an enemy can (and will) easily destroy or capture a lightsail.

The accompanying table lists prices for standard methods of in-system travel. For more luxurious accommodations, private shuttles, or the like, increase the cost appropriately. On the other hand, persons qualified and willing to work as part of the crew, or who accept sub-par accommodations, can often reduce their travel costs proportionately.

Interstellar Travel

During the UE period, interstellar travel by the average person is rare. The Hyperdrive (page 123) is still a relatively new form of technology (particularly early in the era), and for most people an interstellar journey is a one-way trip to a colony funded by a Senate World or corporation. The only people who tend to do a lot of interstellar traveling are military personnel, diplomats, and traders.

INSYSTEM TRAVEL TIMES AND COSTS

Method	Time	Cargo (per kg)	Passenger
Cycler Station	250 days x D	80	3,000 + (100 x D)
Rocket Shuttle	75 hours x D	800	12,000 + (1,000 x D)
Surface-to-Surface	+6 hours	+200	+2,000
Fast Shuttle	45 hours x D	1,200	25,000 + (4,000 x D)
Surface-to-Surface	+5 hours	+250	+3,000
System Ferry	125 hours x D	300	5,500 + (800 x D)
Cargo Sail	500 days x D	40	Not recommended

D = orbital separation between the two planets in AU.

Listed prices are for orbit-to-orbit transport, except for surface-to-surface shuttles.

But commercial interstellar travel does exist for well-heeled tourists and others wealthy enough to afford it. On a “luxury” starship, a first class cabin (and amenities roughly equal to those of a fine hotel) costs about 3,000 credits per light-year traveled. Second class accommodations — a room for two barely big enough to move around in, a community bathroom, sparse meals in a mess hall — only sets the traveler back 500 credits per light-year. Passengers willing to accept the inconvenience and dangers of steerage (sleeping in a common hall, using a community bathroom, subsisting on ration bars and whatever one brought on board) only pay 150 credits per light-year. Accommodations on smaller, less well-furnished ships cost less, of course, and characters may be able to work for passage (see sidebar).

Restrictions On Travel

In theory, any citizen of the United Earth, or resident within its space, can travel freely (assuming he can afford to). However, during the twenty-fourth century, many restrictions on the ability to travel exist.

Travel In Wartime

During this period two wars are raging — the Xenovore Wars, and for part of the century the Civil War — and this significantly hinders travel for several reasons. First, governments may restrict or forbid travel for security reasons. While this isn’t always a problem in the antispinward regions of Human space — the Xenovores did not engage in espionage or sabotage, and no Humans or other aliens served as “agents” for the Xenovores — it’s definitely something for characters in the central and spinward regions of Human space to remain aware of. Fearing enemy spies or saboteurs, both UE and Spinward Union officials place significant limits on interstellar travel at various times. The level of restriction depends on the current state of the war, the importance of the worlds between which one wishes to travel, and the security-mindedness of local officials. Even where the government allows travel, it strictly monitors travelers, requiring extensive documentation and frequent security checks.

Second, in wartime characters may not have the means to travel. Government-imposed rationing may limit the amount of fuel or other supplies

needed for an interstellar voyage, or the government may impress local civilian ships into the military navy (or simply commandeer them for the transport of military personnel, leaving no room for civilian passengers). More than one traveler found himself stranded on some space station or world when fighting broke out and

remained stuck there for months or years until the opportunity to leave arose.

The Colony System

Second, the nature of the UE colony system inhibits interstellar travel — or at least, travel *off* colony worlds; most colonies (and their controlling Senate Worlds) are happy to accept immigrants. For most colonists, either the trip out to their new home is all they can afford (the average self-funding colonist spends ten to twenty years saving money for the expedition), or a Senate World or corporation pays for the trip. In short, once a colonist arrives at his colony, he’s likely to remain there until he dies. And in the Xenovore Wars, when many Senate World deliberately shut down travel to force colonists to stay and defend their worlds, death could come much sooner than expected....

Even worse, some Senate Worlds or corporations treat their colonies as exploitable resources and their colonists as little better than slave labor. Not wanting to lose the income from them, they heavily restrict travel offworld. If it’s lucky, the colony can expect regular shipments of supplies and news — but the supply ships never take anyone home with them.

COMMUNICATIONS

Within star systems, messages travel by radio and laser for relatively low cost — an interplanetary signal costs two credits per minute. Hardcopy mail moves as freight aboard shuttles at a price of around $1d6+1 \times 15$ credits per page.

Interstellar messages go as mail aboard starships either using the official United Earth Postal System or various commercial services. The UEPS (or the equivalent established by the SU) charges 50 credits for a first-class letter within defined weight limits (above those limits, the cost rises significantly). Commercial services usually get mail or packages to their intended recipient more quickly and safely, but cost three to ten times what the UEPS charges.

THE HYPERSPACE RELAY NETWORK

By the mid-2300s, advances in Hyperspace technology and the need for faster military communications led to the development of the earliest

WORKING FOR PASSAGE

Persons with valuable skills can sometimes work for passage. To do this, a traveler must have some useful skill, and the ship must need an extra hand on that run. For example, appropriate skills on a small merchant ship would probably include Combat Piloting, Computer Programming, Electronics, Mechanics, Navigation, Systems Operation, and possibly Trading. Larger ships might require service staff (High Society), entertainers (Acting, Acrobatics, PS: Musician), medics (Paramedics), or extra security (PS: Law Enforcement, Security Systems, or Criminology). While on board the traveler gets steerage-style accommodations with other employees and works a daily 8-hour shift.

If a character wants to find a work-for-passage arrangement, the GM rolls once per week against the character’s qualifying skill to find a berth. The GM applies modifiers based on where and how the character looks for work (starports deserve a bonus, colonies a significant penalty). Characters with a criminal record or a well-known Hunted or Reputation Disadvantage won’t get the job without some fancy Persuasion rolls.

PLAYER CHARACTERS AND DATANETS

The datanets in the Galaxy of the United Earth give characters roughly the same ability to retrieve information as the players have in modern America (but for a much broader range of subjects, of course). However, the datanets can only provide publicly-available information. Private information — building plans, individuals' Personal Registration Codes, financial information, and corporate or government secrets — are not generally available over the datanet. At the very least, finding that kind of data requires time and a Computer Programming roll.

If the PCs spend too much time in the game trolling the local datanet rather than getting out and talking to NPCs, the GM has several ways to speed things along. First, cut out the research step by simply giving the players whatever information they could find with a quick search. "Your meeting is with a man named Thomas Allen. He's a tobacconist with a chain of shops spanning three worlds."

The second method, useful when the GM wants to make the PCs do their own legwork, is to make most private data confidential. "You can't find out if Allen has a family; there's no personal information available."

Finally, no datanet works perfectly or allows for universal access. Between missing files, system crashes, and wilderness areas where the party's pocket computers can't link with the datanet, the PCs can't always count on getting information whenever they want it.

form of what would eventually come to be known as the Hyperspace Relay Network. A Hyperspace broadcast goes fast — a million times the speed of light — but has limited range. In practice a radio signal can travel for about half a light-day (roughly 1,400 light-years) in Hyperspace until it degrades to the point where the receiver cannot understand it. To counteract this, the UE Navy established various series of unmanned relay stations to boost signals and keep them traveling toward their destination. During the Xenovore Wars period, the fastest a message could travel this way was about 3,000 light-years per day, and difficulties with the relay system often slowed messages down to as little as 1,500 light-years per day.

Unfortunately for most people, the Hyperspace Relay Networks were restricted to military uses only. Only late in the period, around 2385, were some older, slower relay beacons in "safe" areas (typically meaning systems within 1,000 light-years of Earth) made available to civilians. They cost 10 credits per minute times the number of beacons the message passes through.

Tapping into a civilian Hyperspace beacon is difficult, but not impossible — a character needs the proper equipment and must succeed with a Systems Operation (Communications Systems) roll at -4. Sending a free message is easy, but finding some particular piece of data amid the flood of comm traffic usually requires a lot of time and more rolls. Tapping into the heavily-encrypted military relay system requires a Systems Operation (Communications Systems) roll at -8... if it's possible at all, and even if it is the odds are the military will find out about it and take steps to deal with the offending jacker.

Datanets

Datanets — data networks — are planetary in scale. A datanet can send a query to another in-system world's datanet and receive an answer in no more than a couple of hours; data requests to other star systems require physical messages (or, late in the period, a Hyperspace communication).

Datanet use costs almost nothing. On most worlds it factors into an individual's comm and data service bill, usually about 30 credits a month total. Visitors can get temporary service for 5 credits per day, or sign up for a month at the standard rate. Inquiries to another planet's database usually cost about 5 credits for in-system requests (requests to other systems cost the same as mail, plus a 5 credit information fee).

With access to a planetary datanet, a character can tap into nearly the sum total of Human knowledge. Except on brand-new colonies, the local datanet has a compressed version of the United Earth Library, with copies of nearly every book or video up to about a year before. Consulting older works costs nothing, but accessing new items may incur additional modest fees. As a general guideline, a datanet has KS: Everything This Society Knows 50- and SS: Every Science This Society Knows 30-, but the penalties listed in the sidebar on page 43 of *Star Hero* apply to rolls at the GM's discretion. The

datanet can answer a simple question in just 1-3 Segments; more complex questions take longer (up to several hours, plus any communications time).

JACKING AND TRACING

Because planetary datanets remain open to any citizen of that world or any UE citizen, for the most part there's no need to "jack" them (break into them to access or steal data). Some criminals jack the datanet simply so they don't have to pay for it at all. Others try to gain access to restricted or classified information — a difficult and time-consuming task. Robust encryption protects even private civilian messages, and governmental/military encryption has so far proven virtually unbreakable. Governments usually store most truly important or dangerous information on computer systems not linked to the datanet at all.

Anyone who uses the datanet leaves traces of his searches and activities. Government officials can find out the who, what, where, and when of any datanet use automatically; jackers can find out whether a particular person (or, more accurately, computer system) has conducted a particular search, and when, with an unmodified Computer Programming roll once they gain access to a system.

The United Earth datanet offers little anonymity — what privacy existed before the wars broke out generally evaporated in the face of the government's need to monitor all forms of communication for security reasons. Some jackers have established anonymous forwarding systems and such, to which they sell access to for large sums.

Wartime Disruptions Of Communications

The events of both the Xenovore Wars and the Civil War frequently disrupt communications. Ships carrying mail may get destroyed by the enemy, hijacked by pirates, or the like. An attack on a planet may destroy its datanet, or at least make it a lot harder to access information. United Earth officials may take control of civilian means of communication for exclusive use by the military, or for security reasons. In short, characters may sometimes have trouble getting messages through, and the GM should always remember that there's a war going on — even the most mundane tasks sometimes become difficult.

TRADE AND THE ECONOMY



Even in a time of war, economies must maintain themselves and spending goes on. A Xenovore invasion can't overcome the Human desire for material prosperity.

Money

As traders are fond of saying, "Money makes the worlds go 'round."

The UE Credit

The official currency of the United Earth is the *credit*. A handful of Senatorial worlds have their own currency, but even there credits constitute legal tender. Only credits are valid for UE taxes and interstellar trade. Credits have no physical form, but citizens can store them on handheld computers which plug into exchange terminals at banks and businesses.

In 2379, Earth banks introduce *credisks* — thin disks of nearly indestructible plastic with a liquid crystal holographic display showing the value stored on the disk — which can also plug into exchange terminals. They quickly become standard throughout Human space. A credisk's built-in data crystals keep a record of every transaction conducted, so UE authorities can trace the disk's use. Criminals, spies, and others who wish to keep their dealings hidden often avoid credisks for this reason.

Species In UE Space

While other species in Human space tend to adopt the UE credit quickly as a medium of interstellar exchange, they usually have their own currency (in both physical and electronic form) for use on their own worlds. The accompanying table lists the exchange rates for various currencies (for ease of play, the GM can simply assume a 1:1 exchange rate for all types of money).

Trade Goods

What do interstellar merchants trade to make money? Launching cargoes off planets costs money. Interstellar cargo transport costs at least a credit per kilogram just for energy alone. Adding in the cost of highly skilled labor to operate starships, life support for the crew, amortizing the cost of starships, and various port fees and handling charges makes the price come out in the neighborhood of at least 200 credits per kilogram. Any interstellar cargo must have a price difference of more than 200 credits per kilo between source and destination to be worth shipping at all, and merchants naturally seek out items which pack the most value into the least weight.

Thus, interstellar trade in Human space resembles maritime trade on Earth during the Age of Sail — starships carry high-value cargoes on risky speculative voyages. The few steady profitable routes (like the Denebian Hook or the Mariposa Crescent [later known as the Spinward Crescent]) were long ago taken over by the UE government (or, during the Civil War, the SU government), which regulates who can use them and taxes accordingly.

THE IMPACT OF WAR ON TRADE

The Xenovore Wars and Civil War both have significant effects on trade within Human space. In the worst cases, such as areas where a Xenovore fleet is present or has recently passed through, fighting completely disrupts trade. Not only are most merchant ships impressed into military use (or ordered to leave the zone of fighting), even if a trader could get to a Xenovore-ravaged world he'd find that the survivors (if any) may have nothing to trade for his goods. Eventually the demand for raw materials to rebuild attacked planets becomes high, but during and immediately after the fighting there's not much for a merchant to do.

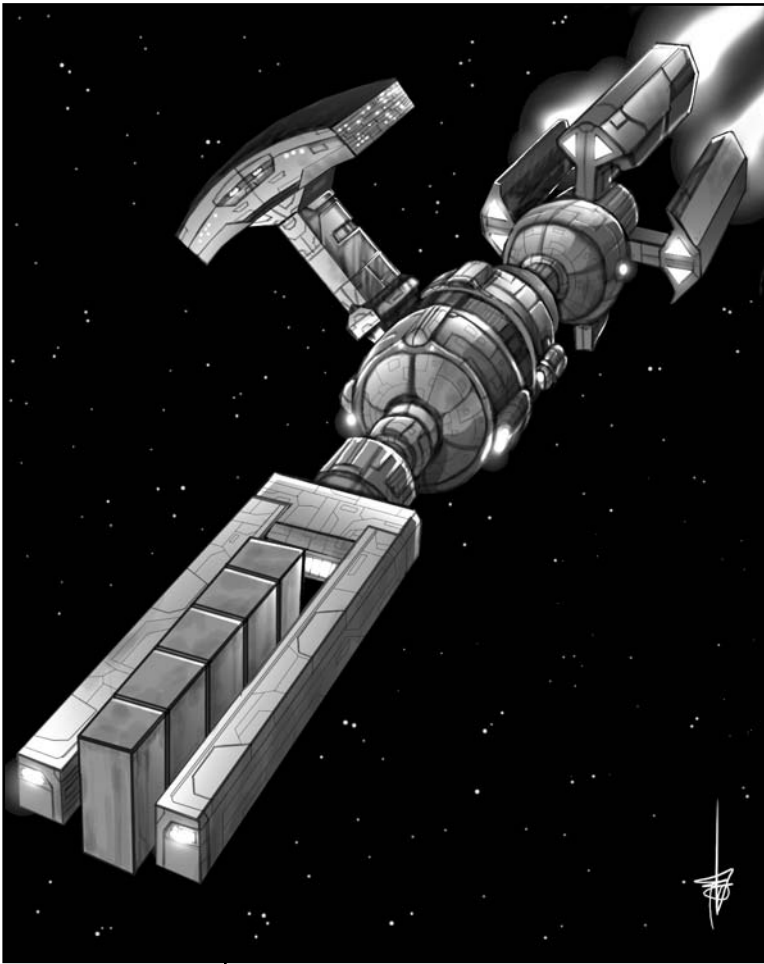
Continued from last page

The GM can even use this as a source of dramatic tension: "There's a reference to Allen's warehouse being located on the waterfront... but unfortunately you seem to be entering an interference zone and can't get the exact address. You'll have to ask around."

EXCHANGE RATE TABLE

Is Worth This Many...

1 Unit Of This Currency...	UE Credits	Denebian Scoja	Hrac'darese Ku't	Jhinu Credit	Rigellian Tupar	Vayathuran Shanya
UE Credit	1.0	1.5	1.5	1.0	0.8	1.3
Denebian Scoja	0.65	1.0	1.0	0.65	0.5	0.9
Hrac'darese Ku't	0.65	1.0	1.0	0.65	0.5	0.9
Jhinu Credit	1.0	1.5	1.5	1.0	0.8	1.3
Rigellian Tupar	1.25	2.0	2.0	1.25	1.0	1.6
Vayathuran Shanya	0.75	1.1	1.1	0.75	0.6	1.0



Furthermore, throughout much of the war the governments involved institute rationing. Rather than letting the economy work in a normal supply-and-demand fashion, the UE and SU pass laws reserving certain goods for military use, or limiting the amount of some products that civilians can buy. Rationing created a thriving black market on many worlds, which some traders took advantage of.

Wartime may indirectly help traders in two ways. First, governments at war ramp up the production of military goods, and that means they need supplies, new equipment, and often the services of civilian transporters. Second, the demand for goods may lead to inflation, and a clever trader can exploit that by buying low and selling *really* high. This may make it possible for a trader to earn an acceptable profit on some routes or some goods that he otherwise couldn't afford to transport.

The Price List (page 135) lists three prices for most goods. The differing prices represent the effects of inflation, price controls, and other war-time factors.

TRADERS AND TRADING

In Human space, most traders are Humans, though the Denebians, Rigellians, and other sentient species within the Human sphere do their own trading as well. The closer one gets to a species's system, the more likely it is one will encounter merchants from that species.

While interplanetary money transfers within a system are easily accomplished, traders in Human

space have difficulty arranging interstellar transfers until it becomes possible for civilians to use Hyperspace communications beacons. Thus, many traders prefer to carry relatively large amounts of cash so they can transact business on the spot and keep moving. This renders them vulnerable to robbery and piracy.

MERCHANT SHIPS

Merchant starships come in many different sizes and types. The biggest operate on regular routes (typically no more than about 1,000 light-years long) carrying freight and passengers on long-term contracts with predictable profits. Too expensive for any but the largest corporations to run, they typically cannot make planetfall; smaller ships must meet them and ferry goods to planets' surfaces.

Smaller merchant ships serve smaller colonies, or carry irregular cargoes when bigger ships experience delays or run out of room. Daring traders also use them to seek out new markets, engage in speculative trading, and the like. Small merchant ships tend to have crews of no more than half a dozen, often partners in the venture or part of a family. They're rarely larger than Size 12, and often significantly smaller.

CARGOES

The following are all common cargoes carried by Human merchants during the Xenovore Wars period. Suggested prices are guidelines only; the GM should vary them as appropriate to his campaign and the current scenario. Use the rules on page 130 of *Star Hero* to determine what the merchant pays when he buys the cargo, and what price he receives for it when he reaches his destination.

Computers And Electronics

Electronic goods or other high-tech gear always fetch a good price on less advanced worlds. The UE and SU both establish some restrictions on this trade because of the wars, and Senate Worlds often have their own laws about what outside traders can take to a colony. Computer technology must come from a source of UTES 6 or better, and the market must have the same or lower tech rating (but at least UTES 6). Price is 220 credits per kilogram, with a +10% modifier on the sale price for each UTES level by which the source exceeds the market.

Datadisks

When it doesn't have to be there overnight, the cheapest way to ship information is to put it on a high-density storage media and move it as freight. The price is a standard 250 credits per kilogram (and a kilogram of storage media holds a *lot* of data!). Any world of UTES 6+ can produce data-disks in various forms.

Foodstuffs

The existence of a lot of marginal colonies, coupled with the exigencies of war, make bulk foodstuffs a sufficiently valuable commodity for some traders to deal in... provided they have a large enough ship to transport such enormous cargoes.

The price is typically about 1,000 credits per ton, but this may vary depending on the type of food and the demand for it. Traders can only obtain bulk foodstuffs on lifebearing worlds.

Rare foodstuffs are more valuable, but the price depends on fashion and they do sometimes require special handling. Rare foods cost up to 1,500 credits per kilo when purchased for resale, and merchants can only obtain them on lifebearing worlds. New colonies seldom produce luxury foods, though an enterprising group might establish a settlement to exploit a native supply.

Military Goods And Weapons

Weaponry — especially advanced systems — always fetches a good price, though the government strongly restricts this type of trade. A trader without the proper documentation can easily find himself under arrest and his valuable cargo confiscated. This drives some arms deals to the black market (particularly when one wants to trade with colonies whose Senate Worlds forbid them to own certain types of weapons), though conditions there don't necessarily favor the trader to any greater degree.

The price list in Chapter Seven has suggested costs of weapons. Bulk deals usually involve reducing the price per unit by some degree, whereas special orders, or orders placed by a customer who obviously needs the weapons quickly, increase the cost. Typically, the price goes up by at least 10% for every UTES level by which the weapons exceed the local UTES.

Pharmaceuticals

Drugs, whether legal or illicit, natural or synthetic, often make worthwhile cargo — though many of the most valuable constitute “controlled substances” requiring a special license to transport and trade (lest the merchant run the risk of arrest, confiscation, and imprisonment). Local laws vary considerably; a drug outlawed on one world may be perfectly legal on another.

Pharmaceutical production typically requires either a lifebearing planet, or a world with both UTES 6+ and a population greater than 10 million. The market requires a species with biochemistry compatible with the inhabitants of the place of manufacture (or that the manufacturers knew about the customers' biochemistry and designed the drugs for it). Drugs typically cost 200 x 2d6 credits per gram when purchased for resale, but this varies based on demand and legality.

Precious Metals And Gems

The oldest and still one of the most dependable ways to move wealth is in the form of rare metals like gold, silver, platinum, or iridium — or, even better, precious gems such as diamonds or emeralds. Both occur most frequently on dense, rocky planets. Most such cargoes go to well-established merchants with heavily-guarded ships (or convoys), not to independent traders, though this may depend on circumstances. Precious metals typically cost 250 + (1d6 x 10) credits per gram, and gems 1,250 + (1d6 x 100) credits per carat,

when purchased for resale, but demand or other factors may change this.

Precision Machinery

Nearly every world can manufacture most of the machinery necessary to sustain its civilization, but certain devices require extremely specialized equipment or highly-skilled technicians to make. Examples include starship drives, stealthy submarine propellers, and many of the machines used to make other machines — lathes, drill presses, robots, and the like. Heavy and expensive, precision machines often command prices of 1 million credits per ton or more when purchased for resale. Demand is inelastic — a planet tends to need machines either desperately or not at all — so a failed Trading roll often means the price at the destination is 0 credits. Colonies are, of course, the most likely destination for precision machinery, but some Senate Worlds have laws dictating what types of machines a colony may or may not have.

Radioactives

Although even more valuable than precious metals, radioactive elements require special handling. Typically traders can buy radioactives for around 1,400 credits per gram, but they must make a Skill Roll (KS: Hazardous Materials, or SS: Chemistry) to avoid contaminating the cargo bay with low-level radioactivity.

Like precious metals and drugs, radioactives typically get shipped via well-known mercantile firms with high-security trading vessels, and strict legal controls govern their transport and sale. Small, independent traders may have to make Skill Rolls (using Bribery, Bureaucrats, Streetwise, or Trading, as appropriate) just to find some for sale. During much of the war period, the government attempted to maintain a total monopoly on the radioactives trade.

Spices

“Spices” refers to any kind of plant product containing complex chemicals sold as a flavoring or consumer goods, including some perfumes, cosmetics, pharmaceutical feedstock, and the like. They often wholesale for about 1,200 credits per kilogram on the lifebearing worlds that produce them, making them a good commodity for interstellar freight. Some may require special handling or other precautions, however — and a few seemingly innocuous ones have such unusual effects on certain alien physiologies that some governments classify them as drugs or poisons!

Other Cargoes

Some other commodities traded in UE space include:

Artwork: During the wars, the bottom largely drops out of the art market; people have far better things to spend their money on, or fear the possible destruction or theft of artwork. However, where demand exists (sometimes as a hedge against inflation), prices for quality or unique works are usually astronomically high. The price of artwork varies from 200 to 15,000 credits per kilogram (roll 1d6: 1-3, 200 credits per

MOVING GOODS THROUGH HUMAN SPACE

Interstellar trade in Human space during the 2300s is often an exercise in frustration due to the lack of central authority. Since each Senate World has jurisdiction over its own system and colony systems, and there's no true “federal government” to establish uniform trading regulations, a merchant may find himself trapped in a bureaucratic nightmare if he wants to transport goods through multiple systems. Each system has its own tariffs, its own safety and security regulations, its own list of legal and illegal goods. Few merchants want to swim against this tide, so they find one or two systems they can easily work within and confine themselves to trading there.

However, the situation isn't always so bleak. Some Senate Worlds have made an effort to have greater uniformity in their trading laws and related regulations to encourage merchants. The worlds of the Denebian Hook, led by Xi Vorcan, have taken this approach; so have some along the Mari-rosa Crescent.

kilogram; 4-5, 3,200 credits; 6, 15,000 credits). Any inhabited planet can produce art.

Automatons: Robots and androids, even artificially intelligent ones, are regarded as property in Human society during the 2300s and bought and sold accordingly. Production of civilian models slowed down considerably during the war, causing a rise in prices even for older, less efficient models. A civilian automaton typically sells for 300-800 credits per Character Point it's built on; military robots cost at least five times that amount.

Genomes: Bioengineering firms, drug companies, and scientists often find genetic material from new species of plants and animals useful. Easily obtained on new colonies or unexplored worlds, genetic material may command prices of up to 2,000 credits per kilogram (100 sample tubes) at the source; the resale price depends on the value of the genomes (some are worth fabulous sums, some are worthless) and the negotiating skills of the merchant. Trade in genomes drops precipitously during much of the war, since the government commandeered most bioresearch resources to develop bioweapons for use against the Xenovores or to study Xenovore biology.



Human Corporations

In Human space, large corporations, trading combines, cartels, and guilds handle most commercial activity. They have the capital, accumulated knowledge, and contacts, and can operate on a large enough scale to make a profit even in risky markets. Most corporations in Terran space establish their headquarters on the Senatorial worlds that grant them significant tax breaks or other benefits. In this case they must abide by local laws. Corporations that establish their headquarters in unsettled space (or solar systems they own) fall under UE law instead, though their size and wealth often makes it possible for them to bend the law without suffering any consequences.

Some of the major Human corporations include:

Ferodyne Incorporated: A multistellar conglomerate doing business in a wide variety of heavy industry and manufacturing fields. It achieved some infamy for its plan to mine the rings of Saturn and its exploitation of Rigel, but redeemed itself in the eyes of many by retooling many of its production lines to produce war materiel for the United Earth. Rumors persist that Ferodyne was behind the assassination of Joseph Krutch, who planned to cancel many of the UE's contracts with the company, but no proof exists to support these accusations.

Kierkegard Metals: Based on Omicron Haptoi, "KM" got its start as a prospecting and mining company, but quickly branched out into other fields. Although most of the company's resources remain devoted to metals acquisition and refining, it is also a strong player in the aerospace, energy, and high technology fields. Otto Kierkegard (page 39) heads the company.

Rigellian Trading Company: Founded not long after Humanity made first contact with the Rigellians, RTC is an import-export firm specializing in trade with non-Human species. Its major subsidiaries include other "Trading Companies" devoted to Deneb, Jhin, and Vayathura, among others. It also makes substantial profits from cargo and personnel transport, and suffers losses during the war when the government commandeered many of its transport ships for military use.

Vayathura Software: One of the few major corporations in Human space not of Human origin, Vayathura Software has developed a well-deserved reputation for the quality and sophistication of its operating systems and other computer programs. During the Civil War it strongly supported the United Earth government and was the target of numerous SU espionage and sabotage operations.

THE CRIMINAL UNDERWORLD



Crime thrives in the worst of circumstances — even war. Indeed, the expansion of the black market during the rationing and deprivation of war may turn otherwise law-abiding UE citizens into criminals.

CRIMES

Under UE law, the UE government is responsible for all law enforcement that occurs in “high space,” a term generally interpreted to mean space beyond the boundaries of an inhabited solar system (within a settled system, a Senate World enforces its own criminal laws, but those laws usually mirror UE law closely in most respects). People living in space commit many of the same ancient wrongs people everywhere perpetrate — murder, theft, assault, fraud. In peacetime, the UE devotes most of its law enforcement efforts to preventing three space crimes: piracy, smuggling (and black marketeering), and quarantine violations.

During the war, things differ in several respects. On the one hand, many law enforcement agents volunteer for, or are drafted into, military service, leaving a vacuum criminals are quick to exploit. On the other hand, if a system has any sort of military resources or strategic importance, the military presence there does a lot more to quell crime than civilian law enforcement. When the military takes over a system, it enforces martial law, and that usually means criminals caught red-handed are taken back to base and shot, and their possessions confiscated for the war effort.

PIRACY

The most colorful and famous interstellar crime is piracy. Space pirates usually operate near major commercial centers with good pickings. Broadly speaking, they come in two types: hijackers and classic pirates.

Hijackers don't have ships of their own. They board starships as passengers, take crew positions, or sometimes have themselves shipped in a cargo container with its own life-support system. Once the ship gets far away from help, the hijackers strike, capturing or killing the crew and other passengers and then taking their possessions (and even ship) for sale on the black market. Hijacking rarely occurs during the Xenovore Wars era — interstellar travel is still not common enough, and in-system hijackers too easy for the authorities to capture — but it's not unknown.

Classic pirates use armed starships to intercept merchants in space. They rely as much on bluff as on actual combat ability, threatening their victims with destruction unless they surrender. Since classic pirates prefer for their victims to surrender without a fight, they treat captives much more humanely than hijackers. Most pirates simply loot the prey ship and let it go, thus encouraging future captives to play along. But they treat merchant captains who don't surrender with extreme savagery, to make an example of them.

Classic piracy is a risky occupation during the Xenovore Wars period, since few ships available to pirates have powerful Hyperdrive engines. This forces them to stay near inhabited systems, which increases the risk of capture. Additionally, as more and more trading vessels get pressed into military service, it's all too common to find a trader with soldiers aboard or mounted heavy guns. Many pirates find it more profitable and safer to turn to salvaging... particularly if they can get to the scene of a battle before UE Navy ships can.

SMUGGLING AND BLACK MARKETEERING

As old as trade itself, smuggling thrives in Human space, particularly after war shortages fuel the growth of the black market. Most smuggling in this era consists of one of two types. The first is smugglers who attempt to bring otherwise legal goods to colony worlds kept oppressed and poor by the Senate Worlds that control them. These men are in it for the money just like other smugglers, though they try to hide their greed behind noble-minded pronouncements regarding freedom of trade and the like. The UE generally doesn't care too much about these smugglers, preferring to leave them to individual Senate Worlds.

The second type of smuggler deals in goods illegal throughout the UE — primarily controlled substances, military weapons, fugitives from justice, and any highly-desired goods covered by the wartime rationing laws. The UE pursues this type of smuggler aggressively, regarding his presence and activities as a threat to the war effort. (It doesn't help that many such smugglers work as spies for the Spinward Union.)

Both kinds of smugglers use the same methods to move goods: secret cargo compartments, false containers, fake invoices and permits, and bribery or blackmail of customs officials. The most daring ones actually try “stealth insertions,” landing in remote areas to offload contraband before the authorities arrive.

QUARANTINE VIOLATIONS

A planetary biosphere is a fragile thing, especially on carefully-tended terraformed planets. An unplanned-for alien organism can wreak ecological havoc, so all planets maintain a biological quarantine. Usually quarantine procedures barely slow travelers down: customs officials scan new arrivals and irradiate their baggage to kill potentially harmful organisms; travelers who show symptoms of disease get a broad-spectrum antiviral/antibiotic cocktail injection.

Unfortunately, it's not always that simple. Some people like to have exotic pets or foodstuffs, while others think they know more about ecological engineering than the professionals and want to introduce new species. Deliberate eco-sabotage allows corporations or even planets to weaken rivals.

UE Navy security forces on orbital spaceports handle quarantine enforcement in conjunction with planetary customs officials. On the ground local authorities handle it by themselves.

CRIMINAL GROUPS

Crime, like most businesses, works best when a large organization allows for specialization and economies of scale. In Human space many criminal organizations exist, mostly planetary or system-wide in scale. But two organized crime groups operate throughout the UE (and even elsewhere in the Galaxy).

THE CLONE MOB

Established shortly after the discovery of Hyperdrive, the Clone Mob was founded by Jax Maljek, an innovator in the creation of new illegal drugs and biopiracy in the early twenty-third century. Maljek built up a thriving criminal empire and wanted to see it continue, so he began creating clones of himself and training them for his organization. Since then, the clones have continued Maljek's work. UE authorities estimate that as of 2340, the Clone Mob has approximately eighty thousand members, all as alike as brothers.

The Clone Mob specializes in slavery (especially the creation of illegal clones of media stars), prostitution, the manufacture and sale of designer drugs, ecological sabotage for hire, and the violent quelling of dissent on restless colony worlds. What makes it so durable is the remarkable trust and cooperation among its members. No clone has ever betrayed the organization, and if the authorities arrest the senior leaders, or they get killed in gang warfare, other clones can take over smoothly. The organization has one major weakness, though — its members are easily recognized.

Currently the Clone Mob operates mainly in the regions away from Earth — 100 light-years or further. It sends operatives into near-Earth space

if necessary, but considers “the heat” too much to bear on a regular basis. Using bribery, the Mob tries to stay on top of the military situation, shifting its people away from threatened areas and then returning after an attack to pick up the pieces and exploit the situation as much as possible.

THE HZEEL OUTFIT

The Hzeel are small (1.2 meter tall) blue-grey-skinned humanoids. The Perseids destroyed their homeworld, Zeel, in the early twenty-first century after the Hzeel, in attempting to flank and conquer the Perseid Empire, ran afoul of Earth's superhuman defenders and were utterly defeated. The Hzeel lost their civilization and scattered throughout the “southern” part of the Milky Way Galaxy. Many became criminals, and today the Hzeel run a criminal organization that has wormed its way into Human space.

Loosely organized — so loosely it's sometimes questionable whether it actually constitutes a unified organization — the Outfit consists of small system- or sector-dominating gangs operating mostly autonomously. The umbrella organization provides funds, specialized resources, and refuges for members fleeing the law. Each gang has a leader known as a Boss, who obeys only orders issued by the organization's supreme boss, the Overboss. No one outside the top echelons of the Outfit knows where the Overboss lives.

The Outfit's activities include smuggling, fencing stolen or pirated goods, illegal gambling, and slave trading. It also has a thriving line in faked archaeological artifacts, prostitution, and blackmail. It prefers to avoid violence, and makes a point of gathering as much information as possible. It sometimes trades this information to the UE and SU intelligence agencies for money or favors.



chapter five:



SWORD AND SHIELD **The United Earth Military**

OVERVIEW



LOGISTICS, STRATEGY, AND TACTICS

Military commanders use three words — logistics, strategy, and tactics — to refer to three separate, but equally important, areas of military operations. When roleplaying military officers, you should keep these differences in mind.

Logistics involves recruiting and training new troops, moving and distributing ordnance and supplies, making sure vehicles remain in good condition, and so forth. Claude DeValiere, the man in charge of the supply line during Operation Future Peace, is heavily involved with this area of operations, and his insights into the logistical problems of waging an interstellar war become required reading for military cadets for centuries to come.

Strategy is the art of ensuring advantageous conditions for one's troops — not necessarily battlefield conditions, but conditions resulting from the “bigger picture.” This includes not only what targets to attack first, but also winning the support of political factions (and civilians) and keeping industrial concerns dedicated to the war effort. Admiral Aleksandr Zhukov, who rallies planets to his cause, takes command of system defense fleets, keeps the peace between his Joint Commanders, restructures the military,

In *Alien Wars* the PCs, even if not members of the UE military, likely have many encounters with the armed forces, since the Xenovore Wars are an ever-present background element in any campaign. The twenty-fourth century is a time of war — not just a small skirmish on one planet or intermittent strife between two star systems, but a system-spanning conflict between two interstellar societies where only one will continue and the other will come to an end. When a war is so widespread and so important to the future, the military comes to dominate all areas of a society — the means of production, the allocation of resources, the financial decisions made by governments. Essentially, since the military is the only thing standing between a society and its extinction, it takes precedence over all other areas of endeavor.

Though the materials of war are different, the theater of conflict is measured in light-years instead of kilometers, and the enemy is unlike any other Humans have fought previously, the United Earth during the twenty-fourth century is no different

than other Human societies throughout history. By the mid-point of the century, even the simplest farmer on the most primitive Colony World not only knows how his labor aids the war effort, but also feels the impact of the war on his daily life, even if only through rationing and giving up non-essential goods due to supply shortages.

During the Xenovore Wars, the military undergoes many changes, which one can roughly divide into four developmental periods. The main difference in each of these periods is (a) how Humans fight the war, and (b) the composition of the fighting forces, but many factors influence the nature and conduct of a war. Are the forces on the defensive or offensive, is one side overwhelmingly outnumbered, is the purpose of the war to defend Humanity or a power-grab by the rulers? These questions and others impact the logistical, strategic, and tactical decisions made by commanders, as well as the attitudes and morale of the soldiers in the trenches and on the bridges of starships.



2305-2326: THE MILITARIZED ZONE

The Militarized Zone is the United Earth's attempt to form a bulwark between itself and the Xenovores. It is a twenty-one-year-long object lesson about strategic fighting against an aggressor species equipped with technology equalling or exceeding Humanity's. The UE Navy runs the operation; it refers to the fleet formed to defend the area as the Defense Fleet. Fleet Admiral Gerald Kirkland commands the Defense Fleet until his court-martial in 2320; it thereafter comes under the command of Fleet Admiral Lok Li. After Admiral Li's death in 2331, the Defense Fleet unravels, later coming under the *de facto* command of the Antispinward Treaty Organization.

The war effort during this period is characterized by one failure after another — not just in military engagements with the enemy, but also logistical issues like supplies and communications. The UE

Navy has too few starships to fight effectively; the Army barely has a presence in the MZ at all. The best officers in Human space belong to the various system defense fleets guarding Senate Worlds and their holdings. Most damningly, Humans simply don't understand the logistics and strategies of interstellar war. This new kind of war requires a large administrative bureaucracy to coordinate supply efforts and the like; the UE military of the time lacks that. Further, commanders assume the enemy will make a quick strike toward the center of government, rather than settle and colonize an area from which to launch future attacks. To make matters worse, few outside the Militarized Zone take the Xenovore threat seriously. In short: Humans do not understand their enemy or their battlefield.

Some officers in the military realize the shortcomings of their strategy and foresee the potential consequences if events don't go according to plan, but they are too few and too junior in the ranks to have any impact on policy. Their gloom-and-doom attitude trickles down to the pessimistic troops, harming morale.

2329-2355: THE CIVIL WAR

The Civil War, ultimately the cause for the collapse of the Senate and United Earth, is a conflict entirely different than the war with the Xenovores. Much of it is a power-grab between Magistrate Joseph Krutch and his counterparts in the Spinward Union. It's mostly a "cold war" involving extensive use of intelligence, covert operations, and sabotage missions; to orchestrate these missions, Krutch forms the Terran Intelligence Command. The Navy's main responsibility is to carry passengers from one planet to another, delivering Marines or TIC operatives to strategic points to conduct planetside raids. The Home Fleet, under Krutch's command, carries out these missions. The Army has little involvement; it mostly guards planetside military installations and UE government facilities. The Spinward Union forms the Liberty Fleet, comprised of starships from numerous system defense fleets and commanded by Admiral Soren Leifsgaard from Xi Vorcan. The SU has its own intelligence agency, the Union Intelligence Service, that's no better than the TIC morally but receives less funding and support.

The Civil War disgusts many officers who, like Admiral Zhukov, recognize the threat the Xenovores pose to Humanity. Others become jaded — they've had their orders countermanded by TIC operatives one too many times to care anymore. And some are Krutch's lap dogs, doing whatever he asks to win his favor. Throughout the military, corruption is rampant and discipline lax. The UE high command leaves the troops fighting the Xenovores to fend for themselves, so they obtain supplies via the black market. As the Civil War continues, the atrocities committed by both sides grow more heinous; the situation continues to deteriorate until Krutch's assassination. The First Magistrate's death in 2354 leads to Admiral Zhukov assuming command of the UE Navy and eventually becoming Commander in Chief of all UE military forces.

2345 - 2369: THE XENOVORE OFFENSIVE AND ITS AFTERMATH

In this, the most desperate period of the war, the Xenovore Offensive strikes at the heart of Human space. The enemy ravages dozens of worlds as he strikes from his beachhead in the Militarized Zone. Dividing their forces into five fleets, the Xenovores push Human forces back, destroying planets as they go. Even Earth, birthplace of Humanity, experiences the terrors of a ground war for the first time in centuries when the Rimward Offensive reaches it in 2353. With the Defense Fleet now part of the ATO's Treaty Fleet, and the Home Fleet fighting the Civil War, Earth has few defenders and nearly falls before the alien onslaught; over three billion people die.

Though this is Humanity's darkest hour, it's also a time when heroism become almost commonplace. What seems a hopeless struggle against overwhelming odds drives men and women to acts of tremendous courage. The battles taking place on planets across Human space involve not just military forces, but also millions of civilians inhabiting the worlds attacked by the Xenovores. Finally, in 2355, the greatest hero of the Xenovore Wars, Admiral Aleksandr Zhukov, rises from the wreckage of the UE Navy to take command of the Human military and push back the invaders.

The prevalent attitude of the soldiers is grim, but they're unwilling to surrender and unflinching in the face of overwhelming odds. They fight to the

Continued from last page

and keeps the morale of the troops high, involves himself mainly with strategy.

Tactics involve maneuvering troops or starships in combat to take advantage of battlefield conditions and enemy weaknesses, as well as adequately covering one's own weaknesses. Mid-level officers like starship captains require a good grounding in tactics. Captain Kumar Acharya of the Europa Space Command exhibits tactical brilliance when he defeats the Coreward Offensive at Kapteyn.



last man when necessary (as it all too often is). Few officers survived the fighting of the previous decades, but those who did now understand the enemy. Tactics effective against the Xenovores become widespread, and technology of the utmost strategic importance — specifically antigravity technology — comes into play. The enemy, and the threat he poses to Humanity, is widely known and recognized; Humans begin to understand they must defeat the Xenovores or Humanity won't survive.

At the end of this period Humanity's perseverance, courage, and ingenuity win out over Xenovore savagery, ferocity, and numbers. Under the command of Admiral Zhukov, the Combined Fleet — a ragtag collection of UE Navy ships, converted merchant frigates, and system defense fleets — pushes back the enemy and finally defeats the last of the Xenovores at way station Delta-13. Without a doubt, Admiral Zhukov and his forces suffer defeats during these last seven years; but Humanity wins more than it loses, and finally in 2369 Humans destroy the last of the Xenovore colonies in the Militarized Zone and win the battle for Human space.

2370 - 2396: OPERATION FUTURE PEACE

Operation Future Peace is the most ambitious military offensive undertaken in the history of Humanity. Virtually everyone, from colonists in the spinward frontier to the intelligentsia on Earth, agrees the UE must invade the Xenovore Empire, and that the invasion must succeed. No one who witnessed Xenovore atrocities believes the enemy will meekly avoid further confrontations with Earth. To ensure the peace for future generations, Humanity must strike at the heart of the Xenovore empire and end the threat once and for all.

The Army recruits new soldiers, trains them to fight Xenovores, and equips them with the weapons they need to win. The Navy builds new ships and retools old ones to take advantage of advances in technology. Military and civilian leaders, under the direction of Admiral Zhukov, transform the entire economy of the United Earth, making its primary purpose the creation of a military large enough to topple a distant interstellar empire.

The mood of both civilians and soldiers is optimistic. They know they fight against a great evil, an enemy who would obliterate all of Human history and Humanity itself, but successes against the Xenovores in the 2360s fill them with confidence in Humanity's ability to win the war.

Military commanders have learned how to fight across the interstellar distances. They understand the need for planetside installations, surface-to-orbit depots, and way stations where starships can re-equip and resupply. Army commanders understand how to locate planetside targets integral to Xenovore operations, invade a planet, and seize control of those targets. They abandon large-scale offensives designed to hold land in favor of strategic strikes that allow Navy starships free reign.

Despite this optimism and new understanding of warfare, the war is long and drawn out. The Xenovore Empire is huge, larger than any commander guessed. Though successful on the whole,

the offensive bogs down. The administration of freed slave worlds consumes the UE's bureaucracy and drains its resources. Elements of the Army and Navy, stationed across thousands of light-years, are spread too thin. To make matters worse, some soldiers lose momentum; they become almost settled on these emancipated slave worlds — a phenomena referred to as "going native" — and every time the soldiers receive orders to move out to the next planet, morale flags a little bit more.

Facing a quagmire, Admiral Zhukov orders a suicide strike on Throneworld Prime, the center of the empire. Against all odds, the force tasked with destroying the planet succeeds, and in 2396 Humanity triumphs in its war against the Xenovores.

THE COMMAND STRUCTURE

"Commander in Chief" is the title given to the supreme commander of all United Earth military operations and personnel. Over the course of the century, one group and two individuals hold the position at different times: the Senate; First Magistrate Joseph Krutch; and Supreme Admiral Aleksandr Zhukov. In style of command, each differs from the others.

THE SENATE

During the Militarized Zone period and the earliest days of the Civil War, the Senate commands the military. As a body of 93 individuals, each representing different worlds with agendas just as different, the Senate makes a poor Commander in Chief. It takes too long to discuss a course of action to effectively give orders... and even after lengthy debates it rarely reaches a consensus. In the best circumstances, it heeds the advice of its military advisors and goes along with the plan submitted by the Army or Navy. In the worst circumstances, its indecision paralyzes the military. The Vox Populi, Edward J. Harmon, leads the Senate and actually issues orders to the military (although only after the Senate approves the orders with a majority vote). Military personnel often blame him personally for the problems they face, though in truth few (if any) of those problems are Harmon's fault.

MAGISTRATE JOSEPH KRUTCH

Elected First Magistrate by the Senate in 2330, Joseph Krutch becomes the next Commander in Chief. Formerly the Fleet Admiral in command of the Home Fleet, Krutch has a good understanding of the military (both its strengths and weaknesses). Sadly, achieving a position of absolute authority only reveals him for the power-grasping dictator he truly is. He wields the military like his own personal weapon, striking at his enemies... or, better yet, withholding it when his critics need protection (such as when the Rimward Offensive reaches Earth). Although he has many advisors, only one holds any real sway: Director-General Jonas Sulk of the Terran Intelligence Command.

The rank and file of the military never know

quite what to make of Krutch. They know he has a military background and approve of that, but they also hear many less than flattering rumors and know some of their officers don't approve of his actions. The officers split into three camps: those who recognize Krutch is undermining the republic and hate him; those who fear him and attempt to curry favor; and those who are apathetic after years of dealing with the ham-handed Senate and then iron-fisted Krutch. The military universally reviles Director-General Sulk.

ADMIRAL ALEKSANDR ZHUKOV

The final Commander in Chief during the Xenovore Wars, Admiral Aleksandr Zhukov assumes command in the latter half of the Xenovore Offensive, and holds it until his death at the end of Operation Future Peace.

Considered a hero by military personnel and civilians alike, Zhukov is the most successful C-in-C during the 2300s. He commits the United Earth to much-needed tasks like restructuring the military and increasing the size of the Army. He raises morale among both officers and enlisted men. Later historians credit him as the single most important reason Humanity defeated the Xenovores.

Zhukov appoints a board of advisors to assist him with commanding the military and conducting the affairs of the United Earth. This board evolves from the ATO's Joint Commanders Council (a name it keeps) and is one of the chief reasons for Zhukov's success as Commander in Chief.

Nine people sit on the JCC. Among them are Director-General Sylvia Price, Marshall Thang Nguyen, Minister Claude DeValiere, and Admiral Kumar Acharya. While not all Joint Commanders accompany Zhukov to the Xenovore front during Operation Future Peace, each has an important part in Humanity's success against the Xenovores. Zhukov and the Joint Commanders always present a united front to the outside world, but the council experiences its share of infighting because many members have personal agendas. One of Zhukov's major tasks is keeping the Joint Commanders focused on the common goal of defeating the Xenovores instead of accomplishing their personal objectives.



ANDREW
REMEMBER

THE UNITED EARTH ARMY



GENDER IN THE MILITARY

Both men and women can serve in any branch of the UE military. All the UE brass care about is whether a soldier can pass the recruitment tests and perform his duties competently. Weak people (be they men or women) aren't put in jobs requiring heavy lifting, but a woman able to tote her load may find herself working side-by-side with a male soldier on equal footing.

UE military regulations strictly forbid "fraternization" between soldiers, and especially between officers and enlisted personnel, but sometimes these rules are honored as much in the breach as in the observance. Faced with constant personnel shortages, commanders usually choose to tolerate this behavior rather than holding a court-martial; by the war's end, some actually come to believe that fraternization improves their units' morale and makes them more efficient.

The UE Army is responsible for all Human planetside military operations; it includes air, sea, and land forces. The structure of the Army changes very little during the century. What does change is the number of troops.

In 2300, the Army numbers a little over a ten million men, approximately one soldier for every ten thousand inhabitants of Human space — a ridiculously small number for any society. Before the Xenovore threat, Humanity had little need for an Army. The Severson-Yu Law made Senate Worlds responsible for policing their own worlds, including defending them from pirates and raiders. Alien species native to worlds in Human space were technologically inferior to Humanity, and if not overawed by Human technology could be kept in line by a small cadre of well-trained and well-armed men. Moreover, pacifying rebellious native species and integrating them with Human society was a task better suited to police forces than military ones. In short, Humanity hadn't fought a war

that required an army for a long time and had forgotten the importance of planetside military action.

Even with the creation of the Militarized Zone, Humanity still doesn't increase the size of its Army. Admiral Kirkland's plans call for the construction of way stations and communication outposts, each manned by a small number of troops — the largest station, Militarized Zone Headquarters, has a battalion of a thousand Marines, mainly for security detail. Many of the soldiers stationed in the Militarized Zone come from the Marine Corps, a branch of the Navy. Additionally, Kirkland's expects the Defense Fleet to engage and defeat the enemy's fleet. He has no contingency plans for planetside fighting, partly due to ignorance of Xenovore tactics, but mainly because of a lack of funding and an understaffed Army. Naval commanders envisage a starship battle in the cold vacuum of space, not bloody fighting in the trenches on uninhabited worlds.

The possibility of planetside warfare is too terrible to consider, mainly because military commanders know the Army can't win.

Only in 2371 when Admiral Zhukov announces Operation Future Peace does the Army increase in size — and then it increases dramatically. Zhukov orders a massive recruitment campaign, and media outlets, now convinced of the Xenovore threat, do as the Admiral asks. By 2377 the Army numbers one billion men and women, and by 2396 nearly five billion have served in one of the branches of the armed forces. Some of these are veterans from planetary defense forces; many are raw recruits from all across Human space. The task of organizing these recruits falls on the shoulders of Supreme Marshall Thang Nguyen.



ARMY STRUCTURE

Marshall Nguyen, considered a strategic genius by his contemporaries, understands two important strengths about Human forces relative to their enemy.

The first is flexibility. Humans change their tactics in the face of unfavorable conditions, sometimes dramatically. Xenovores change their tactics very little and never dramatically. Marshall Nguyen abandons the use of logistics computers for anything but simple recordkeeping. (His exact quote: “What fool decided *logistics* computers should provide *tactical* advice?”) He gives officers, even NCOs, the authority to adapt their orders to the circumstances. He teaches that orders should include stated mission goal(s), intelligence about the target and enemy forces, and *suggestions* about how to achieve that mission goal. It’s up to the commanding officer, even if only a sergeant or staff sergeant, to choose a course of action that will succeed.

The second is discipline. Marshall Nguyen considers the Xenovores little more than beasts. In his mind, they charge across battlefields without order, structure, and oftentimes any sort of sense. They see an enemy, and they attack that enemy. They also never retreat, even when the cost of victory outweighs the benefits. His Army doesn’t fight so senselessly. It maintains discipline at all times. His men follow orders under any circumstances.

Discipline is one of the major reasons Nguyen doesn’t dramatically alter the Army’s structure (its “Table of Organization”). Nguyen has few experienced officers to work with and doesn’t want them unsure of the chain of command.

The descriptions below include the numbers for the Army in 2377.

Army Group

Atop the Table of Organization is the *army group*. Denoted by letter and composed of two or more field armies, this is the largest tactical formation used by the UE Army. Spatial location and mission purpose dictate the size of an army group, rather than number of troops.

In 2377 the UE Army has two army groups: Army Group A, assigned to locations in Human space and under the command of Grand Marshall Victor Rustoff; and Army Group B, which accompanies the Combined Fleet during Operation Future Peace. Over the next two decades, Marshall Nguyen divides Army Group B into five groups, each with different responsibilities and assigned to a different area of occupied territory. Army Group B remains the spearhead of Operation Future Peace; it’s the main formation used in planetside offensives against the Xenovores. The others take on more and more administrative roles. A Grand Marshall commands each army group (even Army Group B, although Marshall Nguyen often involves himself directly in its deployment).

Theater Army

The *theater army* is the ranking army in an army group. Directly under the command of a Grand Marshall and his staff, it’s responsible for

operations and support and has the authority to form field armies to accomplish its goals. Since it doesn’t engage in fighting, it usually consists of just five to ten corps. Like field armies, a theater army has a numerical designation. There are as many theater armies as army groups: two in 2377 and six by the war’s end.

Field Army

Field armies are the final element of an army group, and have numerical designations. Commanded by a marshall or general, a field army consists of ten to twenty corps. During his restructuring, Marshall Nguyen renumbers the armies to eliminate gaps on the roll. Armies 1st through 500th are in Army Group A. The remainder, 501st through 2002nd, belong to Army Group B. The UE often assigns two or three field armies to a single planet once the military overcomes Xenovore resistance.

Corps

A *corps* is the largest deployable unit in the UE Army. Consisting of between 20,000 and 50,000 soldiers in two to five divisions, it’s commanded by a general or lieutenant-general. Its designation is: Army Group letter/Army number/Roman numeral. For example, B/1889/XX is XX Corps in the 1889th Army in Army Group B. Most often, soldiers simply refer to the corps by its Roman numeral; they rarely use its full designation in conversation.

Division

Commanders use *divisions* to perform major strategic and tactical operations — they’re capable of extended autonomous missions and can engage in prolonged battles. With 10,000 to 20,000 soldiers commanded by a lieutenant- or major-general, a division consists of three or four regiments.

Designated by number and type, each division falls into one of five categories: Air Forces; Armor; Light Infantry; Mechanized Infantry; and Sea Forces. The category denotes the division’s primary purpose; the majority of its regiments belong to that category, with support from other categories at the battalion level. For example, the 101st Light Infantry consists of two Light Infantry regiments and one Armor regiment. The two Light Infantry regiments include two Light Infantry battalions and one Mechanized Infantry battalion. The exact composition of each division depends on both its assignment and available regiments. As Operation Future Peace continues, materiel availability usually becomes the deciding factor — it’s much easier to field a Light Infantry regiment than any other.

Soldiers usually identify with their division, and a long-standing division has a nickname and often its own traditions. Each soldier wears a distinctive patch for his division on his uniform, usually on the sleeve.

Regiment

A *regiment* is the smallest strategic unit available for deployment by division commanders, and is typically used in semi-independent operations like assaulting enemy fortifications or defending surface-to-orbit transport stations. Commanded by a colonel, it has a numerical designation. Regiments

UE ARMY STRUCTURE

Here’s a quick-reference to the UE Army structure:

Army Group: Two or more field armies, commanded by a Grand Marshall.

Field Army: 10-20 corps, 200,000 to 1 million troops, commanded by a Marshall or General.

Corps: Two to five divisions, 20,000 to 50,000 troops, commanded by a general or lieutenant-general.

Division: Three or four regiments, 10,000 to 20,000 soldiers, commanded by a lieutenant-general or major-general.

Regiment: Two to four battalions, number of troops varies based on types of battalions, commanded by a colonel.

Battalion: Three to five companies, number of troops varies based on types of companies, commanded by a lieutenant-colonel or major.

Company: Three to five platoons, number of troops varies based on types of platoons, commanded by a captain.

Platoon: Two to five squads, number of troops varies based on types of squads, commanded by a lieutenant.

Squad: 6-20 soldiers, commanded by a sergeant.

THE ARMY CIRCA 2300

At the beginning of the century, the UE has only one army group with one theater army and 11 field armies, each with a little less than a million soldiers. Grand Marshall Juan Cisco commands the UE Army, and no one has occupied the office of Supreme Marshall for several decades.

The Table of Organization list three types of regiments: brigades for Armor; groups for Air and Sea Forces; and regiments for Light and Mechanized Infantry. It lists three types of companies: troops for Light and Mechanized Infantry; wings for Air Forces; and companies for

Continued on next page

usually have enough support staff to function effectively when acting autonomously even in circumstances that fall outside their mission parameters. Like divisions, regiments often consist of mixed battalions (for example, a Light Infantry regiment might be made up of two Light Infantry battalions and an Armor battalion) to increase their flexibility. Approximate numbers are:

—Air Forces: 100 fighter drones, 20-40 cargo and transport planes with appropriate crew, plus support personnel including maintenance and ground crews.

—Armor: 60 main battle tanks (each with a crew of four) or 120 light battle tanks (each with a crew of two), plus support personnel including maintenance and medical.

—Light Infantry: 2,000-4,000 infantry soldiers, plus support personnel including medical. A Light Infantry regiment *always* has one Mechanized Infantry or Armor battalion attached to it.

—Mechanized Infantry: 1,500-2,000 infantry soldiers with 100-200 transports, plus support personnel including medical and maintenance.

—Sea Forces: 6 submarines and/or surface ships with crews. This is the smallest unit for Sea Forces. A regiment of surface ships always has an attached Air Force battalion.

Battalion

A *battalion* is a unit self-sufficient in both a tactical and an administrative capacity, but lacking the support staff and flexibility necessary for extended operations or to perform autonomously for longer than a single engagement. Commanded by a lieutenant-colonel or major, it has three to five companies. The composition of battalions is never mixed, so an Armor battalion consists of three to

five Armor companies. (At least on paper; things aren't so structured during extended engagements with the enemy.) Approximate numbers are:

—Air Forces: 30-40 fighter drones, 10-20 cargo and transport planes with appropriate crew, plus support personnel including maintenance and ground crews.

—Armor: 20 main battle tanks (each with a crew of four) or 40 light battle tanks (each with a crew of two), plus support personnel including maintenance and medical.

—Light Infantry: 600-1,000 infantry soldiers, plus support personnel including medical.

—Mechanized Infantry: 300-700 infantry soldiers with 30-40 transports, plus support personnel including medical and maintenance.

Company

A *company* is a tactical-sized unit that performs a specific battlefield function, such as artillery support or anti-aircraft cover. Commanded by a captain, it's typically composed of three to five platoons. Approximate numbers are:

—Air Forces: 20 fighter drones or 5-10 cargo and transport planes with appropriate crew, plus support personnel including maintenance and ground crews. This is the smallest unit for Air Forces.

—Armor: 5-10 main battle tanks (each with a crew of four) or 10-15 light battle tanks (each with a crew of two), plus support personnel including maintenance and medical.

—Light Infantry: 200-500 infantry soldiers, plus support personnel including medical.

—Mechanized Infantry: 100-300 infantry soldiers with 5-15 transports, plus support personnel including medical and maintenance.

Platoon

A *platoon* is the basic unit employed in field maneuvers (like charging the enemy's flank) and small-scale combat operations (such as infiltrating an enemy line or scouting hostile territory). Made up of two to five squads, it's commanded by a lieutenant. Approximate numbers are:

—Armor: 4-6 main battle tanks (each with a crew of four) or 8-12 light battle tanks (each with a crew of two), plus support personnel including maintenance and medical.

—Light Infantry: 40-100 infantry soldiers, plus support personnel including medical.

—Mechanized Infantry: 20-100 infantry soldiers with 1-5 transports, plus support personnel including medical and maintenance.

Squad

The *squad* is the smallest unit on the Table of Organization. Commanded by a sergeant, its size depends both on



recent casualties and its purpose. Membership in a squad is fluid depending on how many men the platoon commander considers necessary to accomplish the platoon's current mission. Approximate numbers are:

—Armor: 1-3 main battle tanks (each with a crew of four) or 2-4 light battle tanks (each with a crew of two).

—Light Infantry: 10-20 infantry soldiers.

—Mechanized Infantry: 6-20 infantry soldiers with one transport.

Unit Types

The most common unit types are: Air Forces, Armor, Light Infantry, Mechanized Infantry, and Sea Forces. Eighty percent of the UE Army falls into one of these five categories, as do all divisions.

Air Forces

Air Forces in the twenty-fourth century serves two primary purposes. First it provides air support for infantry units, such as aerial reconnaissance missions and strategic bombing prior to large and small-scale offensives. Fighter and attack drones usually perform these mission. Manned fighter and attack planes become increasingly rare over the course of the century (although planetary defense forces continue to make frequent use of them) — drones are cheaper and safer than manned aircraft, and Zhukov and the Joint Commanders prefer to use their best pilots for starship fighters.

Second, Air Forces provide logistical support via cargo and transport planes. These are manned vehicles, equipped to fly at high altitudes well outside the range of enemy sensors and most weapons.

All manned aircraft in the Air Forces have VTOL (vertical takeoff and landing) capability.

Armor

Tanks and their operators make up the vast majority of Armor units. Commanders use armor for leading charges against massed enemy units, patrolling hostile territory, attacking as mobile artillery, and many other duties. However, Armor units are expensive to equip and maintain. Soldiers require extensive training to learn how to operate Armor vehicles, which are difficult to transport from one planet to another.

Light Infantry

Light Infantry is the most common type of unit in the UE Army, and consists of soldiers — grunts, groundpounders, doughboys, PBIs, whatever you want to call them. Cheap to equip, easy to train, available in large numbers, and easy to transport, Light Infantry is the heart and soul of the Army during Operation Future Peace. Its primary purpose is to hold ground against enemy troops; it also performs “clean up” missions after air strikes or artillery and orbital bombardment. Despite its versatility, its main disadvantage is its inability to quickly mobilize and deploy. Soldiers usually refer to Light Infantry simply as “infantry.”

Mechanized Infantry

Mechanized Infantry occupies a middle ground between Armor and Light Infantry. Units consist largely of soldiers but also have enough vehicles to quickly transport all the soldiers from one location to another. These vehicles range from armored personnel carriers to amphibious assault craft to short-range aircraft; commanders also use them as support for infantry maneuvers. Mechanized Infantry's primary purpose is rapid charges and quick deployment, often in conjunction with Armor — Armor leads the charge, then Mechanized Infantry moves in through the breach to consolidate gains. Soldiers often refer to Mechanized Infantry as “mech.” Mechanized Infantry attached to Air Forces divisions is sometimes called Airmobile Infantry; those attached to Sea Forces, Amphibious Assault.

Sea Forces

Sea Forces consist primarily of surface ships (large carriers and small, fast gunships) and submarines. Usually a division mixes the two, with submarines to escort the surface vessels. Sea Forces see limited use during Operation Future Peace; they require large crews and are difficult to transport. They primarily patrol coastal regions and stage amphibious assaults — the Xenovores, who lack serious naval power, often fail to protect their positions against attacks from the sea.

SPECIALIZED UNITS

Although the majority of Army units fall into one of the five categories described above, there are many other types, such as:

Artillery

Field artillery cannons, guided missiles and rockets, and other immobile firepower belong to this unit, usually a corps or battalion (previous to 2377 called a battery). Artillery sees infrequent use during Operation Future Peace, since Admiral Zhukov and the Joint Commanders require highly mobile forces to accomplish their goals. All Artillery corps in the Army belong to Army Group A. A few Artillery battalions belong to Army Group B; commanders station them on planets vital to supply lines and communication routes to defend station-to-orbit installations.

Engineer

This unit is a catch-all for mechanics, technicians, architects, experts in life-support systems, and civil engineers. Most units include fully integrated mechanics, technicians, and the like as support personnel. Commanders only assign Engineer regiments to large projects, such as building supply depots, communication stations, and other permanent or semi-permanent planetary installations. Each Field Army has at least one Engineer regiment. During the latter part of Operation Future Peace, commanders often assign Engineer regiments to provide humanitarian assistance to emancipated slave/food species.

Continued from last page

Armor. It lists two types of squads: sections for Armor; squads for Light and Mechanized Infantry. The approximate numbers and typical composition are the same as those for the Army in 2377.

Marshall Nguyen makes the unit types uniform at the behest of Admiral Zhukov to ease communications between the two branches of the Armed Forces. But even after Nguyen's reorganization, some officers use the outmoded terminology.

From 2300 to 2377 the numbers and terminology change very little, and the actual structure does not change throughout the century.

OTHER SPECIES IN THE MILITARY

Non-Human species who enlist in the military (especially common after the passing of the Citizen-ship Act) often find themselves in the Army. There is a definite species bias when it comes to promotion, and frequent claims of a glass ceiling. The Army explains its lack of other species at the highest levels of command with two arguments: first, Humans dislike taking commands from other species; second, few species have achieved the technological proficiency of Humans. During Operation Future Peace, the Joint Commanders make a point of stationing non-Human species on emancipated slave worlds to prove to the indigenous populations that Human aren't hostile toward other species like the Xenovores. During the uprisings engineered by the UE military as a part of Operation Guillotine, mixed species units from Special Forces serve an important role in gaining the trust of slave/food species.

Non-Humans deemed sufficiently intelligent or skilled, or who man ships produced by their own species, join the UE Navy instead. They experience slightly less bias, but the bias definitely exists. Alien ships and crews find themselves placed in danger's way more often than the law of averages would indicate they should, resulting in horrible levels of casualties. However, the heroism and stoic determination showed by many of them impresses more than a few Human officers, who learn to take them seriously and thus help to further the cause of Human-alien relations. A few aliens even achieve high Navy rank, commanding ships or fleets; one of Admiral Zhukov's most skilled strategists, Admiral Orosn, is a Rigellian.

Medical

Medical does not include paramedics and the like (who are integrated with units at the company or platoon level). A Medical unit, usually a company, is for large scale operations such as field hospitals. A Medical company includes doctors and assistants — 25 doctors with two assistants each — plus support personnel (typically including one platoon for security). Each regiment has at least one Medical company; regiments with higher casualty rates like Light Infantry might have more depending on availability. Medical regiments also staff permanent hospitals, and may include all manner of medical officers, including dentists and cybernetic specialists.

Ranks in Medical units are higher than other units. Doctors are all lieutenants or higher so they can give orders to their assistants and enlisted men patients. A Medical Company's CO is either a lieutenant-colonel or colonel. A Medical regiment's CO is a colonel or major-general.

Quartermaster

A Quartermaster unit, usually a corps, is in charge of all logistical operations in an army. All field armies have at least one Quartermaster corps, and often more than one. Members of the corps works with counterparts integrated into a unit at the division and battalion levels to make sure things run smoothly — everyone has necessary ordnance, replacement ammunition, spare parts, and the like. The Quartermaster corps is also responsible for more quotidian items like water and rations. They work closely with the Navy's Planet-side Establishment to ensure proper allocation and transportation of supplies.

Rangers

Rangers are highly skilled Light Infantrymen who, along with Special Forces, are the Army's elite soldiers. They're personnel with advanced training who've fought the Xenovores extensively, sometimes for decades. Even at the Platoon level, Ranger units can act autonomously for months at a time. Only a select number of Field Armies in Army Group B, usually the ones who see the most combat, have a Rangers regiment.

Rangers specialize in deep penetration raids and other assignments behind enemy lines. Usually their missions involve seizing or destroying enemy command, control, or communications centers. Whereas Special Forces engage in unconventional warfare, Rangers perform conventional missions — just high-risk and incredibly difficult ones. Along with Special Forces, they're also the troops most often used in Joint Task Force operations with the UE Marines, such as first wave planetary assaults.

Signal

A Signal unit is in charge of all communications, including inter-army and surface-to-orbit. Each division has a Signal regiment with numbers similar to a Mechanized Infantry regiment, but the regiment has EWACCs (see page 122) included with appropriate transport. Members of the Signal

regiment are assigned to battalions and companies as necessary. The Signal regiment also provides the entertainment broadcasts to an army, making its members quite popular at times. A theater army often has two Signal regiments, one of which is assigned to the army group's central command.

Special Forces

Like Rangers, Special Forces are highly skilled Light Infantry regiments — the Army's elite soldiers. Experts in unconventional warfare, they perform a variety of missions: covert assaults; infiltration; organizing native population uprisings. Usually the first type of unit sent into a Xenovore hive, they often have a Terran Intelligence officer attached to them. Along with Rangers, they're also the troops most often used in Joint Task Force operations with the UE Marines, such as first wave planetary assaults.

A DAY IN THE LIFE

Although no two soldiers have the same experiences in the Army, they all share a few things in common.

BOOT CAMP

All soldiers go through eight weeks of training called "boot camp" or "basic training." During those eight weeks, a soldier learns to deal with hostile environments, use his rifle, fight in hand-to-hand combat, set up field camp, march in step, and the like. But the most important thing he learns is discipline. All other aspects of boot camp work to instill discipline in the recruit. On the firing range, the soldier learns to fire upon command without hesitation. While marching, he learns to keep in step and obey the commands of his leader.

A sergeant is in charge of training each group of recruits; above him, a captain and his staff command the entire training facility. The sergeant organizes his current recruiting class into eight-person squads, for a total of two to five squads per class; for each squad, he chooses one member to act as leader.

During Operation Future Peace, boot camp takes place in Human space. After eight weeks, the Army assigns the recruit to either Light or Mechanized Infantry and ships him out to UE-CenComm for deployment to the Xenovore front, or sends him for specialized training. When he enlists, a recruit can request a particular duty, but recruitment officers are notorious for making false promises. More often than not the Army simply assigns the recruit to infantry.

FIELD CAMP

Every soldier drills every day of boot camp on how to quickly, efficiently, and *perfectly* set up a field camp in a hostile environment. Sergeants cannot stress the importance of this enough. They wake up their recruits in the middle of the night to set up camp while firing guns over their heads. They make recruits set up after a twelve-hour march with full packs. One mistake, one shirker in a squad, one sloppily placed proximity alarm, one



unsealed tent, and everyone's on report. After all, if the Xenovores don't get them, the freezing temperatures or oxygen-deficient atmosphere will, and the Army wants to prevent that. A field camp always consists of Hostile Environment Squad Habitats (page 110) and Proximity Alarms (page 110); additional equipment (if any) depends on the situation.

The *Army Infantry Training Manual* gives precise instructions on camp set-up in diverse conditions, and a sergeant expects each of his recruits to know all of them like the back of his hand. Squads should pitch tents in a defensive circle around the platoon leader's tent. Platoons should pitch tents in a defensive circle around the company commander's tent. Vehicles, if present, should form a second defensive barrier, and Armor and Mechanized Infantry are always assigned to the camp perimeter.

Further, soldiers should set up proximity alarms two meters from their tents, and so their areas of detection overlap by no more than one meter. Soldiers should dig latrines three meters from the tent furthest from enemy lines, and all soldiers in a platoon must use that latrine so sentries don't mistake a soldier returning to camp for an enemy.

The manual also specifies how to take advantage of terrain (*i.e.*, pitch camp on a hill, never at its base, always dig trenches if camping on a plain, and the like), times of meals, and a myriad of other things. Despite this abundance of detail, soldiers often find themselves in situations not covered by the manual (a frequent source of wry amusement for enlisted men).

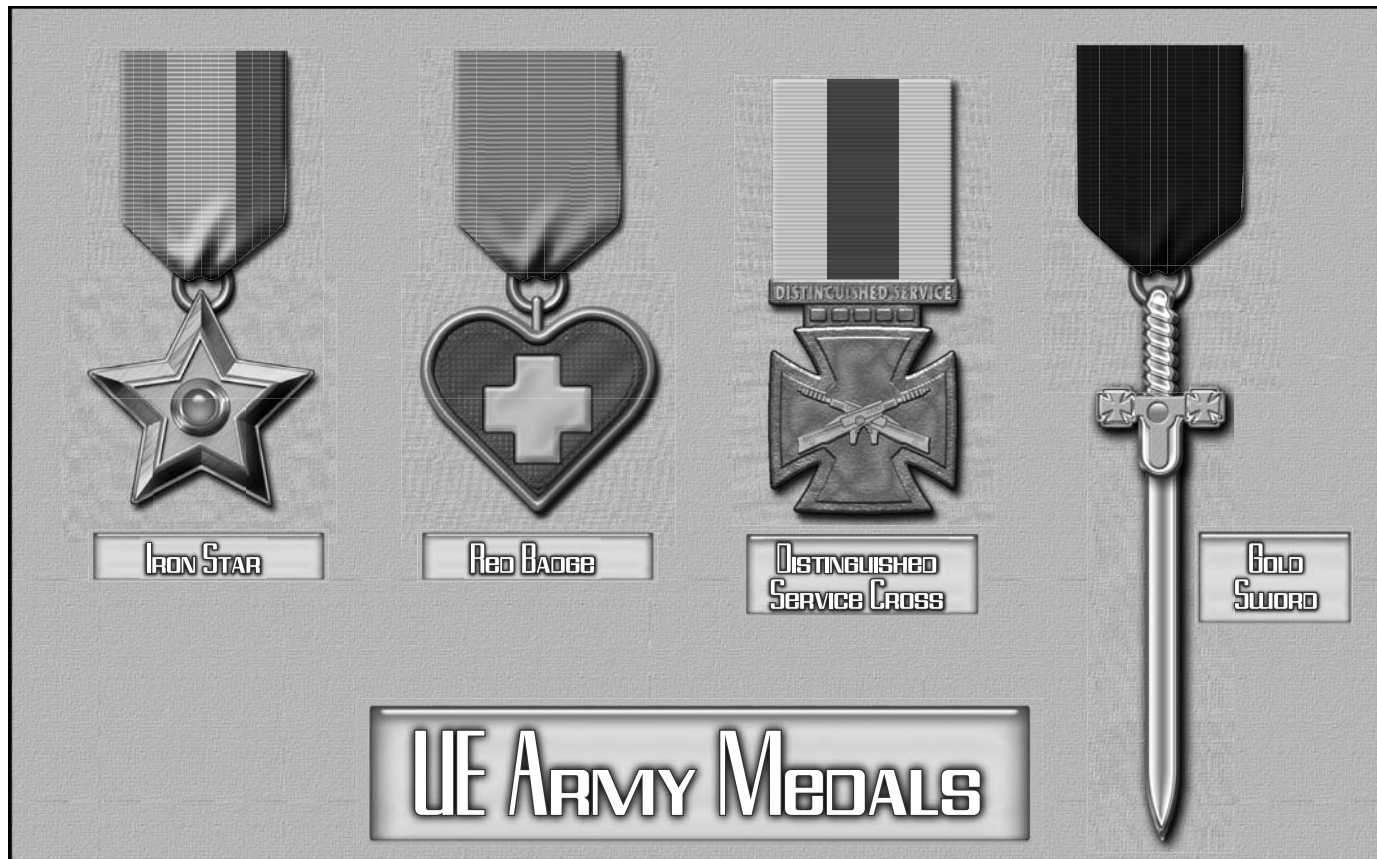
RANK

Most of the time a soldier's rank depends on how many troops he commands, but this isn't always the case. Some have a high rank because they need to issue orders to others during the performance of their duties. These include doctors and pilots in the Air Forces. Some, because they have access to privileged information, have a rank that equates to security clearance. Finally, Rangers and Special Forces members often have high ranks because of combat duty and as reward for successfully completing difficult missions. Rank among these units is often higher than their counterparts in other units — for instance, it's not unusual to find a captain in command of a Ranger platoon.

However an officer comes by his rank, regulations stipulate that those of lower rank must obey his orders. In practice, the lower-ranking soldier usually does so, but other factors — such as actual combat experience — can play a part in a normally cut-and-dry situation. An inexperienced lieutenant or captain is unlikely to countermand an order given by a combat veteran who's won the Gold Sword.

ARMY UNIFORMS

Page 99 describes the standard issue uniform for Army soldiers. A soldier's dress uniform is a medium brown single-breasted tunic and creased trousers, plus black patent leather shoes. He wears his campaign ribbons on the left breast of his tunic, his rank insignia are pinned to the epaulets, and patches on the high collar of his tunic denote his unit type. Belted around his waist over the tunic is a wide black belt; officers wear a sidearm. Enlisted men and NCOs wear a side-cap, and officers a peaked cap.



CIVILIAN OPINION: THE ARMY

In the eyes of civilians, the infantry soldier is the “everyday joe” of the military, the men and women most sympathetic to them. Many citizens have family who serve in the infantry and they take great pride in these relatives. Civilians stereotype Army officers as tough-as-nails, hard-nosed individuals — gruff, taciturn, and unflinching in the face of the enemy. Civilians view Special Forces and Rangers with awe (so do most enlisted men); the media often focuses on their exploits when detailing acts of heroism against the Xenovores, making their accomplishments seem almost superhuman.

MEDALS AND COMMENDATIONS

The Army awards medals and commendations for a variety of reasons, most often bravery in combat. Some of the more commonly known medals are:

Iron Star: Awarded for bravery in combat, the Iron Star is a five pointed star made of stainless steel with a small amethyst at the center. It hangs from a tricolor (white, blue, white) ribbon.

Red Badge: Awarded for being wounded in the line of duty, the Red Badge is a bronze heart with a red enamel cross at the center. It hangs from a red ribbon.

Distinguished Service Cross: The highest award given to non-military personnel, usually awarded to planetary resistance members or scientists, the Distinguished Service Cross is a Maltese cross with crossed rifles at the center. It hangs from a tricolor (blue, red, blue) ribbon.

Gold Sword: The UE army’s highest award, given only by the Supreme Marshall or Commander in Chief. The criteria are subjective, but the fact that the high command awards most Gold Swords posthumously indicates the sort of bravery required to win the medal. It’s an eight centimeter-long 14 karat gold sword hung blade downward from a black ribbon.

THE UNITED EARTH NAVY



The UE Navy is responsible for all interplanetary and interstellar military operations. This includes everything from transporting military personnel between two planets in the same system to defending all 10,000 light-years of Human space from alien aggression. The Navy is the heart of the military, and without it Humans could not wage interstellar war. As such, it receives the majority of funding from the government throughout the 2300s.

At the beginning of the century the Navy, like all branches of the military, is in decline. Though its fleet numbers slightly over ten thousand starships, only the smallest fraction of those qualify as state-of-the-art — most are simple transport and cargo ships, and some are sleeper ships from the earliest years of interstellar colonization. The Severson-Yu Law limits the Navy's purpose to keeping the peace between senatorial systems (a task it rarely has to perform) and protecting Human space from alien aggression (a task it *never* has to perform until the coming of the Xenovores). "Interstellar fleet combat" is a hypothetical subject taught only to the most promising students at the Naval Academy through computerized simulations. But regardless of its problems, the Navy stands at the forefront of Human technological development and starship design, and its scientific resources become instrumental in turning the tide during the Xenovores.

The first battles with the Xenovores in the Militarized Zone result in catastrophic losses for the Navy. Many of its combat resources went into creating the Militarized Zone. The commanders of the Defense Fleet — first Admiral Kirkland, then his successor Admiral Li — squander those resources with indecision and tactical mistakes. Toward the end of the period, surviving UE vessels retreat from the Militarized Zone and join with the ATO's Treaty Fleet, coming voluntarily under the authority of the Joint Commanders Council. Despite orders from Magistrate Krutch to return to the Home Fleet once the Civil War breaks out, the survivors recognize the threat posed by the Xenovores, as well as Krutch's undermining of the republic, and remain with the Treaty Fleet.

THE TREATY FLEET

The Treaty Fleet, though never a part of the UE Navy, becomes vital to the defense of Human space during the years of the Xenovore Offensive. More importantly its commanders, now having experienced interstellar combat first hand, begin to develop effective space battle tactics. They understand that the Xenovores' targets are planets — and defending planets is an easier task than protecting vast expanses of mostly empty space like the

Militarized Zone. Commanders return to the traditional role of ships of the line. Instead of engaging in running starship battles, like those fought against pirates, smugglers, and similar criminals, commanders form their squadrons and task forces into defensive lines to protect a planet from invasion. Where once cruisers and other small, fast gunships were vital to a successful system defense fleet, battleships and carriers return to dominance. Though the enemy steadily drives back the Treaty Fleet during the first part of the Xenovore Offensive, without it the war would have been lost by the mid-2300s.

THE LIBERTY-CLASS DREADNOUGHT

The introduction of the *Liberty*-class Dreadnought in 2355 changes the Navy drastically. Starships, once unable to pursue a Xenovore dreadnought into a planet's atmosphere, can now follow the enemy and continue the fight. For the second time, commanders rethink their strategies. Previously a captain fought to the last bitter moment, knowing he was helpless if the enemy got past him. A Xenovore ship could descend into the atmosphere and unleash its dropships, and then the Xenovores ravaged the surface. Orbital bombardment is excellent for destroying large immobile targets like cities and other population centers; it works poorly for destroying a dreadnought with sophisticated missile defense systems... especially when the dreadnought hovers over a Human city (meaning a missed target results in horrendous collateral damage).

The *Liberty*-class dreadnought lets Humans take the offensive. Slowly but surely the Home and Liberty Fleets, now called the Combined Fleet and under the command of Admiral Zhukov, drive the Xenovores out of Human space.

THE COMBINED FLEET

In 2370, according to estimates compiled by Admiral Zhukov's advisors, the UE Navy has less than two thousand ships available to it — far too few to accomplish the objectives of Operation Future Peace. Under Zhukov's guidance, the fleet grows five-fold in the next seven years. He requisitions many of the new ships (primarily transports, cargo ships, cruisers, and frigates) from system defense fleets while focusing naval production facilities on creating antigravity-equipped ships of the line and starship fighters able to enter atmospheres. Zhukov also orders many existing battleships and carriers, some in service for over a century, updated with new technology: antigravity systems; Class Epsilon Hyperdrives; more efficient



laser cannons; advanced missile defense systems.

Forward elements of the Combined Fleet enter Xenovore space in 2377. Proceeding systematically, the Combined Fleet advances quickly toward the nearest Xenovore throneworld. Called Throneworld Alpha, the planet is a military center and governs the part of the Xenovore Empire closest to Human space. Better defended than military strategists imagined, it required another change in Human tactics — now the Navy was fighting a war of planetary assault and conquest. During this period the UE Marines gain their reputation as the best soldiers in the United Earth because of their orbit-to-surface raids.

As Operation Future Peace progresses, the Combined Fleet reorganizes itself to meet new goals and forms the *Occupation Fleet*. The Combined Fleet continues to spearhead the advance toward the center of the empire; behind it, the Occupation Fleet takes charge of the captured territory, hunts down remnants of Xenovore resistance, and provides humanitarian aid to emancipated slave species.

NAVY STRUCTURE

Unlike the Army with its rigid hierarchy, the Navy has a much more fluid structure. Whereas even an Army unit as large as a field army is stationed on a single planet, the high command might deploy elements of a single fleet across hundreds of light-years. Because its starships often act independently or in task forces — and this is true even of small gunships with crews of sixteen or less — fleet commanders have little say in day-to-day operations and movements.

Before the advent of Admiral Zhukov, admirals attempted to limit starship autonomy by requiring commanders and captains to follow the advice of their logistics computers. Taking the initiative away from these officers proved disastrous during the early days of the Xenovore Wars. From the moment he set out from Shipyard to defend Earth, Admiral Zhukov instructed his officers to make their own decisions. (Later historians often forget the ATO's Treaty Fleet was actually the first to institute such measures.) Once Zhukov becomes Supreme Admiral, commanders and those of higher rank are trained to think and act independently using their best judgment.

Throughout the entire century, the Navy divides itself into two areas of operation: The Planetside Establishment and the Operating Forces.

The Planetside Establishment

The Planetside Establishment is the network of facilities, resupply depots, training centers, research institutes, surface-to-orbit transportation hubs, and similar operations that keep the Navy functioning. It also maintains a small fleet of interplanetary ships, mainly tugs and transport vessels. Although often overlooked, its importance cannot be overstated. Without the infrastructure provided by the

Planetside Establishment, the Operating Forces and their fleets would find themselves unable to function at full efficiency.

The Planetside Establishment has offices on every Senate World in the United Earth, primarily to aid in communications and provide relay stations for naval forces. With the outbreak of civil war, Spinward Union forces occupy offices on SU worlds, sometimes imprisoning naval personnel, sometimes executing them. In 2358, when the Spinward Union ceases hostilities toward the United Earth, the Navy re-occupies those offices and within the year has its communications network up and running again. As military spending increases and the theater of operations grows more widespread, the Planetside Establishment becomes increasingly vital to the war effort. Its responsibilities include producing new vessels, requisitioning starships from system defense fleets, refitting out-of-date starships with new equipment, and training recruits.

By the end of the war, the Planetside Establishment devotes thirty percent of its operating budget to establishing itself in the occupied territories in Xenovore space (its offices and facilities later play an important part in the Terran Empire's antispinward expansion). The commander of the Planetside Establishment creates a separate division to handle duties in the occupied territories — the Office of Xenovore Affairs (XA for short). From its creation in 2381 to the end of the war, Admiral Victor Hervet commands the XA.

Career-wise, a young officer considers a posting to the Planetside Establishment a dead end. An officer rarely attains a rank higher than Vice-Admiral without experience in the Operating Forces, and most Grand Admirals assigned to command of the Planetside Establishment are re-assigned from the Operating Forces. Nevertheless, there's a future in the division for less than scrupulous individuals. Many high-ranking officers leave the service to accept appointments from the government or a corporation on the world where they were posted, and some retire after accumulating a fortune in kickbacks and bribes from private contractors and the like. Many personnel in the Planetside Establishment, up and down the ranks, have connections to the black market. Admiral Zhukov does his best to eliminate corruption, but his efforts have minimal results — especially since, in some societies, such criminal activities and under-the-table dealings are the only way to accomplish anything.

From the years 2323 to 2358, Grand Admiral Evan Sanders commands the Planetside Establishment. Though one of Magistrate Krutch's toadies, he is an able administrator, and he keeps Planetside operating efficiently despite limited funding and the catastrophic losses in the Militarized Zone. Admiral Zhukov removes Admiral Sanders from command because of his loyalties to Krutch, replacing him with Grand Admiral Samuel Johnson who serves until the war's end. A student of logistics, Admiral Johnson works closely with Minister Claude DeValiere of the Terran Exploration Service... too closely, according to some fleet admirals.

The Operating Forces

The Operating Forces consists of starships and their crews — what most civilians think of when referring to the Navy — and divides itself into fleets. Mission objectives and spatial location are the two primary factors determining a fleet's formation and composition. A fleet is large, generally comprised of thousands of ships, from fully automated cargo ships to battleships with crews of a hundred or more men. It can operate independently for almost any length of time. Rarely does it travel together — it spreads its ships across hundreds, if not thousands, of light-years of space.

Either a fleet admiral or grand admiral commands a fleet. The distinction between the two ranks is one of years served and distinguished action in combat, not the number of ships under one's command — a single fleet might have multiple fleet and grand admirals. For instance, five fleet admirals and two grand admirals belong to the Combined Fleet in 2395 (though this is an exceptional case). Under normal circumstances a grand admiral would command the Operating Forces and report to the Navy's supreme admiral, but Admiral Zhukov never relinquishes his command of this division.

The Home Fleet

At the beginning of the century, all Operating Forces belong to a single fleet designated the Home Fleet. Though headquartered on Earth, this fleet maintains a slight presence in the Solar System. During this time, the Home Fleet is under the command of Fleet Admiral Gerald Kirkland. In 2305 naval commanders, at the order of the Senate, reassign elements of the Home Fleet to the Defense Fleet. After Admiral Kirkland takes command of the Defense Fleet, Fleet Admiral Joseph Krutch comes into command of the Home Fleet. Despite being named First Magistrate, Krutch never relinquishes command of the Home Fleet; although his second, Admiral Gunther Preis, is chiefly responsible for day-to-day decision making.

From 2358 to 2370 the Home Fleet, though never removed from the official record, ceases to exist. Zhukov, now in command of the UE Navy, reassigns its starships to the Combined Fleet. In 2370 Zhukov re-establishes the Home Fleet under the command of Grand Admiral Victoria Redding; its purpose is to defend Human space and keep the peace between senatorial systems during Operation Future Peace. Admiral Redding remains in command until her untimely death after the Xenovore Wars.

The Defense Fleet

The Navy forms the Defense Fleet in 2305 to patrol the Militarized Zone and engage the Xenovores when they arrive in Human space. Admiral Kirkland commands the Defense Fleet until he's removed from his post in 2320; his replacement is Fleet Admiral Lok Li. By 2332 the Defense Fleet exists nowhere but on paper; its survivors join the ATO's Treaty Fleet.

The Defense Fleet at its inception numbers

FLEET COMPOSITION

The numbers listed for the fleets show that cruisers and frigates make up a large percentage of UE naval forces. By mid-century any commander in his right mind would prefer to have battleships and carriers under his command, but they require a great deal of time and resources to manufacture. The Navy estimates it takes a 400-man team two years to complete construction of a battleship; a carrier or dreadnought requires twice as much time, mainly because of the complicated machinery for fighter launch ports and docking bays. And these estimates assume available facilities and materials, as well as pre-assembled propulsion, operating, and similar systems — which aren't always available. Supplying carriers to the Navy is even more problematic. Without a full complement of starship fighters, as well as the men necessary to pilot them, a carrier is little more than an expensive battleship at best, and a large target at worst. Finally, cruisers and frigates make up the vast majority of system defense fleets, and when Admiral Zhukov increases the size of the Combined Fleet to prepare for the invasion of the Xenovore Empire, these fleets serve as the primary source of gunships.

approximately one thousand ships. Although this seems a small number compared to the almost ten thousand ships in the Home Fleet, a majority of the Navy's battleships and carriers belong to the Defense Fleet. Before the arrival of the Xenovores, the Defense Fleet consists of 30 battleships, 14 carriers, 300 cruisers, and 100 frigates; the remaining ships are transports and the like. After 2332, three battleships, one carrier, 97 cruisers, and 23 frigates survive to join the the Treaty Fleet.

The Combined Fleet

Admiral Zhukov first uses the term *Combined Fleet* to refer to the starships under his command in 2355 during a victory speech on Samarkand after stopping the Kinzareth Offensive. Around a core of the Home Fleet and *Liberty*-class dreadnoughts, he gathered elements of system defense fleets to defeat the Xenovore advance into Human space, and his use of the term acknowledges the contribution from those starships and crews that don't belong to the Navy. In 2358, after the Senate names Zhukov First Magistrate and Supreme Admiral, the Combined Fleet becomes the official designation for those starships that enter the Militarized Zone to drive the Xenovores from their beachhead and later invade Xenovore space.

At its height, prior to the assault on Throneworld Alpha (later called Triumph) in 2380 and before the creation of the Occupation Fleet, the Combined Fleet consists of 104 battleships, 46 carriers, 1,200 cruisers, and 900 frigates, as well as thousands of transport and cargo ships. Despite these numbers, which alone make it the largest fleet ever assembled by Humans, the fleet's true strength lies in 40 *Liberty*-class dreadnoughts that spearhead every new offensive. From 2380 to the end of the war, the Combined Fleet never returns to these numbers despite the best efforts of production facilities and industrial concerns. Though Admiral Zhukov travels with the Combined Fleet and often takes a direct hand in its operations, Grand Admiral Charles Tallyrand officially commands the Combined Fleet from 2370 onwards.

The Occupation Fleet

Admiral Zhukov forms the Occupation Fleet soon after the victory at Triumph in 2380. Its starships come from the Combined Fleet — generally those lacking Class Epsilon Hyperdrives and which would otherwise slow down the offensive. The Occupation Fleet's primary responsibility is to hunt down remnants of the Xenovore fleets, especially those that escaped from the destruction of Triumph. Zhukov also tasks the fleet with assisting the Planetside Establishment in the distribution of humanitarian aid to emancipated slave/food species. From 2380 to 2391, Fleet Admiral Vito Tasso commands the Occupation Fleet. After Admiral Tasso dies in a Xenovore suicide attack on his flagship, Fleet Admiral Mei-ling Soong takes command and remains in charge of the Occupation Fleet through the end of the war.

SQUADRONS AND TASK FORCES

To perform missions and accomplish goals, a fleet organizes itself into *squadrons* and *task forces*. The composition of squadrons and task forces, like those of fleets, depends on the nature of the mission and the forces available to the commander.

In general, a squadron consists of cruisers and other small gunships. It performs such duties as escorting transport and cargo ships, hunt-and-kill missions, and tracking down enemy ships that escape from larger engagements.

Task forces usually have missions with more far-reaching consequences or a larger strategic impact. Typically commanded by an Admiral or Fleet Admiral, they can act independently for extended periods without communication from the fleet commander.

The most famous task force of the Xenovore Wars is the one assembled to accomplish Operation Guillotine. Consisting of ten *Liberty*-class dreadnoughts, cargo ships loaded with planet-buster bombs, and smaller scout ships from the Terran Exploration Service, the task force strikes for Throneworld Prime and destroys it in 2396. Admiral Kumar Acharya, the hero of Kapety'n's Star, commands the task force. Almost none of the task force survives the attack.

BRANCHES

The Navy organizes all of its personnel, regardless of fleet or posting, into seven branches. On larger ships, such as battleships and carriers, members of each branch are present on board under the command of the starship's captain.

Command: Responsible for administration, leadership, and related duties, members of the Command branch in Operating Forces often ascend the ranks relatively quickly. But the majority of Command personnel belong to the Planetside Establishment and perform various administrative and support-related tasks.

Flight: Flight personnel navigate and steer starships. Fighter pilots do not belong to this branch; they require a variety of specialized and unique skills and belong to the Fighter Pilot Corps (see below).

Lifesystems: These personnel maintain life support systems, oversee the ship's personnel needs (food, entertainment, waste disposal), and keep morale high. This branch includes everything from maintenance technicians to psychologists and sociologists specialized in effects of close confinement on interpersonal group dynamics. The Medical service belongs to this branch as well.

Propulsion: Also known as Engineering or Maintenance, the Propulsion branch sees to the maintenance and proper functioning of starship systems not cared for by some other branch. It also ensures the ship has enough power and allocates it as efficiently as possible.

Science & Sensors: "S&S" officers operate a ship's sensors and communications systems, conduct experiments, and apply their scientific expertise

to problems confronting their vessel. Those in the Planetside Establishment design starships and research new technologies.

Security: Security personnel maintain security aboard ship. They escort visitors (particularly those regarded as a potential threat), repel boarders, and so forth.

Tactical: Responsible for operating a ship's weapons and defensive systems during battle, Tactical personnel also plan strategies and tactics for future conflicts, help test new weapons, and perform similar duties.

A DAY IN THE LIFE

Members of the Navy's two divisions, the Planetside Establishment and the Operating Forces, have different experiences during their time in the military. The text below describes events common to most naval personnel in the Operating Forces (the section PCs are most likely to belong to).

TRAINING

New recruits first spend four weeks in basic training. The brass divides recruits into classes numbering eight to sixteen members, all under the command of a chief petty officer. During those four weeks, they learn the structure of the Navy as a whole, standard starship procedures, and other general knowledge necessary for living aboard a ship. They also spend one to two hours a day in a zero-G environment while performing routine duties. They only leave the planet twice, both times during stressful conditions, reaching a minimum of two Gs in a primitive chemical rocket to test their endurance.

After these four weeks, a recruit graduates to advanced training in one of the Navy's seven branches. A recruit's "AT" assignment depends on his background and his performance in basic training. Over the next eight weeks, he learns the specific skills necessary to perform his future duty. He completes the last four weeks of his training aboard a decommissioned starship, usually a cruiser or frigate, in orbit around the planet, so he can become accustomed to the cramped conditions and the effects of gravity produced via rotation.

The Navy has training facilities scattered throughout Human space. A commodore or vice-admiral commands each facility. Officers in the Navy rarely come up through the ranks; those earmarked for command attend the Naval Academy (see page 47).

LIFE ABOARD A STARSHIP

Starship engineers do *not* design UE naval vessels with creature comforts in mind. Spartan and utilitarian, the interior areas of a starship, from the smallest tug to the *Liberty*-class dreadnought, are far from hospitable. Pipes, life-support ducts, and exposed wires run along the walls of narrow passages. Crew members bunk sixteen men to a single cramped, low-ceiling room. Lighting is dim everywhere except the officer meeting areas and

the bridge. The ship devotes all power to maintaining weapon and vital life-support systems, so it's cold — usually hovering around 10 degrees Celsius except in engine rooms and the like where the temperature may soar to 40-50 degrees Celsius. Hygiene and cleanliness are secondary to staying alive and keeping the starship operating; while a ship is in hostile territory, weeks might pass between a crewmember's showers. Only medical bays are kept immaculate.

Crews perform their duties in twelve-hour shifts; it requires around-the-clock work to keep the ship in operating condition. A large starship consists of dozens of primary systems, each with hundreds or thousands of subsystems as well as secondary and redundant systems. At any one moment, some subsystem somewhere is malfunctioning, so maintaining a starship is a big job. During engagements with the enemy, maintenance becomes even more difficult. Each crewmember, from the rawest astronaut to an admiral, has a very specific set of duties to perform during combat. Even noncombat personnel have duties like assignment to the fire brigade or damage patrol. Each crewmember performs this duty to the best of his ability, because if a starship goes down, it goes down with all hands more often than not. Even in the unlikely event a crewmember makes it to an escape pod before being killed by decompression, the Xenovores consider escape pods nothing more than an easily-targeted enemy ship... or a floating larder.

MEDALS AND COMMENDATIONS

Like the Army, the Navy awards medals and commendations for a variety of reasons, usually for actions that prevent the destruction of starships or save civilian lives. Some of the more commonly known medals are:

Distinguished Flying Cross: Awarded posthumously to those who give their life in military action, the Distinguished Flying Cross is a Maltese cross. Engraved at its center is "We remember your sacrifice" in Latin. The medal hangs from a black ribbon.

Iron Shield: Awarded for actions of personal valor in defense of civilians or the fleet, the Iron Shield is a shield-shaped medal made of stainless steel with a small diamond at the center. It hangs from a white ribbon.

Duelist's Orb: Awarded to a fighter pilot for actions of the highest bravery, the Duelist's Orb is a round medal made of bronze with an eagle with outstretched wings at the center. It hangs from a tricolor (blue, black, blue) ribbon.

Admiral's Award of Honor: The Navy's highest award, given only at the discretion of the Supreme Admiral, the Admiral's Award of Honor is a round medal with an emerald surrounded by eight diamonds — reminiscent of the design of the United Earth flag. It hangs from a tricolor (white, blue, white) ribbon.

NAVY UNIFORMS

A crewmember's dress uniform is a navy blue single-breasted tunic and creased trousers with black patent leather shoes. He wears his campaign ribbons on the left breast of his tunic, his rank insignia are pinned to the crewmember's right epaulets, and patches on the high collar of his tunic denote his unit type. (Medals, if any, are worn either around the neck or pinned to the crewmember's right breast.) An officer's dress uniform is similar in cut, but white. Over his uniform he often wears a frock coat. Crewmembers wear a sidecap, and officers a peaked cap.

Aboard ship, naval personnel other than officers rarely wear dress uniforms. They usually dress casually, even sloppily — but always warmly. Most starship captains care more about how well their crews perform their duties than how they dress.



THE MARINE CORPS

The Marine Corps is a sub-division of the UE Navy specializing in ship boarding operations and orbit-to-surface assaults. It is one of the few areas of the military that doesn't experience a marked increase in numbers throughout the twenty-fourth century. At its nadir, just after the fall of the Militarized Zone, the Marine Corps numbers 700,000 men. At its height, just prior to the invasion of Throneworld Alpha, it has two million men. The reason for these low numbers is twofold. First, Marine training is rigorous and demanding. Few individuals can pass the six-week basic training course, let alone the additional six weeks of the same training in zero-G, then the final four weeks of wargames first in a heavyworld environment, then in a hostile environment on a Type 2 or 3 world. Second, casualties for the Marines are atrocious. A grim joke among military personnel says that if you want to die quick, volunteer for an orbit-to-surface assault on a Xenovore-controlled world.

At the beginning of the century, there are a little over a million Marines in active service. The high command assigns just over half of them to the Defense Fleet; many occupy stations in the Militarized Zone. When the Defense Fleet retreats, it leaves behind the Marines stationed planetside to fend for themselves as best they can — which, without the support of starships, isn't very well. Analysts estimate that over three hundred thousand Marines lost their lives during the Xenovore invasion of the Militarized Zone.

During the Civil War, Magistrate Krutch makes extensive use of the Marines assigned to the Home Fleet in his covert operations — in many ways, they become the enforcement arm of the TIC. Many Navy admirals can't help but notice the close relationship between Marshall Tyler Cabot, commander of the Marine Corps, and Director-General Jonas Sulk. Most agree Marshall Cabot has decided the future of the corps lies with the Intelligence Command, not with the current commanders of the Navy. While executing the missions assigned to them by Krutch and Director-General Sulk, the Marines become the highly-trained veterans of orbit-to-surface assault, infiltration, and other areas of unconventional warfare that later serve the UE military so well.

MARINE COMMAND

Zhukov does not replace Marshall Cabot when he becomes Supreme Admiral. Cabot is a masterful tactician and able administrator, and his Marines are fanatically loyal to him. Though Zhukov does not offer Cabot a place on the Joint Commanders Council, he allows the marshal to remain in command of the Corps until Cabot's death in 2381 (he's killed by a suicidal Xenovore ambush during a routine inspection of the base camp on Triumph). After his death, Zhukov promotes Henry Wright to command of the Corps and allows him to take a seat on the JCC. Marshall Wright remains in command until his assassination after the Xenovore Wars in the early part of the next century.

MARINE STRUCTURE

The Marine Corps divides itself into divisions, each with 10,000 soldiers. From the division level on down to a squad, it follows the same hierarchy as an Army Light Infantry division (see above; some highly specialized divisions are closer to mechanized infantry, but these are a distinct minority). The Corps most often deploys at the company level, with between one to four companies assigned to a ship of the line. *Liberty*-class dreadnoughts, the exception to the rule, have a battalion on board. The largest unit of Marines gathered in a single place is usually a regiment, stationed aboard a large starship just prior to a first wave assault on a hostile world. The initial deployment on Throne-world Alpha, the largest offensive executed by the Corps, involved four divisions of Marines (as well as supplemental regiments of Rangers and Special Forces from the Army).

FIGHTER PILOT CORPS

Starship fighters are vital to interstellar engagements since ships of the line, relative to a fighter, are effectively immobile. Well-armored and well-armed, yet unable to maneuver, a ship of the line is a sitting target for enemy fighters, and success in an engagement often comes down to which side's fighters penetrate the enemy's defenses first.

To accomplish their mission, fighters must work closely with battleships and cruisers. The fighter pilot's goal is simple: destroy the enemy's missile defense systems and cripple its engines, thus creating a window of opportunity for a capital ship to launch missiles against the target. At the same time, he must make sure enemy fighters fail to achieve this same objective against his side — a fighter pilot without a carrier to return to is only counting the hours until his life-support systems cease to function. Of course this goal, while simple to articulate, is difficult to accomplish.

Because their responsibilities and abilities are unique, fighter pilots form their own corps in the Navy. To perform their duty, they require a highly-specialized set of skills and unique talents:

an innate understanding of physics and reaction time near the limit of Human ability. Their training focuses on refining these talents and coupling them with encyclopedic knowledge of the system specs of not only their own fighter, but also enemy fighters. Most importantly, a fighter pilot must be willing to risk his life without hesitation, yet not be suicidal. Navy psychologists never successfully determine how to program pilots with the correct temperament, and possessing this personality quirk, more than anything else, qualifies a new recruit for the Fighter Pilot Corps.

FIGHTER COMMAND

Though the FPC belongs to the Operating Forces, its chain of command lies outside the normal Table of Organization, and its commander, usually a vice-admiral or admiral, reports directly to the Supreme Admiral. At the beginning of the century, Vice-Admiral Marian Soederblom commands the Corps. After being appointed Commander in Chief, Admiral Zhukov reassigns her to a non-political position in the Planetside Establishment where she heads up fighter research and design. Her replacement is Admiral San-yo Togashi, an ace (a fighter pilot with more than twenty kills) famous among other pilots for his actions while a part of the Treaty Fleet. Admiral Togashi commands the Corps from 2360 until he resigns from the position in 2395 to join the Operation Guillotine task force. His replacement, Vice-Admiral Simon Kaster, later opposes Marissa DeValiere's bid for power during the Anarchic Period and dies under mysterious circumstances.

FIGHTER STRUCTURE

Fighter pilots are organized into *wings*, which commanders assign to carriers or dreadnoughts as necessary. All pilots are lieutenants or higher, and a commander is in charge of a wing. Each wing commander reports directly to the starship's second-in-command. Few pilots attain a rank higher than commander while a member of the Fighter Pilot Corps; those that do are usually transferred to either Operating Forces or the Planetside Establishment.

CIVILIAN OPINION: THE NAVY

In many ways the Navy is the darling of the media, and thus the civilian population. First and foremost, the public romanticizes spaceflight. In the twenty-fourth century, leaving one's planet of birth is rare, an event occurring at most once in most people's lives. Naval personnel, who spend much of their life in space, have a certain exotic allure because of their lifestyle. Civilians stereotype the officers as educated, refined, and cultured — far different than the grizzled image of their Army counterparts. And of course, Admiral Zhukov reinforces this stereotype in his frequent public appearances. Civilians think of the crewmembers as capable and skilled, able to operate the complex technology of a starship.

Marines hold a similar place in the public's imagination to Army Special Forces and Rangers: men and women capable of almost superhuman feats in the fight against the Xenovores. But fighter pilots are truly the apple of the public's eye. They're dashing, daring, but also tragic because of frequent casualties — the news-nets and media spends much time focusing on the derring-do of fighter pilots, and just as much time spotlighting their heroic deaths.

OTHER BRANCHES



The vast majority of UE military personnel belong to one of the two branches described above, but three other branches exist. They all come under the military's purview during Admiral Zhukov's restructuring of the UE armed forces for reasons described below.

TERRAN EXPLORATION SERVICE

The Terran Exploration Service (TES) is a venerable organization — its founding predates that of the United Earth itself. In the early centuries of its storied history, at the beginning of the interstellar age, it was one of the most influential organizations in Human space. It pioneered interstellar flight and planetary colonization techniques still used in the twenty-fourth century. It charted the earliest spacelanes and made first contact with alien species. And the astronauts of those early days of inter-

stellar flight became legends among the citizens of the United Earth.

Despite this proud history, the Exploration Service was nearly defunct at the opening of the 2300s. The Colony Act of 2104 slowly but surely led to its decline. As the United Earth became less and less responsible for colonizing new worlds, the Exploration Service found itself with less and less of a purpose. Unable to justify its existence to Senate budget committees, it saw its funding decreased decade after decade. By 2300 the Service's primary purpose was to serve as an advisory board to the Senate on matters concerning interplanetary and interstellar commerce and trade — a far cry from its adventurous roots.

That changed in 2337 with the appointment of Claude DeValiere to Minister of Exploration, the top position in the TES. The reason Magistrate Krutch chooses DeValiere — at the time a young, little-known bureau director in charge of materials procurement programs — is unknown, but it was a fateful choice for both the TES and Humanity.

Coincident with DeValiere's appointment, Krutch also increased the Exploration Service's operating budget. Minister DeValiere devoted these new funds to rebuilding the Service's depleted fleet of scout ships and exploration vessels. This action led some to believe Magistrate Krutch intended to revoke the Colony Act of 2104, and once the United Earth won the Civil War, return colonization and attendant duties to the TES. The truth, however, is unknown — Magistrate Krutch died before he can take any action in that direction, and DeValiere never publicly discussed the matter.

After the death of Magistrate Krutch, the history of the TES took an unexpected turn. In 2370 Admiral Zhukov, after lengthy consultations with Minister DeValiere, brought the TES under the authority of the UE military. Although few people considered the matter very deeply or viewed it with suspicion — most happily accepted Zhukov's claim that the TES was a necessary component of the imminent invasion — not all Joint Commanders were quite so sanguine about the move. For many years it caused friction between Minister DeValiere and high-ranking members of the Navy, who felt the wartime responsibilities of the TES rightfully belonged to the Navy.

Whatever Zhukov's reasons behind the decision, it had a significant positive impact on the war effort. DeValiere was put in charge of the supply line between Human space and the Xenovore front, and the TES was the main reason the supply line operated efficiently despite the tremendous scope of its operation. TES personnel also scouted the



Xenovore Empire, compiling astronavigational data about the systems, spying out Xenovore facilities, and establishing spacelanes in the occupied territories.

STRUCTURE

Before coming under military administration, the TES was organized like a scientific research project. The astronauts of the Bureau of Interstellar Operations operated and piloted starships. The Bureau of Research assigned TES scientists to specific projects. A director headed each bureau, with the Minister of Exploration in charge of the whole. After 2361, the TES followed the same command structure as the Navy (much to the dismay of its personnel). The Directors, after long and vehement protests, retained their current titles in lieu of becoming admirals, and DeValiere's title remained Minister of Exploration. Among the personnel, the change to a military hierarchy never really took hold, and discipline was much more relaxed in the Exploration Service than in the Navy.

TERRAN INTELLIGENCE COMMAND

Joseph Krutch formed the Terran Intelligence Command (TIC) two weeks after the Senate appointed him First Magistrate. The members of the TIC come from military intelligence in both the Army and Navy, as well as various civilian occupations — everything from criminals and smugglers familiar with avoiding the law, to university professors who study subjects like economic infrastructure, interplanetary macroeconomics, colonial sociology, and mass psychology. Krutch created an agency that combined a secret police force for use against his domestic opponents with an intelligence service with which to weaken the Spinward Union and consolidate his hold on the United Earth.

(Of course, none of this became publicly known until later in the century — Krutch, even when confronted directly by the Senate and the Vox Populi about the purpose of the TIC, barely acknowledged its existence. Admiral Zhukov revealed this information to the populace during a public statement made in 2363, vaguely citing “official documents” as his source. Later historians doubt the existence of these documents — though Zhukov's claims are logical, scholars can find no evidence to substantiate them.)

DIRECTOR-GENERAL JONAS SULK

Krutch appointed Jonas Sulk, former police commissioner for the Boswash metropolplex, to the position of Director-General of the TIC. Director-General Sulk was a shadowy figure for the next two decades. Few knew the full extent of his powers or how much influence he held with Krutch. Some suspected he was the power behind the throne; others claimed he was nothing more than another of Krutch's cronies. Over the years, Navy commanders came to realize Sulk was the only one of Krutch's advisors whose words carried true weight

with the First Magistrate.

Sulk was directly responsible for several of the more catastrophic events during the Civil War. From 2332 to 2333, his agents orchestrated the crash of the futures market on Xi Vorcan. Over the next four years the TIC, working with UE Marines, sabotaged important industrial concerns throughout the Spinward Union, resulting in an estimated ten thousand deaths and a hundred billion credits in lost income and damages. In 2341, Sulk recommended the saturation bombing of Alambeth Prime, which caused severe food shortages on several SU worlds. And these are only some of the incidents *known* to originate from the Director-General. The blame for many of the other internal crises of unknown cause that afflicted members of the Spinward Union during the Civil War can probably be laid at Sulk's feet.

In 2352, shortly after the assassination of Magistrate Krutch by parties unknown, Director-General Sulk disappeared and became lost to history. Admiral Zhukov, the sole remaining authority in the United Earth, focused his attention on the Xenovores. For the next eleven years, the TIC and its operatives maintained a nebulous and dangerous existence. Some agents followed Sulk's lead and disappeared. Those who were formerly criminals reverted to type. Others turned up dead — and no one cared if their murderers were ever found.

DIRECTOR-GENERAL SYLVIA PRICE

In 2363, Zhukov announced the re-organization of the Terran Intelligence Command under the direction of Commander Sylvia Price. Formerly an instructor at the Naval Academy on Earth, Price was one of the leaders of military resistance against the Rimward Offensive when it reached Earth in 2354. A hard and incorruptible woman, she was the perfect choice to implement Zhukov's new vision for the TIC.

When he made Sylvia Price the new Director-General, Admiral Zhukov revealed the TIC's sordid history. Many in Human space feared the TIC, and he knew his decision to continue using the organization would be unpopular. He tried to convince the populace that the re-organized TIC was not a threat to their liberty, and he hoped his honesty about the former activities of the organization would encourage people to believe in its new purpose. He asserted that the TIC was now solely concerned with discovering information about the Xenovores. Further, he promised that those who committed crimes against Humanity during Sulk's reign of terror would be prosecuted. Despite this and his rational explanations detailing the need for an intelligence agency in the battle against the Xenovores, Zhukov's attempts to ease the suspicions of the populace failed.

Slowly but surely former agents (those who'd either committed no crimes or felt they were useful enough to avoid prosecution) re-appeared, and Director-General Price recruited new agents. By 2377 the TIC had approximately 50,000 personnel. About two-thirds of them were scientists tasked with discovering all they could about Xenovore



biology, technology, and culture; the remainder are field operatives. Typically recruited from Special Forces, field operatives accompanied advanced elements of ground forces on maneuvers relevant to the Intelligence Command's mission. Their primary task was to identify Xenovore targets that must be taken intact for intelligence purposes, then accompany the Army unit given the job of seizing the target. They also engineered slave species revolts in Xenovore space.

STRUCTURE

The structure of the Intelligence Command prior to 2363 is unknown. Only Director-General Sulk, and perhaps Magistrate Krutch, knew the extent of its operations and personnel.

With its reformation under Director-General Price, the Intelligence Command was split into two divisions: Research And Analysis; and Field Operations. Its hierarchy and ranks followed those of the Army, but each of its members was an officer. For facilities it used existing Army and Navy installations (with the exception of the Center for Intelligence and Research; see page 46) and requisitioned support staff from the appropriate branch as necessary — a fact resented by many Army and Navy commanders.

THE CIVIL DEFENSE AUXILIARY

Although nearly everyone agreed the Xenovore threat must be ended once and for all when Admiral Zhukov announced Operation Future Peace, the civilian population worried that sending the military far away into the Xenovore Empire left them unprotected. To address these fears, Zhukov and the Army formed the Civil Defense Auxiliary in 2373.

Made up of volunteers, regionally-based CDA units spent one day a week training in military skills. The Army coordinated these units and issued each volunteer a surplus K-16 assault rifle. Instructed by a combat veteran who's unfit for frontline duty due to age or injuries, the volunteers learned how to clean and fire their rifles, use basic tactics effective against Xenovores, the location of muster points within the community, how to direct civilians to emergency shelters, and whatever else the instructor felt like teaching them.

The Army did not take the auxiliaries very seriously. It considered the program little more than a panacea to ease the public's fears — it gave civilians something to do that made them feel proactive about their defense. But the men and women trained (and more importantly, armed) by the CDA would play an important role in the Anarchic Period at the start of the next century.

chapter six:



CHARACTER CREATION **Pilot, Adept,
Soldier, Spy**

PACKAGE DEALS



This section has Package Deals appropriate to a campaign set during the Xenovore Wars. It divides them into two sections — Civilian and Military — and each of those in turn subdivides into categories. Gamemasters can also create additional Package Deals specific to their own campaigns, or alter these Package Deals to suit the style of campaign they have in mind.

In addition to these Package Deals, you should also consider the ones on pages 33-38 of *Star Hero* and on pages 106-123 of *Terran Empire*. Be sure to check with the GM before taking one, though, since they're not specific to the *Alien Wars* setting.

CIVILIAN PACKAGE DEALS

Few who enlist in the military during the twenty-fourth century, especially once Admiral Zhukov takes command, are career soldiers. Most had a profession before joining the fight against the Xenovores. It's an unspoken rule that soldiers don't ask about their fellows' lives before enlisting, but many skills learned in civilian life come in handy while in the military, and invariably the subject comes up when soldiers talk about what they'll do once the war ends.

Unless your character is a lifer in the Army or Navy or a recruit fresh out of school, you should consider choosing a Package Deal that reflects his background prior to signing up to defend Humanity from alien aggression. Then you can take a Military Package Deal to represent his wartime duties, or simply supplement his Civilian Package Deal with additional Skill purchases.

Criminal Careers

Many criminals in the UE find their way into the military. Some enlist because it's the perfect (and maybe the only) escape from law enforcement. For others, planetary judiciary officials sentence them to military service. After the passage of the Amnesty and Citizenship Acts, many criminals enlist simply to join the fight against the Xenovores — despite having preyed on Humanity for most of their careers, they realize the threat the aliens pose to their lifestyle. Of course, these criminals with “hearts of gold” are not the only criminals in Human space, and the military, like most areas of society, has its own brushes with criminal elements. Pirates raid supply lines, smugglers deliver illegal goods to black marketeers, and planetside rogues prey on hapless soldiers on leave.

PIRATE

Genuine scourges of the spaceways, pirates take advantage of the huge scale and political fragmentation of Human space to rob starships and sell the cargoes elsewhere. Some pirates are colonists who escaped from repressive senatorial regimes; others might be Navy men gone rogue during the darkest days of the Xenovore Wars.

If a pirate enlists, he often chooses the Navy, which can put his experiences to good use. However, those with more colorful and notorious backgrounds often find themselves in the Terran Exploration Services; recruitment officers figure the TES's lax discipline is better suited to the pirate's temperament and flamboyant nature. Without a doubt, pirates make excellent scouts.

PIRATE PACKAGE DEAL

Ability	Cost
Combat Piloting	3
AK: Human Space 11-	2
Navigation (Space, Hyperspace)	3
Security Systems	3
Streetwise	3
Systems Operation (choose one category)	2
TF: Human Space Vehicles	2
WF: Human Small Arms, Human Advanced Small Arms, Vehicle Weapons (for two vehicles)	6
6 points' worth of Skills from the following list	6
Bribery, Computer Programming, Demolitions, Electronics, Forgery, Gambling, Persuasion, Shadowing, Stealth, Trading, any Background Skill	
Environmental Movement (no penalties in zero gravity)	4
Disadvantages	Value
Hunted: some police or security organization (player's choice)	-15
Total Cost Of Package: 19	

REBEL

On some Colony Worlds, Humans engage in open rebellion against the government. Prior to the Xenovore Wars, none of these rebellions succeed — often ill-equipped, they have little chance against planetary defense forces. To make matters worse, many colonies need certain imports, so if they're cut off from the rest of Humanity they have little chance of surviving.

Rebels don't often find their way into the UE military, but in some circumstances Senate Worlds force them to enlist. On some Colony Worlds in the antispinward regions of Human space, rebels

fight alongside planetary defense forces and militias against the Xenovores.

REBEL PACKAGE DEAL

Ability	Cost
Streetwise	3
Systems Operation (choose one category)	2
6 points' worth of Skills from the following list	6
Acting, Bribery, Computer Programming, Cryptography, Demolitions, Disguise, Electronics, Forgery, Persuasion, Security Systems, Shadowing, Stealth, Trading, TF, WF	

Disadvantages	Value
Hunted: civil law enforcement agency 11- (Mo Pow, NCI, Capture/Kill)	-25

Total Cost Of Package: -14

Option — Inexperienced Rebel: Reduce Streetwise to 8- (1 point). Total Cost Of Package: -16

ROGUE

“Rogue” is a catch-all term for planetside criminals and ne'er-do-wells: thieves, con men, gamblers, dealers in illegal goods, and so on. A character with the Rogue Package Deal might join the military for many reasons. Maybe some criminal bigger and meaner than the character is after him, and the military seems the perfect escape. Maybe a judge sentences him to military service. Or maybe he's attempting to turn over a new leaf, and the military offers him a chance at a fresh start in life.

ROGUE PACKAGE DEAL

Ability	Cost
Stealth	3
Streetwise +1	5
WF: Human Small Arms, Human Advanced Small Arms	4
9 points' worth of Skills from the following list	9
Bribery, Bugging, Climbing, Combat Driving, Combat Piloting, Computer Programming, Concealment, Electronics, Forgery, Gambling, High Society, Lockpicking, Persuasion, Security Systems, Seduction, Shadowing, Sleight Of Hand, Trading, any Background Skill	

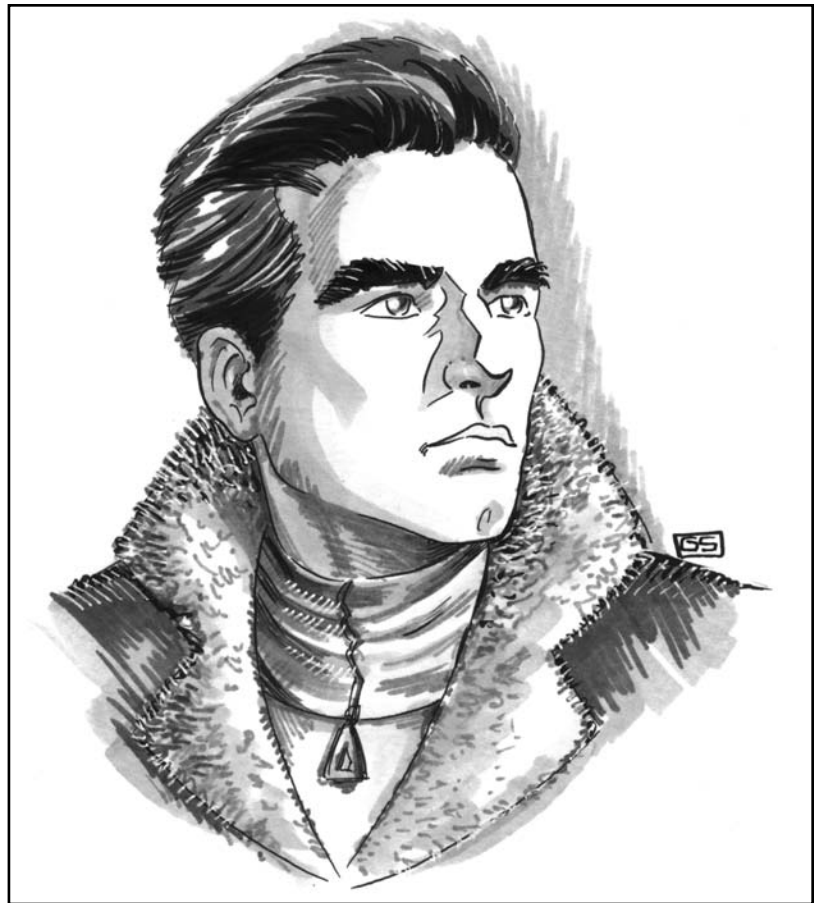
Disadvantages	Value
Hunted: some police or security organization (player's choice)	-15

Total Cost Of Package: 6

SMUGGLER

Smugglers exist in the grey area separating honest traders from thieves. They carry illegal cargoes and passengers, and sometimes deal in stolen goods, but they usually don't steal the cargo themselves.

Smugglers often rub shoulders with the military. They often smuggle black market goods to quartermasters, who then sell them to the troops. The least illegal of these goods is alcohol, although



other goods of a more questionable nature often trade hands. More daring smugglers may engage in the far-riskier practice of smuggling military-grade hardware to potential buyers. Arms smuggling is a great way to make a lot of money quickly, especially during the Civil War — but it's treason, and a captured smuggler often finds himself at the tender mercies of Krutch's Terran Intelligence Command.

SMUGGLER PACKAGE DEAL

Ability	Cost
Bribery	3
Combat Piloting	3
Concealment	3
Forgery (choose one category)	2
Navigation (Space, Hyperspace)	3
Streetwise	3
Trading +1	5
TF: Human Space Vehicles	2
WF: Human Advanced Small Arms, Vehicle Weapons (for two vehicles)	4
6 points' worth of Skills from the following list	6
Bugging, Bureaucrats, Computer Programming, Conversation, Electronics, Gambling, High Society, Lockpicking, Persuasion, Security Systems, Seduction, Shadowing, any Background Skill	
Fringe Benefit: Starship License	1

Disadvantages	Value
Social Limitation: Harmful Secret (Frequently, Severe)	-20

Total Cost Of Package: 15

Planetside Careers

These Package Deals represent various ground-based occupations. Spaceflight costs a lot of money in the twenty-fourth century, so many people never leave the planet of their birth. One guaranteed way to get out and see the universe is to enlist in the military. Those with planetside occupations usually find themselves in the Army, since they lack experience with starships, the effects of zero-G, and space travel in general.

ARTIST/ENTERTAINER

An artist or entertainer can come from any walk of life in the twenty-fourth century. From the sophisticated artists of Earth to the rugged folk artists of the Colony Worlds, a wide range of styles and forms of expression exists in Human space.

While no famous artists of the period enlist in the military, that doesn't mean an artist PC might not answer the call of duty. In the later part of the century, entertainers often donate their time to entertain the troops — although they rarely travel close to the front lines.

ARTIST PACKAGE DEAL

Ability	Cost
High Society 8-	1
KS: The Artistic World 11-	2
KS: art form of player's choice (Characteristic-based Roll)	3
PS: relevant to type of art performed/created (Characteristic-based Roll +2)	5
Disadvantages	Value
None	
Total Cost Of Package: 11	

BUREAUCRAT

This Package Deal represents low- and mid-level professionals who staff many organizations and corporations, including government agencies and divisions. Although the average enlisted man has little to do with bureaucrats, many officers have frequent run-ins with these men as they try to

BUREAUCRAT PACKAGE DEAL

Ability	Cost
Bureaucratics	3
KS: United Earth (or local) Law 11-	2
6 points' worth of Skills from the following list	6
Bribery, Computer Programming, Conversation, Deduction, High Society, Persuasion, any Background Skill	
Contact: Government Agency 11-	6
Fringe Benefit: Security Clearance 1	1
Disadvantages	Value
Social Limitation: Subject To Orders (Frequently, Minor)	-10
Total Cost Of Package: 8	

defend planets from the Xenovores. They deal with bureaucrats when they decide they have to demolish a building because it obstructs the field of fire, or when they commandeer supplies for their starships. During Operation Future Peace, bureaucrats are in high demand by the military, and many who enlist find themselves in clerical positions.

COLONIST

The Colonist Package Deal is a catch-all for anyone who struggles to tame an alien environment and make it habitable. Colony Worlds are incredibly primitive compared to older worlds like Earth or Alpha Centauri, so colonists become accustomed to hardship. Some are oppressed by a Senate Worlds, although extreme cases are rare. But however well-treated, very few colonists have citizenship in the United Earth. With the passing of the Citizenship Act, many colonists eagerly volunteer for service in the UE military, often finding themselves assigned to the Army.

A Colonist can be a naive farm boy from one of the agricultural worlds in the Alambeth system, a grizzled miner from Wellington, an ignorant peasant from Cephardi, or any of thousands of others. The things they all have in common are the frontier spirit, a tough-minded attitude, and experience with the discipline necessary to survive in a hostile environment. These qualities make them ideally suited to the Army.

COLONIST PACKAGE DEAL

Ability	Cost
AK: colony's region 11-	2
Mechanics	3
PS: Farming, Hydroponic Farming, or Mining (player's choice) 11-	2
Survival (choose environment)	2
TF (2 points' worth)	2
WF (2 points' worth)	2
Disadvantages	Value
None	
Total Cost Of Package: 13	

PLANETARY LAW ENFORCEMENT OFFICER

The United Earth doesn't have an interplanetary law enforcement agency; each Senate World polices its own inhabitants. Some police forces resemble military units (you may want to adapt a Military Package Deal for them); others maintain their more traditional role and use this Package Deal. Planetary law enforcement officers don't often find their way into the military, since they perform a job essential to society already. On the other hand, when the Xenovores attack an undefended world, these officers form the backbone of resistance movements, guerilla raiders, and militias. After the Xenovores ravage their worlds and leave, they find themselves without a society to protect and enlist in the UE military.



SCIENTIST

Before the twenty-fourth century, the sciences underwent great changes as they struggled to cope with the new information presented by interstellar colonization. Hybrid fields of study arose as theory came to grips with the massive amounts of new data on astronomical phenomena. With the coming of the Xenovores, theory takes a backseat to application. Scientists try to find uses for the preceding centuries' theoretical advances, searching for any edge against the enemy.

The military's need for scientists is urgent, and many answer the call, either because of a sense of duty or promises of unlimited resources. These scientists often find their way into the Navy (if engineers or physicists) or the Terran Intelligence Command (if experts in the social sciences).

PLANETARY LAW ENFORCEMENT PACKAGE DEAL

Ability	Cost
Bureaucratics	3
Criminology	3
KS: Planetary Law 11-	2
KS: The Law Enforcement World 11-	2
Streetwise	3
WF: Human Advanced Small Arms	2
6 points' worth of Skills from the following list	6
Bribery, Bugging, Conversation, Deduction, Disguise, Forensic Medicine, Interrogation, Shadowing, Tracking, any Background Skill	
Computer Link: Planetary law enforcement database	7
Fringe Benefit: Planetary Police Powers	5

Disadvantages	Value
Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)	-5
Social Limitation: Subject To Orders (Very Frequently, Major)	-20

Total Cost Of Package: 8

SCIENTIST PACKAGE DEAL

Ability	Cost
Computer Programming	3
Deduction	3
KS: The Academic World 11-	2
11 points' worth of SSs (player's choice)	11
3 points' worth of Skills from the following list	3
Electronics, Mechanics, Systems Operation, any Background Skill other than SS	

Disadvantages	Value
None	

Total Cost Of Package: 22

TECHNICIAN

The technician is a valuable member of any community, especially a Colony World. As the sciences have grown more complex, so has technology. It's the technician who can both operate and repair this complicated machinery. In some ways, the military values those with a background as technicians even more highly than they do scientists, and a recruiting officer's smile is never as wide as when he sees that a new recruit lists his occupation as "technician."

TECHNICIAN PACKAGE DEAL

Ability	Cost
Science Skill(s) (2 points' worth)	2
15 points' worth of Skills from the following list	15
Bugging, Computer Programming, Demolitions, Electronics, Inventor, Lockpicking, Mechanics, Security Systems, Systems Operation, WF, Weaponsmith, any Background Skill	

Disadvantages	Value
None	

Total Cost Of Package: 17

**Space Careers**

Making a living in space is a dangerous job. One accident, one system malfunction, one mistake is all that stands between life and death in many situations. The vacuum is the ultimate hostile environment, and Humans in these careers are never far from it — often times only a few inches of steel, ceramics, or rigi-plastic separates them from death.

Many opportunities exist for those willing to take the risks of space, as everyone from the prospectors of the Cygnus Rift, to the salvage crew in orbit around Jupiter, to the merchants who ply the spacelanes can attest. In the military, those with experience in space quickly find a position in the Navy (or during the later part of the century, in the Terran Exploration Service).

EXPLORER

Explorers travel through Human space searching for habitable planets with exploitable resources. Some are private individuals who sell their discoveries to the highest bidder; others work directly for a Senate World. Legally, the explorer occupies a hazily-defined niche. Some Senate Worlds have laws against freelance explorers, so no law protects the explorer's claim to a undiscovered world. Not only must an explorer know the topography of space like the back of his hand, but he must also know the laws of each senatorial system from which he hopes to make a living.

At first, explorers are hesitant to enlist in the military, but once Admiral Zhukov announces Operation Future Peace and brings the Terran Exploration Service under his command, they enlist in droves. They realize the future of colonization lies in the antispinward region once Humans have defeated the Xenovores.

Like the Smuggler, this character typically needs his own small starship. Experienced explorers often have the *Jack Of All Trades* or *Traveler Skill Enhancers*.

EXPLORER PACKAGE DEAL

Ability	Cost
Navigation (Space, Hyperspace)	3
4 points' worth of SSs	4
Survival (choose two categories)	4
TF: Human Small Industrial/Exploration	
Spacecraft	1
WF: Human Advanced Small Arms	2
6 points' worth of Skills from the following list	6
Bureaucractics, Computer Programming, Electronics, Mechanics, Systems Operation, Tracking, Trading, any Background Skill	
Fringe Benefit: Starship License	1

Disadvantages	Value
None	

Total Cost Of Package: 21

PILOT

Pilots fly spacecraft ranging from surface-to-orbit shuttles to interstellar merchant ships. They tend to have fast reflexes, good vision, and an intuitive grasp of Newtonian physics, plus a well-deserved reputation as daredevils, renegades, risk-takers, and thrillseekers. Many pilots in the twenty-fourth century learned their skills in the UE Navy or system defense fleets; characters with this background should use the UE Navy (Flight) Package, adjusted for being off active duty. Throughout the century, the Navy calls up commercial pilots with Navy experience. Some return begrudgingly, unhappy to leave lucrative jobs behind; others are more than happy to serve.

PILOT PACKAGE DEAL

Ability	Cost	
Combat Piloting	3	
Navigation (Space, Hyperspace)	3	
SS (player's choice) 8-	1	
Systems Operation (choose one category)	2	
TF: Human Space Vehicles	2	
6 points' worth of Skills from the following list	6	
Computer Programming, Electronics, Mechanics, Tracking, Trading, WF, any Background Skill		
Fringe Benefit: Starship License	1	
Environmental Movement (no penalties in zero gravity)	4	
		Value
Disadvantages		None

Total Cost Of Package: 22

TRADER

The Trader Package Deal is a catch-all for anyone who acts as a middleman in commerce. Traders transport goods from one area to another (hopefully one where their goods are worth more than what they paid for them). Most work for large corporations; some are independent merchants who hope to profit from a surplus in one place and a scarcity in another. The line between these independent traders and smugglers is often blurry, especially since legal codes are rarely the same on different worlds in the United Earth. Not all traders ply the spacelanes; many restrict their activities to one planet. During the war, trading between isolated outposts of Humanity is both extremely profitable and extremely dangerous.

This Package Deal represents a trader who keeps moving rather than running a trading post — either a spacefaring trader in a beat-up starship or an itinerant merchant on a planet with an equally beat-up truck or small ship. In either case, the character should also buy an appropriate Vehicle. For a stay-put merchant, substitute a Base (his shop or place of business) and remove the Fringe Benefit. Like the Smuggler, the Trader often has a Contact in the military black market.

TRADER PACKAGE DEAL

Ability	Cost
Bureaucratics	3
AK: trading area 11-	2
Trading +3	9
Transport Familiarity (2 points' worth)	2
High Society or Streetwise	3
Fringe Benefit: Starship License	1
Disadvantages	Value
None	

Total Cost Of Package: 20

MILITARY PACKAGES

Military careers can lead characters into adventure... or to an early death. Whatever else happens, they almost always lead to fighting. Ex-military personnel sometimes wind up living active and exciting lives after their tours of duty end.

Unless otherwise noted, each of the Military Package Deals assumes a character with a *Membership: Military Rank* Fringe Benefit worth 3 points (a Corporal or Petty Officer, depending on the service). Characters may increase or decrease this if appropriate by adjusting a Package's cost.

Knowledge Of The Xenovores: The Military Package Deals reflect what those jobs are like at the beginning of the twenty-fourth century. As the war wears



on, military personnel receive more and more training in Xenovore tactics and technology (see Chapter Eight). If the campaign is set in the latter half of the century, adding KS: Xenovore Tactics and KS: Xenovore Technology is appropriate for most Packages, as well as AK: Xenovore Space for pilots, navigators, and the like.

TERRAN EXPLORATION SERVICE (CREWMEMBER)

Crewmembers in the TES pilot starships and spacecraft. They handle exploration in space and transport mission specialists and scientists to study new worlds and phenomena.

This Package Deal represents a young TES officer who trained at the Academy. However, many Exploration Service crewmembers come to the TES after a career as a merchant or the like, in which case they may have better Skill Rolls, more Skills, or Skill Enhancers such as *Jack Of All Trades* or *Traveler*.

TES CREWMEMBER PACKAGE DEAL

Ability	Cost
Computer Programming	3
Electronics (choose one category)	2
AK: Human Space 11-	2
KS: The TES 11-	2
Mechanics	3
Navigation (Space, Hyperspace)	3
4 points' worth of SSs	4
Systems Operation (choose two categories)	4
TF: Human Small Military Spacecraft	1
WF: Human Advanced Small Arms	2
Fringe Benefit: Membership (Petty Officer)	3
Environmental Movement (no penalties in zero gravity)	4
Disadvantages	Value
Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)	-5
Social Limitation: Subject To Orders (Frequently, Major)	-15
Total Cost Of Package: 13	

TERRAN EXPLORATION SERVICE (MISSION SPECIALIST)

Mission specialists are the Exploration Service's experts on planetary exploration, alien contact, and science. They lack the high levels of specialized knowledge civilian scientists have, but they can do a little of everything. More skilled Mission Specialists have the *Scientist* Skill Enhancer.

TES MISSION SPECIALIST PACKAGE DEAL

Ability	Cost
Computer Programming	3
Electronics (choose one category)	2
KS: The TES 11-	2
Navigation (Land)	2
Paramedics	3
6 points' worth of SSs	6
Survival (choose two categories)	4
Systems Operation (choose one category)	2
WF: Human Advanced Small Arms	2
Fringe Benefit: Membership (Petty Officer)	3
Disadvantages	Value
Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)	-5
Social Limitation: Subject To Orders (Frequently, Major)	-15
Total Cost Of Package: 9	

TERRAN INTELLIGENCE COMMAND (FIELD AGENT)

Not strictly a spy, a field agent usually spends his time recruiting and getting information from undercover agents and informers during the Civil War, and fighting near the front lines during the latter part of the twenty-fourth century. Typically attached to an embassy or military mission, he has to satisfy not only his TIC bosses, but whoever he "works for" locally. However, a few (such as the ones represented by this Package Deal) receive more training and participate in a wide variety of covert operations with much greater freedom of operation.

TIC FIELD AGENT PACKAGE DEAL

Ability	Cost
Computer Programming	3
High Society	3
KS: The Espionage World 11-	2
Stealth	3
WF: Human Small Arms, Human Advanced Small Arms	4
15 points' worth of Skills from the following list	15
Acting, Bribery, Bugging, Climbing, Combat Driving, Combat Piloting, Disguise, Conversation, Cryptography, Electronics, Forgery, Gambling, Interrogation, Lockpicking, Persuasion, Security Systems, Seduction, Shadowing, Streetwise, Systems Operation, WF, any Background Skill	
Fringe Benefit: Security Clearance	3
Disadvantages	Value
Social Limitation: Subject To Orders (Very Frequently, Major)	-20
Total Cost Of Package: 13	

**TERRAN INTELLIGENCE COMMAND
(UNDERCOVER AGENT)**

Put to frequent use during the Civil War, undercover agents have one of the most dangerous jobs in espionage. They live on a Spinward Union world, using their job, contacts, and information-gathering skills to learn things of value to the UE. They pass secrets to their TIC field agent contacts, risking arrest and death. Their motives vary: some serve Krutch's interests out of loyalty, others want the pay, the TIC blackmails a few into working for it, and some just like the excitement of being a spy.

**TIC UNDERCOVER AGENT
PACKAGE DEAL**

Ability	Cost
Acting	3
Disguise +1	5
KS: The Espionage World 11-	2
Language (one alien language, idiomatic)	5
WF: Human Small Arms, Human Advanced Small Arms	4
12 points' worth of Skills from the following list Bribery, Bugging, Climbing, Combat Driving, Combat Piloting, Conversation, Cryptography, Electronics, Forgery, Gambling, Interrogation, Lockpicking, Mimicry, Persuasion, Security Systems, Seduction, Shadowing, Stealth, Streetwise, Systems Operation, WF, any Background Skill	12
Deep Cover	2

Disadvantages	Value
Social Limitation: Subject To Orders (Very Frequently, Major)	-20
Social Limitation: Harmful Secret (Frequently, Severe)	-20

Total Cost Of Package: -7

UNITED EARTH ARMY (AIR FORCES)

The Air Forces conduct military operations in the zone between a planet's surface and orbital space. They operate a mix of supersonic fighters, vertical-takeoff hoppers, and gunships. During the twenty-fourth century, pilots in the Air Force become more and more rare, as drones take their place and the UE Navy turns talented Humans into fighter pilots.



**UEA (AIR FORCES)
PACKAGE DEAL**

Ability	Cost
Combat Piloting +1	5
KS: The UE Army 11-	2
KS: The Military/Mercenary/Terrorist World 11-	2
Navigation (Air) +1	4
PS: Soldier 11-	2
Survival (choose one category)	2
Systems Operation (choose one category)	2
TF: Combat Aircraft	1
WF: Human Advanced Small Arms	2
Fringe Benefit: Membership (Corporal)	3
Environmental Movement (no penalties in zero gravity)	4

Disadvantages	Value
Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)	-5
Social Limitation: Subject To Orders (Very Frequently, Major)	-20

Total Cost Of Package: 4

UNITED EARTH ARMY (ARMOR)

Armor divisions drive the tanks and other heavy vehicles that form the backbone of the Army's fighting strength. Because tanks are often big targets on the battlefield, tank crews are known for their fearlessness and eccentricity. This Package Deal also applies to the drivers in a Mechanized Infantry unit.

**UEA (ARMOR)
PACKAGE DEAL**

Ability	Cost
Combat Driving +1	5
KS: The UE Army 11-	2
KS: The Military/Mercenary/Terrorist World 11-	2
Mechanics	3
Navigation (Land)	2
PS: Soldier 11-	2
Survival (choose one category)	2
Systems Operation (choose one category)	2
Tactics	3
TF: Ground Vehicles	2
WF: Human Advanced Small Arms	2
Fringe Benefit: Membership (Corporal)	3

Disadvantages	Value
Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)	-5
Social Limitation: Subject To Orders (Very Frequently, Major)	-20

Total Cost Of Package: 5

**UEA (INFANTRY)
PACKAGE DEAL**

Ability	Cost
+1 OCV with weapon of choice	2
Concealment	3
Demolitions	3
KS: The UE Army 11-	2
KS: The Military/Mercenary/Terrorist World 11-	2
Navigation (Land) 8-	1
Paramedics	3
PS: Soldier 11-	2
Survival (choose one category)	2
Tactics	3
WF: Human Small Arms, Human Advanced Small Arms, Blades	5
Fringe Benefit: Membership (Corporal)	3

Disadvantages	Value
Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)	-5
Social Limitation: Subject To Orders (Very Frequently, Major)	-20

Total Cost Of Package: 6

UNITED EARTH ARMY (INFANTRY)

The infantryman is the heart and soul of the Army... though he might feel more like the feet. He performs myriad roles in the Army — everything from holding land, to guarding installations, to charging headlong into enemy fire.

In addition to standard Light Infantry troops, this Package Deal applies to soldiers in Mechanized Infantry who don't drive vehicles. You should also use this Package Deal as a basis for types of soldiers not covered, like members of Quartermaster or Signal units, since it represents the knowledge learned in basic training and all soldiers go through that. Just add any Skills or Contacts appropriate to a given duty-post.

**UEA (MEDICAL)
PACKAGE DEAL**

Ability	Cost
KS: The UE Army 11-	2
Paramedics +2	7
PS: Combat Medic 11-	2
PS: Soldier 11-	2
SS: Biology 11-	2
SS: Medicine (INT Roll)	3
Survival (choose one category)	2
Systems Operation (Medical Systems)	2
TF: 1 point's worth (player's choice)	1
Fringe Benefit: Membership (Lieutenant)	5

Disadvantages	Value
Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)	-5
Social Limitation: Subject To Orders (Very Frequently, Major)	-20

Total Cost Of Package: 3



Alien Wars

UNITED EARTH ARMY (MEDICAL)

Underfunded and underappreciated in peacetime (except when they help local authorities cope with natural disasters and epidemics), the Army's Medical section fills a vital need in wartime. Medical personnel serve as field medics, staff Army hospitals, and are the Army's biowarfare defense experts. A few receive commando cross-training and join the elite Special Rescue Teams. All hold the minimum rank of Lieutenant, though few of them command troops outside of a hospital. Xenovores consider medics just one more enemy soldier and attack them as they would any other prey.

UNITED EARTH ARMY (OFFICER)

Army officers take one of the branch Package Deals, then add the abilities listed in the accompanying Package Deal. You may increase the cost of the *Membership* Fringe Benefit to create higher-ranking officers, if necessary.

UEA (OFFICER) PACKAGE DEAL

Ability	Cost
+3 PRE	3
Bureaucratics	3
Persuasion	3
Fringe Benefit: Membership (Lieutenant)	+2

Total Cost Of Package: 11

UNITED EARTH ARMY (SEA FORCES)

The Sea Forces control the oceans and waters of Earthlike planets and patrol the ammonia and methane seas of icy worlds, using both surface

UEA (SEA FORCES) PACKAGE DEAL

Ability	Cost
Combat Piloting or Combat Driving	3
KS: The UE Army 11-	2
KS: The Military/Mercenary/Terrorist World 11-	2
Mechanics	3
Navigation (Marine)	2
PS: Soldier 11-	2
Survival (Marine)	2
Systems Operation (choose one category)	2
TF: Human Large Military Ships, Human Small Military Ships, Human Submarines	3
WF: Human Advanced Small Arms, Vehicle Weapons	3
Environmental Movement (no penalties underwater)	3
Fringe Benefit: Membership (Corporal)	3

Disadvantages	Value
Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)	-5
Social Limitation: Subject To Orders (Very Frequently, Major)	-20

Total Cost Of Package: 5

craft and submarines. On poorly-explored worlds, the Sea Forces does many of the same things the United Earth Navy does in space, and sometimes refer to itself as the *original* Navy.

UNITED EARTH ARMY (SPECIAL FORCES)

The elite of the elite, Special Forces soldiers tackle the missions other troops can't handle. They operate behind enemy lines, conduct rapid assaults or daring infiltration missions, perform psychological and political warfare, and conduct various other unconventional operations (often in conjunction with the TIC or Marines). Use this Package Deal for UE Rangers as well.

UEA (SPECIAL FORCES) PACKAGE DEAL

Ability	Cost
+2 STR	2
+1 DEX	3
+2 CON	4
Running +2"	4
Swimming +1"	1
+1 with All Combat	8
+2 OCV with weapon of choice	4
Computer Programming	3
Demolitions	3
KS: The UE Army 11-	2
KS: The Military/Mercenary/Terrorist World 11-	2
Martial Arts: Commando Training (10 points' worth of Maneuvers and Weapon Elements; player's choice)	10
Navigation (Land)	2
Paramedics	3
PS: Soldier 11-	2
Survival (choose two categories)	4
Stealth	3
Systems Operation (choose two categories)	4
Tactics	3
WF: Human Common Melee Weapons, Human Small Arms, Human Advanced Small Arms	6
9 points' worth of Skills from the following list	9
Bugging, Climbing, Combat Driving, Combat Piloting, Concealment, Cryptography, Electronics, Lockpicking, Security Systems, Shadowing, Tracking, WF, any Background Skill, additional categories for Survival or Systems Operation	
Fringe Benefit: Membership (Corporal)	3

Disadvantages	Value
Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)	-5
Social Limitation: Subject To Orders (Very Frequently, Major)	-20

Total Cost Of Package: 60

UNITED EARTH MARINE (ENLISTED)

Marines get sent into danger more often and with less preparation than soldiers in any other service. Trained to adapt to and overcome any situation, with an ethos of "get the job done, then ask permission," they often come into conflict with high-ranking officers and the more rule-bound services... but no one can argue with results.

UNITED EARTH MARINES (ENLISTED) PACKAGE DEAL

Ability	Cost
Running +1”	2
Swimming +1”	1
+2 with All Combat	16
Breakfall	3
Demolitions	3
KS: UE Navy11-	2
KS: UE Marines 11-	2
KS: The Military/Mercenary/Terrorist World 11-	2
PS: Marine 11-	2
Survival (choose one category)	2
Stealth	3
Systems Operation (choose one category)	2
Tactics	3
TF: 1 point's worth (player's choice)	1
WF: Human Small Arms, Human Advanced Small Arms	4
12 points' worth of Skills from the following list	12
Bugging, Climbing, Combat Driving, Combat Piloting, Computer Programming, Concealment, Electronics, Lockpicking, Mechanics, Security Systems, Shadowing, Tracking, WF, any Background Skill, additional categories for Survival or Systems Operation	
Environmental Movement (no penalties in zero gravity)	4
Fringe Benefit: Membership (Corporal)	3
Disadvantages	Value
Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)	-5
Social Limitation: Subject To Orders (Very Frequently, Major)	-20
Total Cost Of Package:	42

UNITED EARTH MARINE (OFFICER)

Marine officers take the UE Marine (Enlisted) Package Deal, then add the abilities listed in the accompanying Package Deal. You may increase the cost of the *Membership* Fringe Benefit to create higher-ranking officers, if necessary.

UNITED EARTH MARINES (OFFICER) PACKAGE DEAL

Ability	Cost
Bureaucratics	3
Navigation (Land, Space)	3
+2 with Tactics	4
Fringe Benefit: Membership (Lieutenant)	+2
Total Cost Of Package:	12

UNITED EARTH NAVY (COMMAND)

Command crewmembers lead the Navy's ships and units — other branches keep the ships running, Command decides what to do with them. They administrate, determine strategy, and perform other leadership tasks.

Most people consider Command the most aristocratic branch of all the United Earth military services, since high Navy rank usually leads to political power; but many Command personnel belong to the Planetside Establishment — a much less glamorous place than the Operating Forces. The lowest officer rank is Ensign; higher-ranking officers have a better *Membership* Fringe Benefit (and usually some Skill Levels and additional abilities as well).

UEN (COMMAND) PACKAGE DEAL

Ability	Cost
Bureaucratics	3
Computer Programming	3
High Society	3
AK: Human Space 11-	2
KS: The UE Navy 11-	2
KS: The Military/Mercenary/Terrorist World 11-	2
PS: Navy 11-	2
SS: Astronomy 11-	2
SS: Physics 11-	2
Tactics +1	5
TF: Human Space Vehicles	2
WF: Human Advanced Small Arms, Vehicle Weapons (for two Vehicles)	4
Fringe Benefit: Membership (Ensign)	5
Environmental Movement (no penalties in zero gravity)	4
Disadvantages	Value
Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)	-5
Social Limitation: Subject To Orders (Very Frequently, Major)	-20
Total Cost Of Package:	16

UNITED EARTH NAVY (FLIGHT)

Flight personnel pilot and navigate United Earth ships. The helmsman aboard a capital ship, the pilot of a shuttle, and the chartmakers of the Navigation Office all belong to the Flight branch.

**UEN (FLIGHT)
PACKAGE DEAL**

Ability	Cost
Combat Piloting +1	5
Navigation (Space, Hyperspace)	4
AK: Human Space 11-	2
KS: The UE Navy 11-	2
KS: The Military/Mercenary/Terrorist World 11-	2
PS: Navy 11-	2
SS: Astronomy 11-	2
SS: Physics 11-	2
Systems Operation (choose one category)	2
TF: Human Space Vehicles	2
WF: Human Advanced Small Arms, Vehicle Weapons (for two vehicles)	4
Fringe Benefit: Membership (Petty Officer)	3
Environmental Movement (no penalties in zero gravity)	4

Disadvantages	Value
Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)	-5
Social Limitation: Subject To Orders (Very Frequently, Major)	-20

Total Cost Of Package: 11

UNITED EARTH NAVY (LIFESYSTEMS)

The Lifesystems branch maintains life support aboard Navy ships and stations. It includes the Medical section, the personnel responsible for crew entertainment and morale, and crewmembers who handle waste-reclamation and food services duties. Lifesystems tends the hydroponic farms aboard large ships, maintains the air tanks on smaller craft, and staffs the sickbays.

**UEN (LIFESYSTEMS)
PACKAGE DEAL**

Ability	Cost
Computer Programming	3
Electronics (choose one category)	2
KS: The UE Navy 11-	2
Mechanics or Paramedics	3
PS: Navy 11-	2
SS: Biology 12-	3
Systems Operation (Environmental Systems, Medical Systems) +2	8
WF: Human Advanced Small Arms	2
Fringe Benefit: Membership (Petty Officer)	3
Environmental Movement (no penalties in zero gravity)	4

Disadvantages	Value
Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)	-5
Social Limitation: Subject To Orders (Very Frequently, Major)	-20

Total Cost Of Package: 7

Option: Medical Officer

Ability	Cost
Choose Paramedics	0
SS: Medicine (INT Roll)	3

Total cost: +3 points



UNITED EARTH NAVY (PROPULSION)

The Propulsion branch, also known as Engineering or Maintenance, builds, repairs, and maintains powerplants, engines, stardrives, and any other ship systems some other branch doesn't take care of.

UEN (PROPULSION) PACKAGE DEAL

Ability	Cost
Computer Programming +1	5
Electronics (choose one category) +1	4
KS: The UE Navy 11-	2
Mechanics +1	5
PS: Navy 11-	2
PS: Operate Hyperdrive 11-	2
SS: Physics (INT Roll)	3
SS: Starship Engineering (INT Roll)	3
4 points' worth of additional SSs	4
Security Systems	3
Systems Operation (choose three categories)	6
TF: Human Space Vehicles	2
WF: Human Advanced Small Arms	2
Fringe Benefit: Membership (Petty Officer)	3
Environmental Movement (no penalties in zero gravity)	4
Disadvantages	Value
Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)	-5
Social Limitation: Subject To Orders (Very Frequently, Major)	-20
Total Cost Of Package: 25	

UNITED EARTH NAVY (SCIENCE AND SENSORS)

Science and Sensors ("S&S" in naval parlance) operates the ship's sensors (a vital role in many combat situations), studies scientific phenomena, conducts research, performs experiments, and as necessary assists the Propulsion branch. They also handle the ship's communication requirements.

UNITED EARTH NAVY (SECURITY)

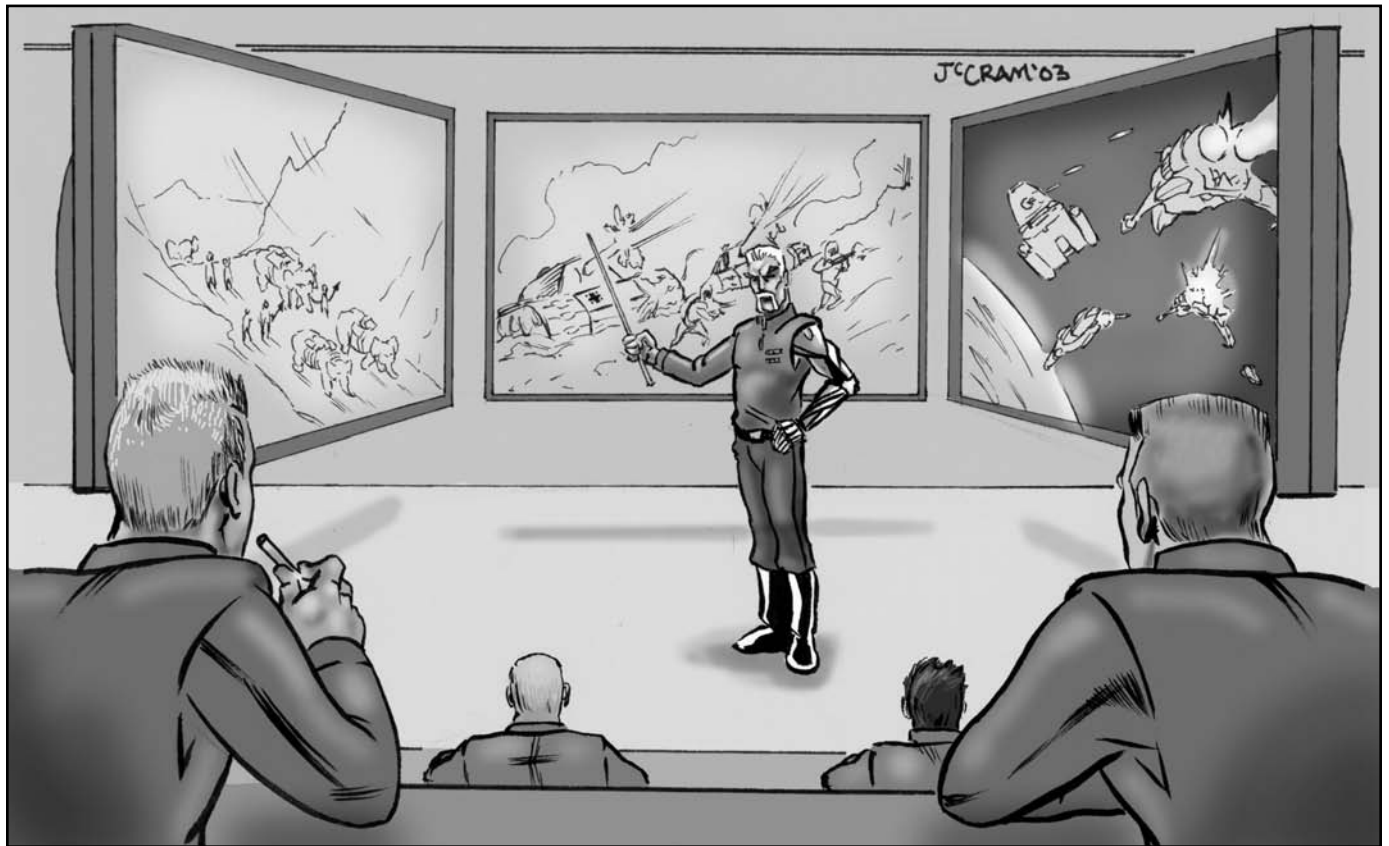
The UE Navy's Security branch handles ship and station security, including repelling actions against boarders. Most members of this branch belong to the Planetside Establishment. Security troops essentially serve as Navy police, and many go into law enforcement or bounty hunting upon retirement.

UEN (SCIENCE AND SENSORS) PACKAGE DEAL

Ability	Cost
Computer Programming +1	5
Electronics (choose one category) +1	4
KS: The UE Navy 11-	2
Mechanics +1	5
PS: Navy 11-	2
PS: Operate Hyperdrive 11-	2
SS: Physics (INT Roll)	3
SS: Starship Engineering (INT Roll)	3
4 points' worth of additional SSs	4
Security Systems	3
Systems Operation (choose three categories)	6
TF: Human Space Vehicles	2
WF: Human Advanced Small Arms	2
Fringe Benefit: Membership (Petty Officer)	3
Environmental Movement (no penalties in zero gravity)	4
Disadvantages	Value
Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)	-5
Social Limitation: Subject To Orders (Very Frequently, Major)	-20
Total Cost Of Package: 25	

UEN (SECURITY) PACKAGE DEAL

Ability	Cost
Computer Programming	3
Criminology	3
Interrogation	3
KS: The UE Navy 11-	2
KS: The Law Enforcement World 11-	2
KS: The Military/Mercenary/Terrorist World 11-	2
PS: Navy 11-	2
Security Systems	3
Streetwise	3
WF: Human Small Arms, Human Advanced Small Arms	4
Fringe Benefit: Membership (Petty Officer)	3
Environmental Movement (no penalties in zero gravity)	4
Disadvantages	Value
Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)	-5
Social Limitation: Subject To Orders (Very Frequently, Major)	-20
Total Cost Of Package: 9	



UNITED EARTH NAVY (TACTICAL)

If Science and Sensors serves as a starship's eyes and ears, Tactical branch is a ship's fist. Its members operate a ship's weapons (but not ECM/ECCM, which Science and Sensors handles), shields, and stealth equipment. Those who belong to the Planetside Establishment develop new tactics and strategies for dealing with the enemy.

**UEN (TACTICAL)
PACKAGE DEAL**

Ability	Cost
Computer Programming	3
Electronics (choose one category)	2
KS: The UE Navy 11-	2
KS: The Military/Mercenary/Terrorist World 11-	2
PS: Navy 11-	2
Systems Operation (Weapon Systems) +2	6
Tactics	3
TF: Human Space Vehicles	2
WF: Human Small Arms, Human Advanced Small Arms, Vehicle Weapons (for two vehicles)	4
Fringe Benefit: Membership (Petty Officer)	3
Environmental Movement (no penalties in zero gravity)	4
Disadvantages	Value
Distinctive Features: Uniform (Easily Concealed; Noticed And Recognizable)	-5
Social Limitation: Subject To Orders (Very Frequently, Major)	-20
Total Cost Of Package:	8

GAME ELEMENTS



When you create characters for an *Alien Wars* campaign, you can use most of the game elements — Skills, Perks, Talents, Powers, Power Modifiers, Power Frameworks, and Disadvantages — as described in the *HERO System* rulebook, with the modifications described in *Star Hero* for Science Fiction campaigns as appropriate. Only a few require special rules just for the Xenovore Wars setting.

SKILLS

Pages 39-48 of *Star Hero* discuss special rules for Skills in Science Fiction campaigns. Except as noted below, the *Star Hero* rules for Skills apply in *Alien Wars* campaigns. *Alien Wars* is a “Military Science Fiction” setting for Skills which have particular rules for how they apply to Military Science Fiction games (including the Everyman Skill list on page 41 of *Star Hero*).

COMPUTER PROGRAMMING

Characters don’t need this Skill to operate most computers during the Xenovore Wars era. Friendly interfaces and expert systems make it possible for just about anyone who can speak or read to use a personal computer. Computer Programming represents a character’s ability to build computers, program them, perform unusual tasks with them, establish or penetrate computer security, correct malfunctions, and the like. It’s a Skill for professional technicians, engineers, and similar people, not everyday citizens.

Due to the vast differences between Human and Xenovore technology, and Humans’ general lack of knowledge regarding their enemy, characters *cannot* operate Xenovore computers until late in the war.

ELECTRONICS

Because electronic devices are both omnipresent and extremely important in the *Alien Wars* setting, characters must buy Electronics by categories, using the rules for Systems Operation (see below).

LANGUAGES

Relatively few Humans learn to speak other languages; Humans dominate the United Earth and other species must learn the language to deal with them.

Humans cannot learn to speak Xenovorish until 2370 and then only Common Xenovorish; it costs an additional 3 Character Points to learn. (For more details about the language see page 145.)

They may learn Tech Xenovorish after the 2370s for +3 points if they don’t know Common Xenovorish; if they do, Tech Xenovorish is normal cost. Humans never decipher High Xenovorish, and characters can only take that language with GM permission.

NAVIGATION

Page 124 mentions Navigation (Hyperspace). A pilot with Navigation (Space) (used for normal-space flying with STL drives) can use it to navigate Hyperspace at a -4 Skill Roll penalty.

PARAMEDICS

For Humans, Paramedics and other medical Skills apply by default to Humans, but they can use them to treat aliens. They can treat variant forms of the Human species (Martians, Selkies) without penalty. Treating basically humanoid or mammalian beings imposes a -1 penalty. Treating non-humanoid or non-mammalian vertebrates (Xenovores or Denebians, for example) entails at -2 penalty. Treating invertebrates involves a -3 penalty. For truly exotic life-forms, a character must have a separate form of the *Paramedics* Skill.

A character may define his Paramedics as applying by default to some species other than his own. For example, a TIC researcher might buy Paramedics for treating Xenovores. Any alien species defines the Skill as working with his own species, not Humans.

SYSTEMS OPERATION

Like Electronics, Systems Operation becomes extremely important in *Alien Wars* campaigns due to the frequency with which characters use devices such as sensors, communications systems, and advanced weapons. The rules and breakdown for the Skill on page 47 of *Star Hero* apply.

TRANSPORT FAMILIARITY

In the *Alien Wars* setting, when characters buy TFs, they’re assumed to apply to Human vehicles, using the categories in the table on page 52 of the *HERO System 5th Edition*. A character with the appropriate TF can attempt to operate a Xenovore vehicle at a -6 penalty, but all actions involving the vehicle require a minimum of a Full Phase (or an Extra Phase for actions that ordinarily take a Full Phase).

At the GM’s option, a character who wants to use his Combat Driving/Piloting with a type of Vehicle for which he has no TF can do so, but at a -4 penalty on every roll (or -6 for other species’s vehicles).

WEAPON FAMILIARITY

As with Transport Familiarity, a character's WFs applies to Human weapons; he uses another species's weapons at a -3 penalty unless he has a WF that applies specifically to them, and he can only buy these with the GM's permission. Use the WF chart on page 54 of *HERO System 5th Edition*. Laser weapons belong to their own two-point category, *Advanced Small Arms*; Gauss weapons belong to the Small Arms category.

PERKS

Most Perks apply to *Alien Wars* characters normally.

FRINGE BENEFITS

Besides the standard Fringe Benefits (including the expanded Head Of State, Police Powers, and Starship Master's License on pages 49-50 of *Star Hero*), *Alien Wars* characters can buy Membership to reflect Military Rank. The accompanying table lists the Perk costs for the ranks in the United Earth and Spinward Union militaries. You can use these to derive the cost for ranks in other governments' militaries, if necessary.

VEHICLES AND BASES

In an *Alien Wars* campaign, the GM should let characters acquire Vehicles and Bases with either money or Character Points (though he may prefer to make some starships points-only, to prevent characters from acquiring too much powerful hardware too easily). In either case, even a small starship can become expensive quickly, so the GM may need to provide a helping hand in the game to ensure the PCs get the starship he wants them to have.

For those characters who belong to the mili-

tary, the GM should provide Vehicles as appropriate. Since this Vehicle can technically be taken away at any time, the characters shouldn't spend Character Points on it.

TALENTS

In the *Alien Wars* setting, many Talents (including Absolute Range Sense, Bump Of Direction, Combat Sense, Danger Sense, and Universal Translator) can be low-grade psionic abilities. Characters with some trace of psionic potential, but not enough to have true psi powers, may manifest one of these abilities (as may a full-fledged psi). Of course, characters can buy them (or other Talents appropriate to the game) with other special effects instead, if they prefer.

Humans who have to work in zero gravity routinely learn Environmental Movement for zero-G. Universal Translator is used in the *Alien Wars* setting to create translation devices. (though Humans never learn to translate High Xenovorish; see page 149).

MONEY

In most *Alien Wars* campaigns, characters won't need "starting money" because they belong to the military, which issues them whatever equipment they need. But if money is important in the campaign, the standard rules from page 59 of the *HERO System 5th Edition* apply: most characters start the game as "Middle Class"; those who take an appropriate *Money* Perk or *Disadvantage* start with more or less money. To keep things simple, you can probably convert the dollar figures for Money into credits; thus, most characters start with an annual income of 75,000 credits.

See also the Price List, page 137, which has the pay rates for military personnel



**FRINGE BENEFIT:
UE MILITARY RANK**

Army/Marine Rank	Navy/TES Rank	Cost
Private	Crewmember	1
Specialist	Specialist	2
Corporal	Petty Officer	3
Sergeant	Chief Petty Officer	4
Lieutenant	Ensign	5
Captain	Lieutenant	6
Major	Lieutenant-Commander	7
Lieutenant Colonel	Commander	8
Colonel	Captain	9
Major General	Commodore	10
Lieutenant General	Vice Admiral	11
General	Admiral	12
Marshal	Fleet Admiral	13
Grand Marshal	Grand Admiral	14
Supreme Marshal	Supreme Admiral	15

POWERS

Humans can purchase some Powers to reflect body modifications, innate abilities, or in rare instances psi powers. Other species may have specific abilities (like a Xenovore's claws) bought as Powers through their Species Package Deal.

EVERYMAN POWERS

Page 52 of *Star Hero* discusses the concept of "Everyman Powers" — abilities, usually technological in nature, that every character in a Science Fiction setting possesses. In the *Alien Wars* setting, characters typically only have one Everyman Power:

Immunity Treatments (vaccinations against common colds, flus, and other trivial but annoying diseases) (Life Support [Immunity]: 1 point)

Characters can sell back their Immunity Treatments for 1 Character Point, but that means they're susceptible to a host of annoying native and alien viri and bacteria. The GM should roll 1d6 every time the character visits a new planet, space station, or the like; on a 1, the character catches a disease that reduces his STR, DEX, or CON by ½d6 points for the adventure.

LIFE SUPPORT

The Species Package Deals use three variant forms of Life Support GMs may wish to incorporate into other Package Deals they create.

Expanded Breathing (Thin Atmospheres) is a 1-point version of Expanded Breathing that makes it possible for a character to take in oxygen more efficiently. He can breathe without difficulty on worlds with Thin atmospheres, at high elevations (such as when climbing tall mountains), and so forth.

Diminished Eating (Any Protein) is a 1-point form of Diminished Eating that allows a character to obtain nutrition from any type of protein — even types most species cannot ingest or digest. Xenovores have this ability.

Safe Environment (Low-Intensity Radiation) is a 1-point Safe Environment allowing a character to withstand low-intensity radiation (such as would frequently bombard a person in an unshielded spacecraft), but not high radiation.

DISADVANTAGES

Most Disadvantages function normally in *Alien Wars* campaigns, though some (such as Accidental Change) rarely apply. Normal Characteristic Maxima restrictions automatically apply to all characters for no points.

HUNTED

Any member of the military could be Watched by his branch. The Xenovores do not Hunt persons outside their own species, considering anyone else beneath their notice, so that's an inappropriate Disadvantage unless it reflects very special circumstances.

PHYSICAL LIMITATION

This Disadvantage rarely occurs in *Alien Wars* games. Advanced medicine, pre-natal treatments to correct genetic defects, cybernetic prosthetics, and the like make it possible to correct or compensate for most physical deficiencies. However, the *Size/Weight*, *Gravity Adaptation*, and *Alien Physiology* Physical Limitations described on pages 63-64 of *Star Hero* could affect *Alien Wars* characters.

RIVALRY

Several United Earth military services have long-standing rivalries with other agencies, and a character may use this Disadvantage to reflect this.

SOCIAL LIMITATION

The *Alien Wars* campaign features one setting-specific Social Limitations for characters in addition to standard ones such as *Subject To Orders* or *Harmful Secret*.

Minority Species (15 points)

In Human space, many people regard other species as inferior to Humans, and they suffer some discrimination in society as a whole (although this isn't to say every world is the same in its treatment of alien species). Typically this imposes a -2 penalty on Interaction Skill rolls, and it may cause many other difficulties, such as the police arresting aliens of feared species on a mere pretext, or an alien character being passed over for a promotion in the military.

PSIONICS

The first verifiable Human psis emerged in the late solar exploration period (the 2100s) — but despite this, psis are extremely rare and most of the populace barely believes they exist. Psis don't have their own social niche or anything similar, and interstellar laws don't regulate their use of psionics. Only a handful of worlds in Human space take psionic powers seriously.

Characters can only purchase psionic powers with the GM's permission. Talents are more appropriate than Powers for representing most psionic abilities in an *Alien Wars* game; the most common Powers are Telepathy and low-strength Ego Attacks. If used, Powers should have 30 Active Points or less with Limitations like *Activation Roll* or *No Conscious Control* to reflect their unreliability. Characters cannot place powers within Power Frameworks.

All psionic powers work equally well across species, so a Human telepath can conceivably read the mind of a Rigellian, and vice-versa. Thus, PCs don't have to worry about the Alien class of minds, and can take a Limitation on powers that only affect one or two species. Characters must still use the classes of mind rules to affect Animals or Machines with Mental Powers.

chapter seven:



The United Earth Armory

GENERAL TECH ISSUES



The twenty-fourth century, as with many times of war, is a century of innovation and rapid improvement in technology. By the late 2300s, Humanity dedicates much of its scientific research to improving the armed forces in tangible ways that can be quickly implemented. In short, theory takes a back seat to application, and scientists seek to refine existing technology in the hopes of solving some of the logistical problems that arise when waging war across interstellar distances. Because the efforts of these scientists are of the utmost importance to the war effort, this chapter not only addresses equipment in play, but also shows the progression of technological development over the course of the Xenovore Wars.

TECHNOLOGY RATING: THE UTES SCALE

Following Humanity's early contacts with alien species, military planners, traders, sociologists, and technicians began studying the different ways that species developed and used technology. From these studies grew a system of rating different planets and civilizations according to their level of technological sophistication and advancement. Called the Uniform Technology Evaluation Scale (UTES), it evolved over time, eventually becoming the more advanced Available Technical Resources Index (ATRI) of the Terran Empire period.

Due to the influence of military and commercial viewpoints on the UTES, it focuses primarily on transportation and power sources as the touch-

stones of technological progress. Because it uses fairly broad classification categories, two civilizations at the same UTES level may look very different. Similarly, some species or states advance more rapidly in some fields than in others — for example, the Xenovores mostly have UTES 9 technology, but are more advanced in biotechnology.

At the beginning of the Xenovore Wars, Humanity is UTES 9 on most Senate Worlds with UTES 8 technology prevalent on Colony Worlds. Because of the war and the urgent need for improved ordnance, technology rapidly increases to UTES 10 in some fields, but most technology of that caliber is only in the hands of the military and reserved for its use. For instance, by the close of the century many military ships have antigravity generators, but not Displacer drives, and civilian ships still create gravity via rotation. However, the equipment carried by the average infantry soldier changes little over the course of the war due to the costs of re-equipping millions of men. The most dramatic change is the introduction of laser weapons as standard issue in 2370. After the war these improvements trickle down through society, helping to spark Humanity's expansion during the time of the Terran Empire.

AVAILABILITY

For an enlisted man, the commanding officer of his unit determines what equipment he gets. Private Johnson can't just go up to the quartermaster and ask for a K-88 Light Machine Gun because

having a big gun will help him sleep better at night. Officers expect their men to request special ordnance; the men expect their officers to tell them no.

That being said, once the quartermaster issues a piece of equipment to a soldier, he usually doesn't come around looking for it later. Despite what regulations dictate, the smart soldier holds on to whatever equipment he has at the end of a mission — if he can't think of an immediate use for it, maybe he can trade it on the black market.

THE UTES SCALE

Level	Power Sources	Transportation	Weapons/Miscellaneous
0	No Technology		
1	Fire		Melee weapons, bows
2	Animal Power	Riding Animals/Boats	Melee weapons, bows, crossbows
3	Wind Power	Sailing Ships/Balloons	Matchlocks, flintlocks
4	Steam Power	Steamships/Railroads	Early percussion firearms
5	Electric Power	Submarines	Early percussion firearms
6	Internal Combustion	Automobiles, aircraft	Advanced percussion firearms
7	Atomic Power	Jet Aircraft/Orbital Spacecraft	Advanced percussion firearms, atomic weapons
8	Solar Power	Interplanetary Spacecraft	Early gauss and laser weapons
9	Fusion Power	Hyperdrive	Advanced gauss and laser weapons
10	Cold Fusion	Displacer drive	Antigravity; plasma weapons and blasters
11	Antimatter Power	Reactionless Thrusters	Force fields, tractor beams

Beyond UTES 11, Humanity is uncertain how technology develops, though the Perseids and Se'ecra do provide some information. Various scientists propose expansions to the UTES system throughout the 2300s, none of which become universally accepted by Human analysts.

The technologies of Humans and the other major sentient species of Human space (Denebians, Hrac'darese, Jhinu, Rigelians, and Vayathurans) are all Partly Compatible with each other (see *Star Hero*, page 144).

Even special forces and mission task forces don't have all requests for ordnance approved (although they're more likely to get what they ask for) — someone, somewhere looks at requests and mission assignments before putting his thumb-print in the approval box. In short: if the mission is covert infiltration and retrieval, don't expect the quartermaster to deliver that 50 kilos of C-44 to your tent anytime soon.

THE BLACK MARKET

As with militaries throughout history, a very profitable black market develops around the UE armed forces. Anything and everything is available, from Denebian brandy to a GA-1B76 main battle tank, if you ask the right person, can pay the price, and can cart your purchase away without attracting attention. Usually the black market is a barter economy run by quartermasters trading between divisions, and its network includes members of the Signal Corps and the Navy's Planetside Establishment, civilian merchants, and even pirates. Officers' participation depends on the individual— although they usually trade favors for goods, higher-ranking officers simply tell their staffs what they want and don't ask where it comes from. Most COs look the other way as long as black market trading involves harmless stuff (like liquor) or enhances the smooth functioning of their command.

During the early days of the Xenovore Wars and later at the Xenovore front, the black market is sometimes the easiest way to get supplies, including essential ones like ammunition and medicine. At these times, it's not so much a black market as a barter economy that's necessary for units to function. Everyone wants to be friends with the squad member who has a Contact in the black market.

The equipment table (page 135) lists equipment with a cost in credits. You should use this as a benchmark for barter, keeping in mind that the value of some things depends on the situation. Ammunition is priceless for troops on the front line, and medicine invaluable to a field hospital short on supplies. Soldiers rarely conduct transactions in credits, but black marketeers often cut a buyer a deal if he makes his purchase in currency rather than trade.

SOLDIERS' GEAR

Here's what Human soldiers carry into battle in the twenty-fourth century. For the most part this gear is UTES 9, though much of it is just advanced versions of devices that have existed for centuries.

Standard Issue, Circa 2305

The soldier's "kit" during the 2300s ultimately derives from the Army's outlook and policies circa 2305 — standard issue doesn't change much during the Xenovore Wars. The list below includes a full kit; some equipment may be unnecessary for particular duty posts (e.g., soldiers on Earth don't need full life support gear). Military logic stipulates

that it's easier to just give every soldier everything, rather than try to customize gear to every post within 5,000 light-years.

CLOTHING

The soldier of the twenty-fourth century dresses in layers, for two reasons. First, a soldier can never have enough pockets. Spare ammo, gum, a few extra pills, a letter from Mom, last will and testament, souvenir Xenovore mandible, and a good luck charm or three — all this and more fill his pockets. Second, life support suits are easily torn and every soldier wants to put on as many layers as he can to prevent inadvertent rips.

Skinsuit

The first layer a soldier puts on is his skinsuit. Woven from a blend of nano-circuitry and insulating thread, the skinsuit is a form-fitting body suit that covers the soldier from head to toe except for his face. The suit utilizes the wearer's body heat to insulate him from extremes in temperature, but only when completely sealed (which includes wearing a gas mask). The suit also offers protection in a high radiation environment. The fabric is fragile and easily torn by sharp rocks, shrapnel, Xenovore claws, and the like, so a soldier puts on as many layers as he can over it. Troops call skinsuits "long-johns."

Skinsuit: *Life Support (Safe Environments: Intense Cold, Intense Heat, High Radiation) (6 Active Points); IIF Fragile (-½). Total cost: 4 points.*

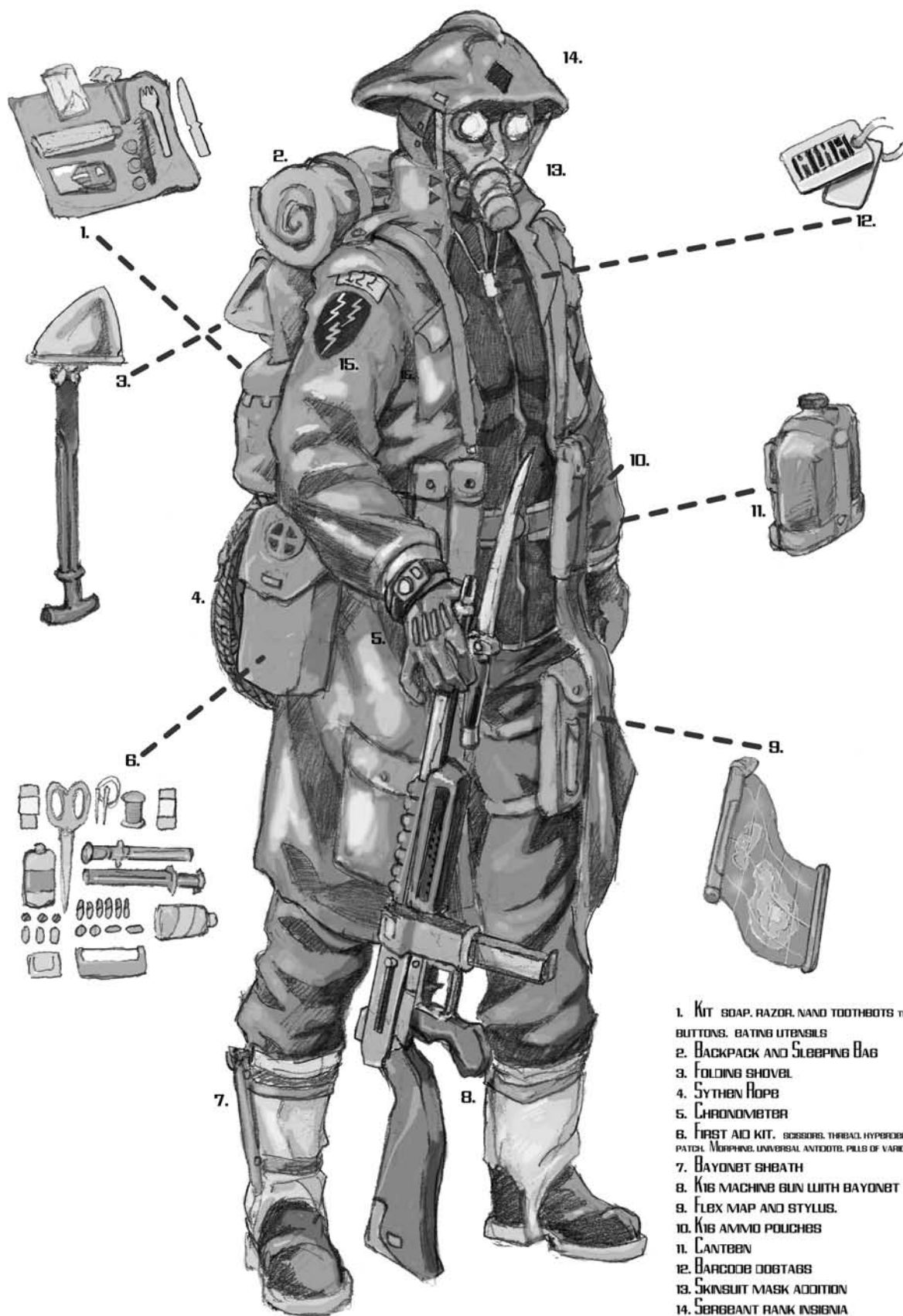
Fatigues

Next the soldier puts on baggy pants, a long-sleeved tee-shirt, and a high-necked wool sweater. If wearing a skinsuit, he wears the sweater regardless of a planet's surface temperature. He ties shut the cuffs of his sweater at the wrist (rumors abound about stinging insects getting into a sleeve and causing a rip in a skinsuit, but no documented cases exist), and he ties closed his pants cuffs and tucks them into his socks. Over his socks, he wears combat boots, usually made of brown synth-leather and coming up to just below his calf. Armor plates similar to those in his coat (see below) are stitched into the boots. The soldier wraps the boot laces around the tops of his boots to make doubly sure his pants cuffs don't come untucked. If he knows he'll be in the field for an extended period, he wraps tough strips of canvas around his ankles. Not only does this help keep his pants tucked in, it offers some protection against warhounds.

Combat Boots: *Armor (5 PD/5 PD) (15 Active Points); OIF (-½), Activation Roll 8- (only protects Hit Locations 17-18; -2), Real Armor (-¼). Total cost: 4 points.*

Armor Coat, Helmet, And Gas Mask

Over his fatigues the soldier wears an armor coat. Made of a wool-ballistic cloth blend and coming in a selection of colors — brown, olive drab, gray, and black — the coat reaches to mid-



1. KIT SOAP, RAZOR, NANO TOOTHBOTS™, CREDIT CARD, BUTTONS, BATING UTENSILS
2. BACKPACK AND SLEEPING BAG
3. FOLDING SHOVEL
4. SYTHEN ROPE
5. CHRONOMETER
6. FIRST AID KIT, GORRORS, THERMAL HYPERDYNAMICS, NANOBOT DEPLOYMENT PATCH, MORPHING, UNIVERSAL ANTIDOTE, PILLS OF VARIOUS UTILITY.
7. BAYONET SHEATH
8. K16 MACHINE GUN WITH BAYONET
9. FLEX MAP AND STYLUS.
10. K16 AMMO POUCHES
11. CANTHEN
12. BARCODE DOBTAGS
13. SKINSUIT MASK ADDITION
14. SERGEANT RANK INSIGNIA
15. 122ND INFANTRY DIVISION INSIGNIA

calf. Thin armor plates are sewn into its lining, with two layers of plates separated by a layer of ballistic fabric. The armor plates are about eight centimeters across, made of advanced polymers, and octagonal in shape. Though the plates are arranged to flex with the wearer's movements, the coat is still stiff and not very comfortable. The collar is wide, also contains armor plates, and can be turned up to protect the wearer's neck. Army regulations stipulate that the soldier keep his coat buttoned up at all times while in hostile territory. The two deep pockets are slit so he can reach the pockets of his fatigues without unbuttoning his coat. Sewn on the left arm is his rank and division patch.

The gas mask is a self-contained breathing device. It allows the soldier to function normally in oxygen-deficient atmospheres and protects him from chemical and biological attack. When worn, it fits over the skinsuit and completes the suit's seal. The lenses of the gas mask are photo-sensitive and protect against glare or bright flashes of light. The gas mask also has a communications system that lets the soldier maintain contact with his squad. When not in use the gas mask hangs from its strap around the soldier's neck.

Lastly, a soldier puts on his helmet. Stenciled at the front of his helmet is his rank. Many soldiers put an elastic band around the brim of the helmet to hold bottles of pills, extra ammunition, and other useful things.

Armor Coat: *Armor (12 PD/12 ED) (36 Active Points); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-6 and 17-18; -½), Half Mass (-½), Real Armor (-¼). Total cost: 13 points.*

Helmet: *Armor (5 PD/5 PD) (15 Active Points); OAF (-1), Activation Roll 8- (only protects Hit Locations 3-5; -2), Real Armor (-¼). Total cost: 3 points.*

Gas Mask: *Life Support (Self-Contained Breathing) (10 Active Points); OIF (-½), 1 Fuel Charge lasting 6 Hours (-0) (total cost: 7 points) plus Sight Group Flash Defense (5 points) (5 Active Points); OIF (-½) (total cost: 3 points). Total cost: 10 points.*

Communications System: *HRRP (Radio Group) (12 Active Points); OIF (-½) (total cost: 8 points) plus Radio Group Flash Defense (5 points) (5 Active Points); OIF (-½) (total cost: 3 points). Total cost: 11 points.*

EQUIPMENT

In addition to personal effects, toiletries, a chronometer, 15 meters of rope, a spork, a canteen, a backpack, a bedroll, dogtags and insignia patches, magazine pouches holding five 60-round ammo magazines each, and his K-16 assault rifle and other weapons, a soldier carries the following equipment of note:

Flex-Screen Map With Stylus

Inside a flat pouch stenciled with "MAPS" is a folded sheet of flex-screen. Woven from display thread, the flex-screen can store and display hundreds of maps. (If the Navy has put a WorldNet satellite system in place around a planet, the flex-screen can also download current weather patterns and show current position.) Of course having a map and properly reading a map are two different things... and tactical nukes have a drastic effect on a region's topography. Also inside the pouch is a stylus that lets the soldier sketch diagrams on the maps. At one end of the stylus is a compass.

Flex-Screen Map: *AK: One Location (planet, asteroid, or other similar programmed-in location) 15- (6 Active Points); OAF (-1). Total cost: 2 points.*

Stylus: *Bump of Direction (3 Active Points); OAF (-1), Only On Planets With Magnetosphere (-¼). Total cost: 1 point.*

First-Aid Kit

Inside a bag labeled "FIRST AID" is a little case holding thread, scissors, hypodermic, little bottles of fluid (including universal antidote and morphine), nanobot deployment patches, and pills. Among the pills are almost always Grit, Wide-Awake, and Rockabye, plus whatever else the soldier has scrounged. (See page 109.)

Nanobot Deployment Patch: The nanobot deployment patch, issued in bundles of twelve, stops blood loss from all but the worst wounds. Once activated by the presence of Human blood, the nanobots "stitch" closed the wound nearly instantaneously, then go inert. All rules for re-opening the wound (page 280 of the *HERO System 5th Edition*) still apply.

Paramedics 18- (21 Active Points); OAF (-1), Only To Stop Bleeding (-1), 12 Charges which Never Recover (-2¼). Total cost: 4 points.

Combat Spade With Sheath

The spade is the soldier's most hated possession, and digging trenches — a standard tactic when facing massed Xenovore infantry — is his least favorite activity. With a short handle and broad blade, the spade can also function as a hand-to-hand weapon. The sheath fits over the spade's blade and has hooks so the soldier can hang it from his belt or backpack.

Combat Spade: *HKA 1d6, Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), STR Minimum (7; -½), Real Weapon (-¼), Side Effects (-1 OCV, always occurs; -½). Total cost: 7 points.*

LOOK AND FEEL

The appearance, type, and function of the equipment used by *Alien Wars* soldiers has deliberately been chosen to enhance the relatively gritty "low"-tech nature of the time and setting. It's a valid approach for a Military SF campaign, but not necessarily the only appropriate way to do things. If you prefer a slicker, more high-tech "feel" to your game, just change the appearance of the soldiers and their gear. The illustration on page 171 gives you an idea of what this might look like.

STANDARD ISSUE, CIRCA 2370

In 2370, at the beginning of Operation Future Peace, the L-1 Laser Rifle replaces the K-16 Assault Rifle as standard issue (though some units received limited issues of it prior to that time). At long last, the need to transport millions of magazines along a supply line twenty thousand light-years long vanishes. The soldier's magazine pouches are replaced with a spare battery for his L-1 carried in a shoulder satchel. Additionally, regulations first instituted by Admiral Zhukov forbid many pharmaceuticals with serious adverse effects, so the average soldier only has Grit, Wide-Awake, and Rockabye in his first aid kit.

WEAPONS



GUNS AND GRAVITY

All UE firearms are calibrated to Earth-normal gravity, so on worlds with higher gravities, the firearm is difficult to aim. This is especially true of slugthrowers. The best way for a GM to simulate this is to increase the Range Modifier for weapons firing physical projectiles. Simply multiply the Modifier by the gravity of the world. For example, on a world with two times Earth's gravity, multiply the Range Modifier by 2; on a world with .5 G, the Range Modifier is halved (but the GM may require a period of training or acclimation before characters can take advantage of this). This does not apply to laser weapons.

Three different types of weapons see use during the Xenovore Wars: slugthrowers, Gauss weapons, and lasers. Ion weapons, still experimental at the end of the war, aren't issued to most troops. Their primary advantage — a non-lethal setting — doesn't help a soldier fighting Xenovores.

Slugthrowers

Slugthrowers have a high rate of fire, but suffer from two problems. First, they aren't reliable in all types of atmospheres — they work normally in Type 1 and some Type 2 atmospheres, but in all others the GM should impose an Activation Roll 14- on them. Second, they're subject to standard firearm malfunctions, such as barrel overheating, cartridge jams, and the like. Furthermore, keeping millions of troops supplied with ammunition is difficult, especially during Operation Future Peace. The military phases out slugthrowers and replaces them with laser weapons beginning in 2370.

K-2 "OFFICER'S SWEETHEART" AUTOMATIC PISTOL WITH LASER SIGHT

Effect: RKA 2d6-1, +1 Increased STUN Multiplier, Armor Piercing
Shots: 10
Combat Modifiers: +1 OCV, +1 RMod
STR Minimum: 7
Range: 235"

Description: The standard issue sidearm for officers in both the Army and the Navy, the K-2 "Officer's Sweetheart" Automatic sees use throughout the war. A simple handgun, 22 centimeters long, the K-2 is always issued with armor piercing ammunition. The magazine inserts into the grip. Under the barrel is a small integral laser sight; the shooter can adjust the color of the laser between blue and red, making it useful on planets in star systems with red dwarfs or blue-white stars. It gains its nickname during the dark days of the Xenovore Wars, when disgruntled troops "joke" that an officer better sleep with his pistol, or else.

Game Information: RKA 2d6-1, +1 Increased STUN Multiplier (+¼), Armor Piercing (+½) (47 Active Points); OAF (-1), STR Minimum (7); STR Minimum Doesn't Add Damage; -1), Beam (-¼), Real Weapon (-¼), 10 Charges (-¼) (total cost: 12 points) **plus** +1 OCV (5 Active Points); OAF (-1), Real Weapon (-¼) (total cost: 2 point) **plus** +1 versus Range Modifier

(3 Active Points); OAF (-1), Real Weapon (-¼) (total cost: 1 point). Total cost: 15 points.

K-16 ASSAULT RIFLE

Effect: RKA 2½d6, Autofire (3 shots)
Shots: 30
Combat Modifiers: +2 OCV, +2 RMod
STR Minimum: 13
Range: 400"

Description: The K-16 Assault Rifle is the firearm issued to all Army soldiers right out of boot camp from the start of the Xenovore Wars until 2370 (when the L-1 Laser Rifle replaces it). Light, sturdy, and reliable, the rifle is long and slender, intended to be fired from the hip or shoulder, and has a fully adjustable rear sight. The magazine attaches below the barrel, forward the grip. Armor piercing ammunition is also available for the K-16, but only standard issue for the Special Forces and Marines (add the Armor Piercing Advantage (+½) for an additional 6 points).

Research conducted by the military shows that three round bursts are optimal, but some soldiers have violated regulations by modifying their rifles to fire five round bursts (change the *Autofire* Advantage to (5 shots; +½) for an additional 3 points). Modification requires two hours, a knife, and a successful Weaponsmith roll.

Game Information: RKA 2½d6, +1 Increased STUN Multiplier (+¼), Autofire (3 shots; +¼), 60 Charges (+½) (80 Active Points); OAF (-1), STR Minimum (13); STR Minimum Doesn't Add Damage; -1), Beam (-¼), Real Weapon (-¼) (total cost: 32 points) **plus** +2 OCV (10 Active Points); OAF (-1), Two-Handed (-½), Real Weapon (-¼) (total cost: 4 points) **plus** +2 versus Range Modifier (6 Active Points); OAF (-1), Two-Handed (-½), Real Weapon (-¼) (total cost: 2 points). Total cost: 38 points.

K-4 SUBMACHINE GUN

Effect: RKA 2d6, Autofire (5 shots)
Shots: 30
Combat Modifiers: +2 OCV
STR Minimum: 13
Range: 300"

Description: Prior to the start of the Xenovore Wars, the K-4 SMG is a popular weapon among planetary defense forces which frequently deal with civil uprisings. It's first adopted into the UE military arsenal by the Marine Corps. Marines use it on

ALIEN WARS RANGED WEAPONS TABLE

Weapon	Year	UTES	OCV	RMod	Damage	STUNx	STR Min	Shots	A/R	Notes
Slugthrowers										
K-2 Automatic Pistol	2179	7	+1	+1	2d6-1	+1	7	10	55/15	AP
K-16 Assault Rifle	2203	7	+2	+2	2½d6	+1	13	60	96/38	AF3
K-4 Submachine Gun	2249	7	+2	0	2d6	0	13	30	70/21	AF5
K-88 Light Machine Gun	2206	7	+2	+2	3d6	0	13	200	151/45	AF10
K-306 Shotgun	2184	7	+2	0	3d6	0	13	20/7	Text	AE, 2H, Text
Gauss Weapons										
G-1000 Rifle	2274	8	+2	+10	2d6	0	13	6	141/43	APx2, 2H
G-212EX Projectile Launcher	2289	8	0	+4	5d6	0	13	4	162/33	APx2, 2H, Con
G-448 Repeating Gauss Cannon	2282	8	+2	+4	3d6	0	17	60	157/35	AF3, APx2, 2H, Bulky
Laser Weapons										
L-1 Laser Rifle	2361	9	+1	+2	2d6	0	12	40	78/20	AF3, AP
L-13D Laser Cannon	2375	9	+1	+2	3d6	0	14	60	123/29	AF5, AP, Act 15-
Miscellaneous Weapons										
F-45 Flamethrower	2267	8	0	0	1½d6	0	13	12	100/25	Text
Hand Grenades										
Concussion Grenade	2306	9	0	0	8d6 N	0	—	10	91/31	Ex, Text
Fragmentation Grenade	2289	9	0	0	2½d6	0	—	10	86/30	Ex, Text
Smoke Grenade	2125	7	0	0	3" Darkness	0	—	10	37/16	Text

KEY

Year: The year the weapon first becomes available.

UTES: The weapon's Uniform Technology Evaluation Scale rating.

OCV: A modifier applied to all attacks made with the weapon. See page 333 of the *HERO System 5th Edition*.

RMod: A modifier applied to the Range Modifier for attacks made with the weapon. See page 333 of the *HERO System 5th Edition*.

Damage: The damage the weapon does; see Notes for any abbreviation used.

STUN: The STUN Multiplier for Killing Damage weapons (0 indicates a normal 1d6-1 multiplier).

STR Min: STR Minimum. See the *HERO System 5th Edition*, pages 327-28, for rules.

Shots: The standard amount of ammunition or power in the gun's magazine or battery

A/R: Active Point/Real Point cost.

Notes: Any information not listed elsewhere, often using the following abbreviations:

2H: Two-Handed Weapon

AE: Area Of Effect

AP: Armor Piercing

Act: Activation Roll

Bulky: A Bulky Focus

Burn: Burnout

Con: Concentration (½ DCV)

Dis: Dispel

Drn: Drain

Ent: Entangle

EX: Explosion

Frg: Fragile

Pen: Penetrating

SE: Side Effects

Text: See text for information

security detail or during covert operations when a soldier needs a concealable weapon that still packs a punch. Eventually it also sees use in the military police and Army special forces.

The K-4 has a short barrel and a collapsible stock. It measures 50 centimeters with stock collapsed and 70 cm with stock extended. The magazine attaches under the barrel, forward the grip. Military versions use the same ammunition and magazine as the K-16. K-4s using AP ammunition have the *Armor Piercing Advantage* (this costs an additional 4 points).

Game Information: RKA 2d6, Autofire (5 shots; +½), 30 Charges (+½) (60 Active Points); OAF (-1), STR Minimum (13; STR Minimum Doesn't Add Damage; -1), Beam (-¼), Real Weapon (-¼) (total cost: 17 points) **plus** +2 OCV (10 Active Points); OAF (-1), Two-Handed (-½), Real Weapon (-¼) (total cost: 4 points). Total cost: 21 points.

K-88 LIGHT MACHINE GUN

Effect: RKA 3d6, Autofire (10 shots)

Shots: 200

Combat Modifiers: +2 OCV, +2 RMod (only when Braced)

STR Minimum: 13

Range: 675"

Description: The K-88 Light Machine Gun is issued to one member in a squad. A light, portable machine gun, it can be fired from the hip, or with the bipod down and the gun braced on the ground. The K-88 takes a box magazine of two hundred bullets, but also the sixty-round K-16 magazine (in which case it only does 2½d6 damage).

Game Information: RKA 3d6, Autofire (10 shots; +1), 200 Charges (+1) (135 Active Points); OAF (-1), STR Minimum (13; STR Minimum Doesn't Add Damage; -1), Beam (-¼), Real Weapon (-¼) (total cost: 39 points) **plus** +2 OCV (10 Active Points); OAF (-1), Two-Handed (-½), Real Weapon (-¼) (total cost: 4 points) **plus** +2 versus Range Modifiers (6 Active Points); OAF (-1), Two-Handed (-½), Only When Braced (-¼), Real Weapon (-¼) (total cost: 2 points). Total cost: 45 points.

K-306 SHOTGUN WITH GRENADE LAUNCHER

Effect: RKA 3d6, Accurate/RKA 2d6, +2 Increased STUN Multiplier, Explosion
Shots: 20/6
Combat Modifiers: +2 OCV/+4 RMod
STR Minimum: 13
Range: 50"/1000"

Description: The K-306 Shotgun is issued to one member in a squad. Whereas standard infantry units usually have a K-88, recon patrols and other forward elements in uncharted areas choose to go with the K-306. Its simple design makes it probably the most reliable slugthrower in the service, so the K-306 sees wide use throughout the war until Operation Future Peace (when it's phased out). Designed to be fired from the shoulder, it has a drum magazine holding twenty slugs attached to the top forward the stock. Underneath the barrel is a Gauss-powered grenade launcher. A magazine with seven concussion grenades attaches below and toward the back of the launcher.

Game Information

Cost K-306 Shotgun With Grenade Launcher

- 21 *K-306 Shotgun:* RKA 3d6, Area Of Effect (One Hex Accurate; +½), 20 Charges (+¼) (79 Active Points); OAF (-1), STR Minimum (13; STR Minimum Doesn't Add Damage; -1), Two-Handed (-½), Reduced Penetration (-¼), Reduced By Range (-¼), Limited Range (50"; -¼), Beam (-¼), Real Weapon (-¼) (total cost: 17 points) **plus** +2 OCV (10 Active Points); OAF (-1), Two-Handed (-½), Real Weapon (-¼) (total cost: 4 points)
- 20 *Grenade Launcher:* RKA 2d6, +2 Increased STUN Multiplier (+½), Explosion (+½), Increased Maximum Range (1,000"; +¼) (67 Active Points); OAF (-1), STR Minimum (13; STR Minimum Doesn't Add Damage; -1), Two-Handed (-½), Real Weapon (-¼), 7 Charges (-½) (total cost: 16 points) **plus** +4 versus Range Modifier (12 Active Points); OAF (-1), Two-Handed (-½), Real Weapon (-¼) (total cost: 4 points)

Total cost: 41 points

Gauss Weapons

Gauss weapons have a slow rate of fire, but pack a punch and have a high effective maximum range. Due to the projectile's force, they're also accurate over great distances. A further advantage is that they function in all sorts of atmospheres, and ammunition is easy to manufacture. Despite these advantages, personal Gauss weapons are usually specialized firearms like sniper rifles.

G-1000 HIGH-POWERED GAUSS RIFLE

Effect: RKA 2d6, Armor Piercing (x2)
Shots: 6
Combat Modifiers: +2 OCV, +10 RMod
STR Minimum: 13
Range: 2000"

Description: Usually one soldier in a squad, the designated marksman, carries a G-1000. Lethal and accurate up to 4000 meters, the rifle fires a single flechette tipped with depleted uranium and designed to "tumble" once inside the target. It's one of the simplest firearms in the UE arsenal, easy and quick to assemble or break down; when assembled, it's 1.5 meters long

The G-1000 is fired from the shoulder. It can hold 6 flechettes at a time. It has no muzzle flash since it's a Gauss weapon — but it makes a distinct *ker-chink* as the magnets engage right before it fires, and the gun emits a high-pitched whistle as the flechette passes through the barrel. It comes equipped with a sight hard-wired with calibrations for each individual rifle. A small box, the sight resolves an image of the gunner's target on a small screen with a crosshair, allows x32 magnification, and has light amplification technology.

Game Information:

Cost G-1000 High-Powered Gauss Rifle

- 31 *G-1000:* RKA 2d6, Armor Piercing (x2; +1), Increased Maximum Range (2,000"; +½); OAF (-1), STR Minimum (13; STR Minimum Doesn't Add Damage; -1), Two-Handed (-½), Beam (-¼), Real Weapon (-¼), 6 Charges (-¾) **plus** +2 OCV; OAF (-1), Two-Handed (-½), Real Weapon (-¼) **plus** +10 versus Range Modifier; OAF (-1), Two-Handed (-½), Real Weapon (-¼)
- 2 *Light Amplification:* Nightvision; OAF (-1)
- 9 *Magnification:* +12 versus Range Modifier for Sight Group; OAF (-1)
- 1 *Absolute Range Sense;* OAF (-1)

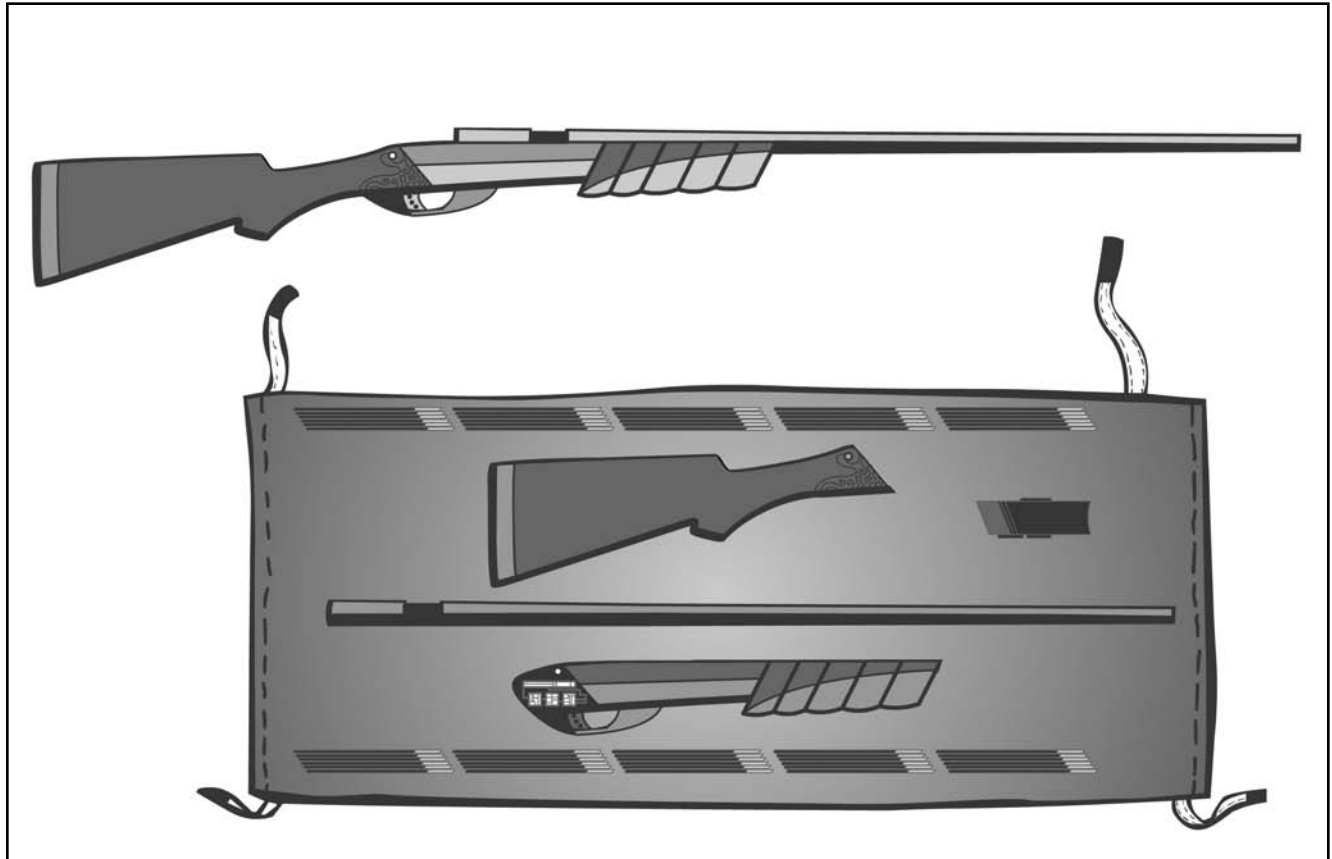
Total cost: 43 points.

G-212EX HIGH-VELOCITY PROJECTILE LAUNCHER

Effect: RKA 5d6, Armor Piercing (x2)
Shots: 4
Combat Modifiers: +4 RMod
STR Minimum: 13
Range: 750"

Description: The G-212EX High-Velocity Projectile Launcher is a small, portable anti-armor weapon. A long, large-bore tube, it's meant to be fired from the shoulder. It fires a simple titanium rod; and a box magazine holding four rod snaps into the back, just above the shock-absorbing shoulder pad. Forward the shoulder pad are two grips; the one nearest the front of the barrel is collapsible, the other is the trigger. The weapon's main advantages are the simplicity of its firing mechanism and ammunition and its effectiveness against armor.

Game Information: RKA 5d6, Armor Piercing (x2; +1) (150 Active Points); OAF (-1), STR Minimum (13; STR Minimum Doesn't Add



Damage; -1), Two-Handed (-½), Beam (-¼), Concentration (½ DCV; -¼), Real Weapon (-¼), 4 Charges (-1) (total cost: 29 points) plus +4 versus Range Modifier (12 Active Points); OAF (-1), Two-Handed (-½), Real Weapon (-¼) (total cost: 4 points). Total cost: 33 points.

*(-½), Two-Handed (-½), Real Weapon (-¼) (total cost: 3 points) **plus** +4 versus Range Modifier (12 Active Points); OAF Bulky (-1½), Two-Handed (-½), Real Weapon (-¼) (total cost: 4 points). Total cost: 35 points.*

G-448 "3X23" REPEATING GAUSS CANNON

Effect: RKA 3d6, Armor Piercing (x2), Autofire (3 shots)

Shots: 60

Combat Modifiers: +2 OCV, +4 RMod

STR Minimum: 17

Range: 1000"

Description: The G-448 "3x23" Repeating Gauss Cannon is a large weapon with three 23 mm barrels. Each barrel has a separate magnetic firing chamber, allowing for a faster rate of fire; the gun uses belt ammunition. A hollow cylinder surrounds all three barrels, covering two-thirds of the barrels' length, and a collapsible tripod attaches near the end of the cylinder. The G-448 is intended as an anti-armor weapon and for use in gun emplacements, and though it has a maximum range of 2000 meters, it's only accurate for about half that distance.

Game Information: RKA 3d6, Armor Piercing (x2; +1), Autofire (3 shots; +¼), Increased Maximum Range (1,000"; +¼), 60 Charges (+½) (135 Active Points); OAF Bulky (-1½), STR Minimum (17; STR Minimum Doesn't Add Damage; -1¼), Two-Handed (-½), Beam (-¼), Real Weapon (-¼) (total cost: 28 points) **plus** +2 OCV (10 Active Points); OAF Bulky

Lasers

Although the earliest, most difficult to use personal laser weapons were developed in 2342, the laser didn't become practical as a mass-produced infantry weapon for almost thirty years for both technical and logistical reasons. Lasers' primary advantages are (a) they don't require a constant supply of ammunition, and (b) they can fire in any sort of atmosphere. Though they have a slower rate of fire than slugthrowers, they become the standard infantry weapon for the last third of the war.

L-1 LASER RIFLE

Effect: RKA 2d6, Autofire (3 shots), Armor Piercing

Shots: 40

Combat Modifiers: +1 OCV, +2 RMod

STR Minimum: 12

Range: 335"

Description: The L-1 Laser Rifle becomes standard issue for infantry soldiers in 2370 (with a few select units receiving limited issues of it prior to that time). A short rifle with a stubby barrel, the L-1 has a rectangular battery situated under the barrel, forward the trigger and grip. Thickly insulated wires run from the battery to just above the trigger. Some soldiers never quite get over their scorn for the weapon, but regardless of their complaints, lim-

ited supplies of ammunition for slugthrowers force them to use the L-1.

Game Information: *RKA 2d6, Armor Piercing (+½), Autofire (3 shots; +¼), 40 Charges (+½) (67 Active Points); OAF (-1), STR Minimum (12; STR Minimum Doesn't Add To Damage; -1), Two-Handed (-½), Beam (-¼), Blocked By Smoke Or Steam (-¼), Real Weapon (-¼) (total cost: 16 points) plus +1 OCV (5 Active Points); OAF (-1), Two-Handed (-½), Real Weapon (-¼) (total cost: 2 points) plus +2 versus Range Modifier (6 Active Points); OAF (-1), Two-Handed (-½), Real Weapon (-¼) (total cost: 2 points). Total cost: 20 points.*

L-13D LASER CANNON

Effect: *RKA 3d6, Armor Piercing, Autofire (5 shots), Activation Roll 15-*
Shots: 60
Combat Modifiers: +1 OCV, +2 RMod
STR Minimum: 14
Range: 560"

Description: Weapon designers make several attempts to manufacture a laser weapon as a substitute for the light machine gun. The L-13D Laser Cannon is the only one that comes close; it sees widespread use during Operation Future Peace as it replaces the K-88 LMG. A large and heavy weapon, it looks similar to the L-1, but with a larger bore and battery. Near the end of the barrel is a collapsible bipod. The L-13D has many problems, not the least of which is a high rate of temporary malfunction.

Game Information: *RKA 3d6, Armor Piercing (+½), Autofire (5 shots; +½), 60 Charges (+½) (112 Active Points); OAF (-1), STR Minimum (15; STR Minimum Doesn't Add To Damage; -1), Two-Handed (-½), Beam (-¼), Blocked By Smoke Or Steam (-¼), Activation 15- (-¼), Real Weapon (-¼) (total cost: 25 points) plus +1 OCV (5 Active Points); OAF (-1), Two-Handed (-½), Real Weapon (-¼) (total cost: 2 points) plus +2 versus Range Modifier (6 Active Points); OAF (-1), Two-Handed (-½), Real Weapon (-¼) (total cost: 2 points). Total cost: 29 points.*

Miscellaneous Weapons

F-45 FLAMETHROWER

Effect: *RKA 1½d6, Penetrating, Continuous*
Shots: 12
Combat Modifiers: None
STR Minimum: 13
Range: 10"

Description: Soldiers use the F-45 Flamethrower when assaulting Xenovore entrenchments; it's an excellent weapon in close quarters. Essentially a thick barrel ending in a wide trapezoidal nozzle, the F-45 is shoulder-fired like a rifle. A shield guards the hands of the wielder from blowback and splat-

ter. A long, cylindrical canister filled with pyro-leum, a viscous fluid that ignites upon contact with oxygen, attaches to the underside of the weapon.

Game Information: *RKA 1½d6, Area Of Effect (One Hex Accurate; +½), Continuous (+1), Penetrating (+½), Uncontrolled (removable by any means that snuffs the fire; +½), Reduced Endurance (0 END; +½) (100 Active Points); OAF (-1), STR Minimum (13; STR Minimum Doesn't Add To Damage; -1), Two-Handed (-½), Limited Range (10"; -¼), Real Weapon (-¼), 12 Charges (-0). Total cost: 25 points.*

GRENADES

Although weapon designers create many types of grenades in the 2300s, for the most part the UE military issues only a few types to its soldiers. With the exception of smoke grenades, it does not waste its resources producing non-lethal types like flash and tear gas grenades. It issues grenades in bundles of ten, which come in a shoulder pouch. In effect they're not much different than grenades from previous centuries, just smaller, lighter, and easier to use.

Concussion Grenade: This grenade detonates with a powerful, deafening explosion that's as likely to knock someone out as kill him (a valuable effect for urban fighting or taking prisoners). They have a mass of about .05 kg.

Energy Blast 8d6, Explosion (-1 DC/2"; +¾) (70 Active Points); OAF (-1), Range Based On STR (-¼), Real Weapon (-¼), 10 Charges (-¼) (total cost: 25 points) plus Hearing Group Flash 4d6, Explosion (-1 die/2"; +¾) (21 Active Points); OAF (-1), Range Based On STR (-¼), Real Weapon (-¼), Linked (-½), 10 Charges (-¼) (total cost: 6 points). Total cost: 31 points.

Fragmentation Grenade: This grenade sprays deadly shrapnel throughout the burst zone, making casualties more likely. It weighs about .05 kg.

RKA 2½d6, Explosion (-1 DC/2"; +¾) (70 Active Points); OAF (-1), Range Based On STR (-¼), Real Weapon (-¼), 10 Charges (-¼) (total cost: 25 points) plus Hearing Group Flash 3d6, Explosion (-1 die/2"; +¾) (16 Active Points); OAF (-1), Range Based On STR (-¼), Real Weapon (-¼), Linked (-½), 10 Charges (-¼) (total cost: 5 points). Total cost: 30 points.

Smoke Grenade: This grenade emits a large cloud of orange-colored smoke. Initially used for marking drop zones and the like, soldiers find it effective for creating quick barriers against enemy laser fire. It weighs about .03 kg.

Darkness to Sight Group 3" radius, 10 Continuing Charges lasting 1 Turn each (removed by winds or rain; +¼) (37 Active Points); OAF (-1), Range Based On STR (-¼). Total cost: 16 points.

COMBAT DRUGS



During the early part of the Xenovore Wars, weaponry improves very little. Desperate for any edge in combat, the military commissions studies on the use of pharmaceuticals to improve troop performance. Researchers rush many of these studies and even go so far as to falsify some of their results, presenting inaccurate assessments of harmful side effects. From the years 2330 to 2358, pharmaceuticals such as the ones below are standard issue. When Admiral Zhukov comes into command, he forbids the use of all pharmaceuticals except Grit, Wide-Awake, and Rockabye, as well as Morphine in a small number of clearly-defined circumstances. Of course, addiction is already widespread among some units (especially those that fought in the Civil War), and Zhukov's restrictions make these addictive pharmaceuticals valuable commodities on the black market.

Brawn Serum (UTES 9): This injection boosts the recipient's strength for a short period — long enough to finish a fight or accomplish a specific task. However, it does not always work, and when it fails to work, it actually weakens the user. Soldiers rarely use Brawn since strength isn't essential to staying alive on the twenty-fourth century battlefield.

Aid STR 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +¼) (37 Active Points); OAF (-1), 3 Charges which Never Recover (-¾), Requires A CON Roll (assumes CON Roll of 12- or 13-; -¾), Side Effects (Drain STR 3d6; -½). Total cost: 6 points.

Grit (UTES 10): This pill temporarily allows an individual to ignore injuries. In the end the drug user just injures himself more, but sometimes that's a worthwhile risk to take.

Aid BODY 2d6, Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½) (30 Active Points); OAF (-1), Only Restores To Starting Values (-½), Side Effect (user automatically takes KA 1d6 when drug's effects fade; -½), 1 Charge which Never Recovers (-4). Total cost: 4 points.

Morphine (UTES 6): For centuries, scientists have attempted to synthesize a pain killer as effective as morphine, but less addictive. By the twenty-fourth century they still have not succeeded, and morphine remains one of the most effective means of deadening pain known to chemistry. Army regulations are strict about when a soldier can use mor-

phine (*i.e.*, loss of limb or other traumatic injury), but some soldiers flaunt these regulations and their officers ignore the recreational use of the drug... until Marshall Nguyen comes into command. Afterward, commanders strictly enforce the regulations, and improper use of morphine carries stiff penalties. The bottle of morphine issued contains enough for four injections.

+15 EGO (30 Active Points); OAF (-1), Only To Protect Against Presence Attacks And Counter The Effects Of Pain (-1), Side Effect (1d6 INT Drain, points return after 4 Hours; -¼), Side Effect (Major Transform 1d6 into addicted person, always occurs; -½), 4 Continuing Charges lasting 4 Hours each which Never Recover (-1¼). Total cost: 6 points.

Quickjuice (UTES 9): In battle, swiftness of action is often the deciding factor. To gain the upper hand, soldiers sometimes use Quickjuice, a pharmaceutical that enhances reaction time. After its effects wear off in an hour, the user suffers a temporary neural slowdown. Quickjuice is a light blue serum administered by injection. It is highly addictive; addicts speak too quickly, have difficulty sitting still, and frequently lick their lips.

+1 SPD (10 Active Points); OAF (-1), Side Effect (-1 SPD for 24 hours after Charge stops working, automatically occurs; -½), Side Effect (Major Transform 1d6 into addicted person, always occurs; -½), 1 Continuing Charge lasting 1 Hour which Never Recovers (-2¼). Total cost: 2 points.

Redeye (UTES 7): Although not commonly used because of the prevalence of nightsight gear, this pill makes such gear unnecessary. It dilates the pupil and enhances the eye's light-gathering power, making it much easier for the user to see at night. However, it leaves him more susceptible to the effects of bright lights.

Nightvision (5 Active Points); OAF (-1), Side Effects (user suffers 2 x Effect from Sight Group Flashes based on bright light, and -2 Sight Group PER Rolls in daylight or brighter light, for duration of effect; -¼), 1 Continuing Charge lasting 1 Hour which Never Recovers (-2¼). Total cost: 1 point.

Rockabye (UTES 8): One frequent problem faced by soldiers is sleeplessness brought on by anxiety, starship lag, the varying lengths of days on different worlds, and other factors. To smooth the coordina-

INJECTIONS VERSUS PILLS

Troops, by and large, prefer pills. Because of their skinsuits, injections are difficult to give without piercing the suit. In boot camp, soldiers learn to give an injection by removing the gas mask and delivering the shot to the neck, right below the ear — not a very pleasant way of doing things, especially for self-administration.

COMBAT DRUG ADDICTION

Several combat drugs are potentially addicting. The addiction is represented as a Major Transform that inflicts the *Dependence Disadvantage* on the user (the Transform may also inflict a *Psychological Limitation* related to the addiction). The Transform "damage" "heals" back the same way and rate at which the character heals **BODY** — unless he gains the *Disadvantage* and is Transformed into an addicted person. In that case, the GM must define the exact effects of the *Disadvantage* (typically the character must have the drug once per day or suffer *Weakness* or *Incompetence*). The character can only cure himself of his addiction by buying it off with *Experience Points* — or, if it has a value of 0, by undergoing a lengthy and painful withdrawal program

Continued on next page



Continued from last page

that's not available in combat zones. The alternative to the program is "going cold turkey," which takes longer and is even less pleasant.

ALIENS AND DRUGS

For ease of game play, the GM can assume that non-Human UE personnel, such as Denebians and Rigelians, are affected by combat drugs the same way Humans are, or that they have versions of the drugs specific to their own species. Gamemasters interested in more "realism" may declare that Human drugs work at only partial effect on non-Humans... or are poisonous to them.

tion of troop movements and ease communications, UE military regulations specify that divisions stay on Terran time regardless of their current post — meaning lights out by 2200 hours and muster at 0500 hours. To ease the problem of sleeplessness, soldiers take the pharmaceutical Rockabye, which helps them sleep. The side effects of the pill are minor (although it can lead to complications when taken to counter the effects of Wide-Awake), mainly irritation or mild depression.

Drain STUN 4d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1) (80 Active Points); OAF (-1), Extra Time (5 Minutes' onset time; -2), Gradual Effect (1d6 per 5 Minutes for 20 Minutes; -1), 1 Charge which Never Recovers (-4). Total cost: 9 points.

Rocksteady (UTES 8): This injected drug increases a person's bravery and confidence, allowing him to stand calmly in the face of a charging horde of Xenovores. Though it lacks immediate side effects, repeated usage causes physical and psychological addiction. Regular use of Rocksteady leads to schizophrenia and other derangements such as delusions of grandeur and paranoia. Physical signs of use include dilated pupils, increased heart rate and blood pressure, muscle spasms, facial tics, and convulsive twitches.

+10 PRE (10 Active Points); OAF (-1), Only To Protect Against Presence Attacks And PRE Drains (-1), Side Effect (Major Transform 1d6 into addicted person, always occurs; -½), 1 Continuing Charge lasting 1 Hour which Never

Recovers (-2¼). Total cost: 2 points.

Universal Antidote (UTES 9): Universal Antidote is a synthesized chemical compound that provides protection from all known poisons and chemical warfare agents. The Xenovores, experts in biotechnology and biowarfare, come up with new agents frequently, and each time Human chemists must update the formula of the Universal Antidote. After Human forces encounter a new form of biowarfare, it takes anywhere from six months to a year to create and distribute the updated Universal Antidote. A bottle contains enough for four injections.

Life Support (Immunity: all terrestrial poisons and chemical warfare agents) (10 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 1 Hour each which Never Recover (-1½). Total cost: 3 points.

Wide-Awake (UTES 8): A red capsule, Wide-Awake is an oral drug that allows a Human to function normally for three days without sleep. Extended use leads to adverse effects on one's health, but in the short term, the drug is harmless. When the effect ends, the user must succeed with a CON Roll to stay awake. He must attempt another roll every hour without sleep, and suffers a cumulative -1 penalty.

Life Support (Diminished Sleep: no need to sleep) (3 Active Points); OAF (-1), 1 Continuing Charge lasting 3 Days which Never Recovers (-1½). Total cost: 1 point.

MISCELLANEOUS EQUIPMENT



Here are some other types of equipment used by Human soldiers. For the most part this gear is UTES 9, though much of it is just advanced versions of devices that have existed for centuries.

ARMOR VEST

The Armor Vest is standard issue to officers in the Army, as well as members of Special Forces and Rangers. For tank crews and soldiers in units other than Light and Mechanized Infantry, it replaces the Armor Coat as standard issue. Light-weight, the vest is made from black nylon; small octagonal plates are stitched into the fabric. The vest buttons down the front, and velcro straps, three to a side, allow the wearer to adjust its fit.

Armor (12 PD/12 ED) (36 Active Points); OIF (-½), Half Mass (-½), Real Armor (-¼), Activation Roll 9- (only protects Hit Locations 11-13; -1½). Total cost: 10 points.

C-44 EXPLOSIVE

A high-velocity plastic-bonded explosive, C-44 has myriad uses: satchel charges for destroying enemy armor; demolishing Xenovore hive-colonies; creating a foxhole quickly. Issued in rectangular blocks weighing .5 kilos, the malleable material can be shaped easily and has excellent adhesive qualities; it's stable, requiring a detonator to set it off.

The write-up below represents one .5 kg block of C-44. For each additional block, increase the damage by RKA 2d6.

RKA 4d6, Explosion (-1 DC/2"; +¾), Trigger (variable, usually involving a radio signal; +½) (135 Active Points); OAF (-1). Total cost: 67 points.

ENGINEER'S TOOLBOX

An engineer, technician, or mechanic, whether in the Army or Navy, is never far from his Engineer's Toolbox. Small and compact, the toolbox is standard issue to those in the appropriate branch of the military. Special Forces, Rangers, and Marines frequently carry a Toolbox as well.

Cost Engineer's Toolbox

- 2 *Mini-Computer*: +2 to Computer Programming; OAF (-1)
- 1 *Charge Capacitors*: +1 to Demolitions; OAF (-1)
- 3 *Spare Power Conduits*: +3 to Electronics; OAF (-1)
- 2 *Spanners*: +2 to Mechanics; OAF (-1)
- 2 *System Interface*: +2 to System Operations; OAF (-1)
- 1 *Helpful Tools*: +1 to Weaponsmith; OAF (-1)

Total cost: 11 points.

ENHANCED VISION GOGGLES

Enhanced Vision Goggles allow a soldier to see in low-light conditions and into the infrared part of the spectrum; they also provide x32 magnification. They're standard issue to platoon leaders and sergeants as well as members of Special Forces, Rangers, and the Marine Corps. A shallow rectangular unit with a single short lens protruding from the middle, the goggles attach to a soldier's gas mask. They are 16.5 centimeters long, 6 centimeters wide, and 8 centimeters high; the lens is 4 centimeters in diameter, and extends 2 centimeters from the front of the goggles.

Cost Enhanced Vision Goggles

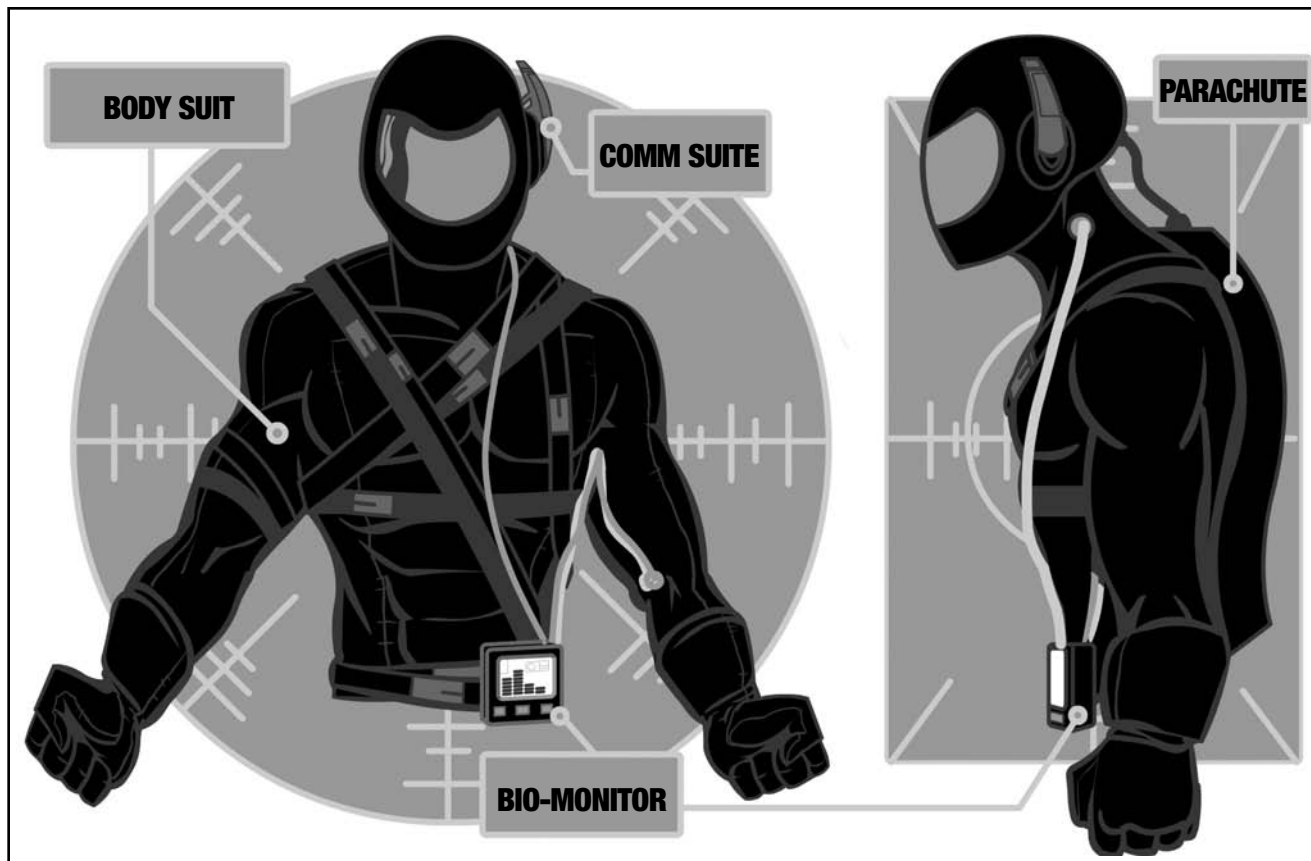
- 2 *Thermal Sight*: Infrared Perception (Sight Group); OAF (-1)
- 2 *Light Amplification*: Nightvision; OAF (-1)
- 9 *Magnification*: +12 versus Range Modifier for Sight Group; OAF (-1)
- 1 *Absolute Range Sense*; OAF (-1)

Total cost: 14 points.

HALO GEAR

Rangers and Special Forces make High Altitude Low Opening (HALO) drops to get behind enemy lines. By the standards of the day, the gear is primitive since it's designed to minimize detection by electronic sensors. A black body suit that covers the wearer from head to toe, the material insulates the wearer and adjusts to match outside temperatures to prevent detection by infrared, as well as absorbing radar and other forms of frequency-based detection. Thin "wings" stretch from wrist to waist and allow the wearer to maneuver while falling. On the wearer's back is his parachute. Though the parachute is easily seen by the naked eye, the jumper's low opening allows him time to get away from the drop zone before enemy forces can mobilize.

In game terms, the character in a HALO jump falls, accelerating as he normally would (described



on page 291 of *HERO System 5th Edition*). He can move laterally, 1" for every 12" downward. He can open the parachute at any time to slow his descent (of course, low opening means he only deploys his parachute near the ground — usually within twenty or thirty meters.) The Invisibility's Fringe is a "null" spot in the detection area.

Cost HALO Gear

- 1 *Parachute And Wings*: Gliding 6"; OAF (-1), Limited Movement (character cannot gain altitude, and must move at least 12" downward for every 1" forward; -1½), 1 Recoverable Continuing Charge (lasts until character hits the ground or parachute is fouled; -¾)
- 20 *Body Suit*: Invisibility to Radio Group and Infrared Perception (any Sense Group); OIF (-½)

Total cost: 21 points.

HOSTILE ENVIRONMENT SQUAD HABITAT

A collapsible tent large enough to sleep six men comfortably, the Hostile Environment Squad Habitat (HESH) is standard issue to soldiers stationed on Type 2 worlds and in environments on Type 1 worlds inimical to life (e.g., arctic tundra, desert, radiation-saturated wasteland, and the like). Made of the same fabric as skinsuits, the tent protects the inhabitants from extremes of cold and heat as well as radiation. The fabric is layered with synthetic silk, so while not impenetrable, it's not nearly as fragile as a skinsuit. Fully sealed it can provide six people a Terran-standard atmosphere for up to three days. When collapsed the tent

weighs 75 kilograms; its components are distributed among the six men assigned to the tent and carried in their backpacks. Six soldiers working together can set up a HESH in less than ten minutes.

Cost Hostile Environment Squad Habitat

- 6 *Sealed Environment*: Life Support (Safe Environment: Intense Cold, Intense Heat, High Radiation), Area Of Effect (3" x 2" Line; +1½); OIF (-½), Extra Time (about 10 Minutes to set up; -1)
- 10 *Sealed Environment*: Life Support (Self-Contained Breathing), Area Of Effect (3" x 2" Line; +1½); OIF (-½), Extra Time (about 10 Minutes to set up; -1), 1 Continuing Fuel Charge (easily obtainable; 18 Days [i.e., 432 man-hours]; -0)

Total cost: 16 points.

PROXIMITY ALARMS

These small, flat disks can detect the presence of Xenovores within the immediate area. Programmed to sound a high-pitched tone, the alarm is attuned to a Xenovore's heat signature and pheromone traces; Humans don't set off the alarm, although some animals are a close enough match to set it off. Soldiers conceal the alarms under a thin layer of dirt or underbrush.

Detect Xenovores 15- (no Sense Group), Range, Increased Arc Of Perception (360 Degrees) (19 Active Points); OAF (-1). Total cost: 9 points.

SMOKE POTS

Soldiers use Smoke Pots to set up a defense perimeter against laser fire, and to screen ground activity from aerial reconnaissance. A simple canister, the Smoke Pot contains enough fuel (a petroleum product) to burn for six hours.

Darkness to Sight Group 8" radius (80 Active Points); OAF (-1), No Range (-½), 1 Continuing Charge lasting 6 Hours (removed by winds or rain; -0). Total cost: 32 points.

Prosthetics And Cybersystems

Many soldiers lose limbs in battle. But Humans have a wide variety of cybersystems available to them, so a soldier who loses a limb can expect to get a replacement as soon as he reaches a well-staffed and -equipped field hospital.

Though cyberneticists can create artificial limbs that perform better than natural ones, a maimed soldier rarely receives one of these. The Army's goal is to provide him with the two arms he needs to fire an assault rifle as inexpensively as possible, not turn him into a cyborg killing machine. Usually a maimed UE soldier receives a limb with normal Human strength and manual dexterity.

However, some members of Special Forces and covert operatives in the Intelligence Command get more advanced systems, such as the ones described below. They're more complicated than standard prosthetics; installing or maintaining one requires more advanced medical facilities than a standard field hospital.

LIMB REPLACEMENTS

Artificial Arm: +5 STR, Reduced Endurance (0 END; +½) (7 Active Points); Only With One Arm (-¼), No Figured Characteristics (-½) Restrainable (-¼). Total cost: 3 points.

Artificial Leg (Single): +5 STR, Reduced Endurance (0 END; +½) (7 Active Points); Only With One Leg (-½), No Figured Characteristics (-½) Restrainable (-¼). Total cost: 3 points.

Artificial Leg (Both): +5 STR, Reduced Endurance (0 END; +½) (7 Active Points); Only With Legs (-½), No Figured Characteristics (-½) Restrainable (-¼) (total cost: 3 points) plus Running +3" (6 Active Points); Restrainable (-¼) (total cost: 5 points). Total cost: 8 points.

SENSORY IMPLANTS

Chemalyzer: +2 PER with Smell/Taste Group (4 Active Points); Restrainable (-¼). Total cost: 3 points.

Cochlear Implant: Ultrasonic Perception (Hearing Group) (3 Active Points); Restrainable (-¼) (total cost: 2 points) plus +2 PER with Hearing Group (4 Active Points); Restrainable (-¼) (total cost: 3 points). Total cost: 5 points.

Cybernetic Eyes: Choose one or more of the following.

Flare Compensation: Sight Group Flash Defense (6 points) (6 Active Points); Restrainable (-¼). Total cost: 5 points.

Sight Enhancement: +2 PER with Sight Group (4 Active Points); Restrainable (-¼). Total cost: 3 points.

Telescopic Eyes: +8 versus Range for Sight Group (12 Active Points); Restrainable (-¼). Total cost: 10 points.

Thermal Vision: Infrared Perception (Sight Group) (5 Active Points); Restrainable (-¼). Total cost: 4 points.

UV Vision: Ultraviolet Perception (Sight Group) (5 Active Points); Restrainable (-¼). Total cost: 4 points.

Radio Implant: Radio Perception/Transmission (10 Active Points); Restrainable (-¼). Total cost: 8 points.



COMPUTERS



In the twenty-fourth century, computers are essential to the operation of the complicated equipment used by the military, and for keeping track of the billions of troops spread throughout Human space. Their ability to effortlessly perform many routine duties — tracking supplies, performing navigational computations, monitoring a ship's systems, and so forth — make them a vital part of starship operations. But in the early part of the century, they also become the bane of officers in both the Navy and Army and one of most damning aspects of Human strategy.

The upper echelons of the military recognize one glaring problem about interstellar maneuvers and deployment: the inability to communicate in a timely fashion. For centuries, Humans fought wars in discrete spatial locations. Accustomed to instantaneous communications between them and their officers, commanders exerted rigid control over troop and ship movements, and the military developed tactics and strategies accordingly. The interstellar distances involved with fighting the Xenovores make instantaneous communications impossible. Commanders must rely on manned and unmanned starships to deliver status reports and commands, a method resulting in a delay of days, and sometimes weeks, between a request for orders and the superior officer's response.

Rather than change tactics to account for this difficulty, the military requires officers to consult their logistics computers, which the brass programs to follow a rigid set of protocols in its decisionmaking process. That allows a commander to accurately predict what a part of his fleet or army group is doing, and thereby generate scenarios exploring all possible options planned for in the computer's programming. By military law, if an officer ignores the advice of his logistics computer and the battle or mission then goes badly, that officer will be removed from command and possibly court-martialed.

In war, with its almost countless factors and what some manuals term "aggressive randomness," projecting all scenarios is impossible — a fact soon discovered by commanders who have no choice but to rely on the decisions of their logistics computers or face a court-martial. The fact that Humans, and thus Human computers, barely understand Xenovore tactics and military goals in the opening stages of the war only exacerbates the problem. As more and more commanders meet with disaster when they follow the instructions of their logistics computers, the rest increasingly ignore their computers and rely on their own judgment. Finally, when Admiral Zhukov takes command of the Home

Fleet in the mid-part of the century, he countermands the regulation and permits, even to some extent encourages, starship commander to make their own decisions.

Described here are three types of logistics computers: Logistics AIs, such as those present on large starships like battleships and carriers, as well as those that accompany field and theater armies; Logistics Computers used by smaller starships like cruisers and frigates; and Portable Logistics Computers carried by infantry and other ground forces. These are general descriptions; many logistics computers have programs tailored to a ship or unit's primary mission.

LOGISTICS AI (UTES 9)

Val	Char	Cost	Roll	Notes
20	INT	10	13-	PER Roll 13-
12	EGO	4	11-	ECV: 4
18	DEX	24	13-	OCV: 6/DCV: 6
3	SPD	2		Phases: 4, 8, 12

Total Characteristic Cost: 40

Cost Skills

3	Combat Piloting 13-
3	Computer Programming 13-
3	Cryptography 13-
3	Electronics 13-
8	AK: Human Space 18-
4	KS: Archived Recent News 14-
4	KS: Current News 14-
5	KS: Contact Information 15-
8	KS: Human Military Equipment 18-
8	KS: Human Military Forces 18-
8	KS: Human Starships 18-
8	KS: Known Sentient Species 18-
3	KS: Literature Database 13-
3	KS: Movies Database 13-
3	KS: Music Database 13-
3	Mechanics 13-
3	Navigation (Space, Hyperspace) 13-
4	PS: Personal Assistant 14-
15	15 points' worth of Science Skills
16	Systems Operation (Communications Systems, Environmental Systems, Medical Systems, all Sensor Systems, two types of Weapon Systems) 13-
7	Tactics 15-
1	WF: Ship's Weapons

Programs

1	Attack Target
1	Diagnose Ship Malfunctions
1	Engage In Evasive Maneuvers
1	Launch Messenger Drones

Alien Wars

- 1 Locate Target
- 1 Monitor Internal Monitor System, Report Anomalies
- 1 Monitor Communications System, Report Anomalies
- 1 Monitor Vehicle Functions, Report Anomalies
- 1 Open/Lock Accessways
- 1 Operate Sensors To Scan For Designated Phenomena/Object
- 1 Pilot Vehicle From Location A To Location B
- 1 Scan And Enter Data
- 1 Schedule Vehicle Events/Use Of Vehicle's Resources
- 1 Search Reference Material For Information On A Topic
- 1 Sound Alarm If Operator Incapacitated/ Killed
- 1 Sound Alarm If Specified Protocols Are Not Met

Talents

- 3 *Clock*: Absolute Time Sense
- 3 *Galactic Navigation Data*: Bump Of Direction
- 5 *Memory*: Eidetic Memory
- 3 *Calculator*: Lightning Calculator
- 3 *Instant-On Feature*: Lightsleep
- 6 *Scanner*: Speed Reading (x100)
- 20 *Translator*: Universal Translator 13-

Total Abilities Cost: 182

Total Computer Cost: 222

Value Disadvantages

- 25 Psychological Limitation: Utterly Loyal To United Earth (Very Common, Total)
- 15 Psychological Limitation: Follows Chain Of Command (Common, Strong)

Total Disadvantage Points: 40

Total Cost: 182/5 = 36

Description: The character sheet represents the most advanced AI known to Humans at the beginning of the twenty-fourth century. All dreadnoughts, battleships, and carriers in the UE Navy have a Logistics AI, as do most ships of similar size in system defense forces.

Similarly, each Army, whether theater or field, has a Logistics AI assigned to its command staff. The AI travels in an vehicle similar to a GA-9998 (see page 121) with the same sort of armor and defenses. It tracks troop movements, coordinates supply lines, correlates information on enemy movements, and performs similar tasks. It also provides the army commander with an extensive database to assist in his decisionmaking.

As the war wears on, Logistics AIs gain the Skills *KS: Xenovore Military Equipment*, *KS: Xenovore Military Forces*, and *KS: Xenovore Starships*, all at 18- for an additional 5 points (24/5 points).

**LOGISTICS COMPUTER
(STATIONARY) (UTES 9)**

Val	Char	Cost	Roll	Notes
17	INT	7	12-	PER Roll 12-
15	DEX	15	12-	OCV: 5/DCV: 5
3	SPD	5		Phases: 4, 8, 12
Total Characteristic Cost: 27				

Cost Skills

- 3 Combat Piloting 12-
- 3 Computer Programming 12-
- 3 Cryptography 12-
- 3 Electronics 12-
- 6 AK: Human Space 15-
- 4 KS: Archived Recent News 13-
- 4 KS: Current News 13-
- 5 KS: Contact Information 14-
- 6 KS: Human Military Equipment 15-
- 6 KS: Human Military Forces 15-
- 6 KS: Human Starships 15-
- 6 KS: Known Sentient Species 15-
- 3 Mechanics 12-
- 3 Navigation (Space, Hyperspace) 13-
- 4 PS: Personal Assistant 13-
- 16 Systems Operation (Communications Systems, Environmental Systems, Medical Systems, all Sensor Systems, two types of Weapon Systems) 12-
- 3 Tactics 12-
- 1 WF: Ship's Weapons

Programs

- 1 Attack Target
- 1 Diagnose Ship Malfunctions
- 1 Engage In Evasive Maneuvers
- 1 Launch Messenger Drones
- 1 Locate Target
- 1 Monitor Internal Monitor System, Report Anomalies
- 1 Monitor Communications System, Report Anomalies
- 1 Monitor Vehicle Functions, Report Anomalies
- 1 Open/Lock Accessways
- 1 Operate Sensors To Scan For Designated Phenomena/Object
- 1 Pilot Vehicle From Location A To Location B
- 1 Scan And Enter Data
- 1 Schedule Vehicle Events/Use Of Vehicle's Resources
- 1 Search Reference Material For Information On A Topic
- 1 Sound Alarm If Operator Incapacitated/ Killed
- 1 Sound Alarm If Specified Protocols Are Not Met

Talents

- 3 *Clock*: Absolute Time Sense
- 3 *Galactic Navigation Data*: Bump Of Direction
- 5 *Memory*: Eidetic Memory
- 3 *Calculator*: Lightning Calculator
- 3 *Instant-On Feature*: Lightsleep
- 6 *Scanner*: Speed Reading (x100)

20 *Translator*: Universal Translator 12-**Total Abilities Cost: 144****Total Computer Cost: 171****Value Disadvantages**

None

Total Disadvantage Points: 0**Total Cost: 171/5 = 34**

Description: This character sheet represents the standard computer aboard military vessels like cruisers and frigates. The Logistics computer possesses programming and functions similar to an AI's, but lacks the AI's sentience and degree of skill.

As the war wears on, Logistics computers gain the Skills *KS: Xenovore Military Equipment*, *KS: Xenovore Military Forces*, and *KS: Xenovore Starships*, all at 15- for an additional 4 points (189/5).

PORTABLE LOGISTICS COMPUTER (UTES 9)

Val	Char	Cost	Roll	Notes
14	INT	4	12-	PER Roll 12-
12	DEX	6	11-	OCV: 4/DCV: 4
2	SPD	0		Phases: 6, 12

Total Characteristic Cost: 10**Cost Power**12 *Communication System*: HRRP (Radio Group)**Skills**

- 3 Computer Programming 12-
- 3 Cryptography 12-
- 3 Electronics 12-
- 6 AK: One Location (Continent, Planet, or similar) 15-
- 4 KS: Archived Recent News 13-
- 6 KS: Human Military Equipment 15-
- 6 KS: Human Military Forces 15-
- 2 KS: Human Starships 11-
- 6 KS: Known Sentient Species 15-
- 3 Mechanics 12-
- 16 Systems Operation (Communications Systems, Environmental Systems, Medical Systems, all Sensor Systems, two types of Weapon Systems) 12-
- 3 Tactics 12-
- 3 TF: Tracked Military Vehicles, Wheeled Military Vehicles, Combat Aircraft
- 2 WF: Advanced Small Arms

Programs

- 1 Diagnose Vehicle Malfunctions
- 1 Scan And Enter Data
- 1 Search Reference Material For Information On A Topic
- 1 Send Communication To Recorded Message On Spoken Cue
- 1 Send Emergency Call If Specified Protocols Are Not Met

Talents

- 3 *Clock*: Absolute Time Sense
- 3 *Galactic Navigation Data*: Bump Of Direction
- 5 *Memory*: Eidetic Memory
- 3 *Calculator*: Lightning Calculator
- 3 *Instant-On Feature*: Lightsleep
- 6 *Scanner*: Speed Reading (x100)
- 20 *Translator*: Universal Translator 12-

Total Abilities Cost: 126**Total Computer Cost: 136****Value Disadvantages**

None

Total Disadvantage Points: 0**Total Cost: 136/5 = 27**

Description: The ranking officer in a field unit carries a Portable Logistics Computer (PLC), about half a meter long by a quarter meter wide. It comes equipped with basic programming and functions, plus other software tailored to the specific needs of the user. Among other uses, a PLC can plug into UE Army vehicles to run systems diagnostics and recommend repairs, and can scan the dogtags of fallen soldiers for later uploading to the army's Logistics AI. It also can act as a dummy terminal for a Logistics AI, if one is within range of radio reception.

As the war wears on, Portable Logistics Computers gain the Skills *KS: Xenovore Military Equipment*, *KS: Xenovore Military Forces*, and *KS: Xenovore Starships*, all at 15- for an additional 3 points (18/5 points).

UE ARMY VEHICLES



The UE Army uses dozens of different types of fighting vehicles in the ground war against the Xenovores; this section describes a few of the most common. Other branches of the armed forces, such as the Marines, also use these vehicles, as do some planetary defense forces. All UE Army vehicles have the same type of fuel cell, so a mechanic can remove one from a disabled vehicle and use it in any other vehicle.

GA-1B76 MAIN BATTLE TANK

Val	Char	Cost	Notes
7	Size	35	5" x 2.5"; -7 KB; -4 DCV
70	STR	25	Lift 400 tons; 14d6 HTH [0]
12	DEX	6	OCV: 4/DCV: 4
28	BODY	11	
25	DEF	69	
3	SPD	8	Phases: 4, 8, 12
Total Characteristics Cost: 154			

Movement: Ground: 20"/40"
Swimming: 0"/0"

Abilities & Equipment

Cost Power **END**

Engine Systems	
28	<i>Motorized Tracked Military Vehicle:</i> Ground Movement +14" (20" total), Full Reverse (+¼); Only On Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily-obtained fuel; 1 Month; -0) [1cc]
6	<i>Tracked Vehicle:</i> Environmental Movement: No penalties on ice/snow
-2	<i>Ground Vehicle:</i> Swimming -2" (0" total)

Tactical Systems

173	<i>G-25 Gauss Cannon:</i> RKA 8d6, Explosion (+½), +2 Increased STUN Multiplier (+½), Indirect (can be arced over some intervening obstacles; +¼), Increased Maximum Range (10,000"; +½), 50 Charges (+½); OIF Bulky (-1), Real Weapon (-¼) [50]
18	<i>K-25 Ballistic Fire Control:</i> No Range Modifier (+½) for G25 Gauss Cannon; OIF Bulky (-1), Extra Time (1 Turn; -1¼), Real Weapon (-¼) 0
98	<i>K-123 AP/AC 25mm Autocannons:</i> RKA 4d6+1, Autofire (10 shots; +1), Armor Piercing (+½), +1 Increased STUN Multiplier (+¼), 1,000 Charges (+1); OIF Bulky (-1), Real Weapon (-¼), Do Not Work Underwater Or In Oxygenless Environments (-¼) [1,000]

5	<i>K-123 AP/AC 25mm Autocannons:</i> Another K123 Autocannon [1,000]
75	<i>S-72 AP Bio-Agent Dispersal Unit:</i> RKA 3d6, NND (defense is LS: Self-Contained Breathing or appropriate LS [Immunity]; +1), Does BODY (+1), Area Of Effect (14"; +1), Continuous (+1); OIF Bulky (-1), No Range (-½), 4 Continuing Charges lasting 1 Turn each (removed by wind or rain; -½) [4]
19	<i>Heavy Armor:</i> Hardened (+¼) for 25 DEF 0
9	<i>Front Defense:</i> +5 DEF, Hardened (+¼); Limited Coverage (front 60 degrees; -1) 0

Operations Systems

8	<i>Scrambled Radio:</i> Radio Perception/Transmission, Concealed (-6 to Radio Group PER Rolls); OIF Bulky (-1) 0
2	<i>Nightvision:</i> Infrared Perception (Sight Group); OIF Bulky (-1) 0
2	<i>Nightvision:</i> Ultraviolet Perception (Sight Group); OIF Bulky (-1) 0
2	<i>Commander's Independent Thermal Viewer:</i> Infrared Perception (Sight Group); OIF Bulky (-1) 0
22	<i>Advanced Sensor Devices:</i> Detect Physical Objects 12- (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Targeting, Telescopic (+6 versus Range Modifier); OIF Bulky (-1)
15	<i>Shielded Systems:</i> Radio Group Flash Defense (15 points) 0
10	<i>Shielded Systems:</i> Power Defense (20 points); Only For Operations Systems (-1) 0

Personnel Systems

8	<i>Life Support:</i> Life Support (Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum) 0
10	<i>Sealed Environment:</i> Life Support (Self-Contained Breathing); 1 Continuing Fuel Charge (easily-obtained fuel; 1 Month [i.e. 120 man-days]; -0) [1cc]

Total Abilities & Equipment: 508
Total Vehicle Cost: 662

Value Disadvantages

25	Distinctive Features: Human Military Vehicle (Not Concealable; Causes Extreme Reaction)
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Total Disadvantage Points: 25
Total Cost: 637/5 = 127

Description: First introduced in 2275, the GA-1B76 was designed to pacify rebellious colonists on worlds held by Xi Vorcan. Its impact on the battlefields of the time was considerable, and the UE Army soon purchased the design, upgrading it periodically throughout the 2300s (see below).

The GA-1B76 functions in a variety of environments, from high gravity worlds to radiation-saturated battlefields, and can run underwater as well as on land (although the K-123 Autocannons are not reliable in aquatic environments or atmospheres lacking oxygen). The main weapon, the G-25 Gauss Cannon, has an effective range of 20,000 meters and is often used for artillery support of advanced recon and other forward infantry elements. If the crew programs target coordinates into the Ballistic Fire Control system (this takes 1 Turn), the G-25 suffers no Range Penalties.

The tank's Advanced Sensor Device works via a combination of motion detectors, radar, and sonar. The system collates the data received and resolves a three-dimensional image of the tank's surroundings. Monitors at each crew member's station display these images.

The GA-1B76 has a crew of four. It has enough space for a crew of five, and can operate at almost full efficiency with a crew of three.

GA-1B76 MK. II, C. 2320

After initial skirmishes with the Xenovores, military commanders commission the GA-1B76 Mk. II for use in the newly-created Militarized Zone. Commanders deem the S-72 AP Bio-Agent Dispersal Unit inadequate for two reasons. First,

the poisonous gas floats too low to the ground on high gravity worlds. Second, Xenovores wear life support suits in many engagements, thus rendering the gas ineffective. Armed with the knowledge that the Xenovores' firearms are primarily lasers, engineers replace the S-72 with the newly developed LDES (Laser Defense Emission System, pronounced "ladies"). This improvement, however, does not compensate for the GA-1B76's primary weakness: vulnerability to missiles. Commanders tend to keep the GA-1B76 back from the front lines, using its Gauss cannon to support forward infantry units with artillery strikes. Essentially it is a highly mobile artillery piece, and remains so until 2355.

Remove the S-72 (90 points) and add the following:

Laser Defense Emission System: *Darkness to Sight Group 5" radius (50 Active Points); OIF Bulky (-1), No Range (-½), Real Weapon (-¼), 6 Charges lasting 1 Minute each (removed by wind or rain; -0). Total cost: 18 points.*

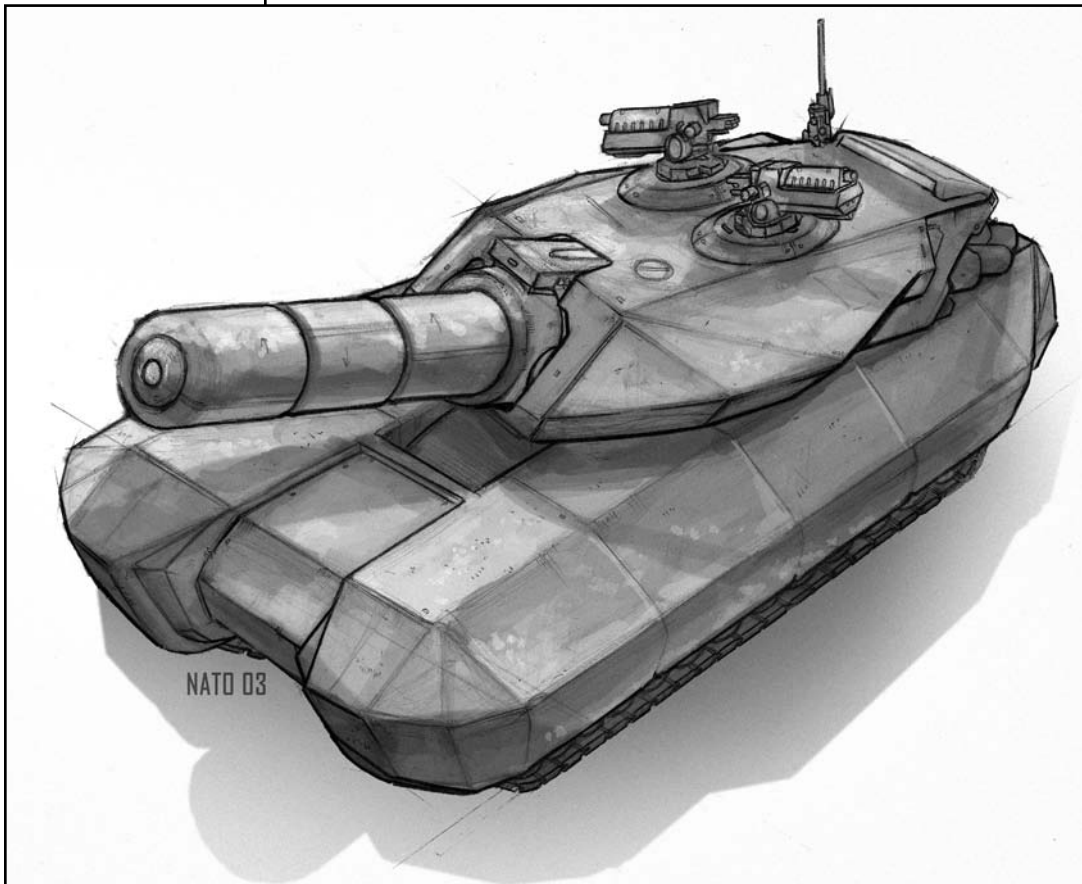
GA-1B76 MK. III, C. 2355

Human battlefield tactics change dramatically with the introduction of the Vehicular Point Defense System ("V-pod") in 2355. Using lasers and an advanced targeting system, the V-pod is compact enough for use with many planetary vehicles including the GA-1B76. The system consists of six lasers, mounted three to a side. The V-pod provides the Mark III with a reasonable chance of surviving a sustained attack from missiles and other projectiles, thus allowing it to resume a more traditional role as a main battle tank.

The V-pod is programmed for use solely against incoming missile fire — the Mark III is an expensive piece of military hardware and commanders do not want it destroyed. Some company mechanics and engineers "customize" the V-pod for use against infantry, although this is contrary to the design specs and frowned upon by military commanders.

Add the following to the Mark II:

Vehicular Point Defense System: *Missile Deflection (all physical projectiles), Range (+1) (30 Active Points); OIF Bulky (-1). Total cost: 15 points.*



GA-1B76 MK. IV, C. 2370

The Mark IV is the final version of the GA-1B76 to see combat during the war. Unlike other models, which were basic GA-1B76s refitted with new equipment over the course of the last five decades, Mark IVs are entirely new.

Due to concerns about supply lines during the impending invasion of the Xenovore Empire, designers equipped the Mark IV with many systems and improvements intended to minimize the reliance on an outside supply chain. A cold fusion plant supplies power to most systems, allowing them to operate indefinitely without worrying about ammo or fuel cells. The L-23 Cannon replaces the G-25 Gauss Cannon, and L-144 AP/AC Heavy Lasers replace the K-123 Autocannons. Due to the reduced range and firepower of its cannon, the Mark IV serves solely as a main battle tank in combat, and commanders use those Mark IIIs still operational primarily as artillery pieces.

Most tankers consider the Mark IV a “clunker” — relative to the GA-46, first introduced in the same year, it is much less effective on most battlefields — but its functionality in myriad alien environments and heavy armor make it a valuable tank in large-scale offensives and set-piece battles.

Remove the G-25 Gauss Cannon, G-25 Ballistic Fire Control, and K-123 Autocannons, and remove the *1 Continuing Fuel Charge* Limitation on Motorized Tracked Military Vehicle.

L-144 AP/AC Heavy Lasers: RKA 4d6, Armor Piercing (+½), Autofire (5 shots; +½), 250 Charges (+1) (180 Active Points); OIF Bulky (-1), Beam (-¼), Blocked By Smoke Or Steam (-¼), Real Weapon (-¼). Total cost: 65 points.

L-23 Laser Cannon

Cost Power

- 67 *L-23 Laser Cannon:* Multipower, 101-point reserve, 40 Charges for entire Multipower (+½); all OIF Bulky (-1), Real Weapon (-¼)
- 3u 1) *Beam Mode:* RKA 4d6, Increased Maximum Range (1,500”; +¼); OIF Bulky (-1), Real Weapon (-¼)
- 4u 2) *Pulse Mode:* RKA 3½d6, Autofire (3 shots; +¼), Increased Maximum Range (1,725”; +¼); OIF Bulky (-1), Real Weapon (-¼)
- 4u 3) *Sustained Beam Mode:* RKA 3d6, Continuous (+1), Increased Maximum Range (2,250”; +¼); OIF Bulky (-1), Real Weapon (-¼)

Total Cost: 78

GA-46 “LEOPARD” LIGHT TANK

Val Char Cost Notes

- 6 Size 30 4” x 2”; -6 KB; -4 DCV
- 55 STR 15 Lift 50 tons; 11d6 HTH [0]
- 15 DEX 15 OCV: 5/DCV: 5
- 24 BODY 8
- 20 DEF 54
- 4 SPD 15 Phases: 3, 6, 9, 12

Total Characteristics Cost: 137

Movement: Ground: 15”/60”
Swimming: 0”/0”

Abilities & Equipment

Cost Power END

Engine Systems

- 23 *Motorized Tracked Military Vehicle:* Ground Movement +9” (15” total), x4 Noncombat, Full Reverse (+¼); Only On Appropriate Terrain (-¼) 0
- 6 *Tracked Vehicle:* Environmental Movement: No penalties on ice/snow
- 2 *Ground Vehicle:* Swimming -2” (0” total)

Tactical Systems

- 67 *L-23 Laser Cannon:* Multipower, 101-point reserve, 40 Charges for entire Multipower (+½); all OIF Bulky (-1), Real Weapon (-¼)
- 3u 1) *Beam Mode:* RKA 4d6, Increased Maximum Range (1,500”; +¼); OIF Bulky (-1), Real Weapon (-¼)
- 4u 2) *Pulse Mode:* RKA 3½d6, Autofire (3 shots; +¼), Increased Maximum Range (1,725”; +¼); OIF Bulky (-1), Real Weapon (-¼)
- 4u 3) *Sustained Beam Mode:* RKA 3d6, Continuous (+1), Increased Maximum Range (2,250”; +¼); OIF Bulky (-1), Real Weapon (-¼)
- 51 *L-144 AP/AC Heavy Laser:* RKA 4d6, Armor Piercing (+½), Autofire (5 shots; +½), 250 Charges (+1); OIF Bulky (-1), Limited Arc Of Fire (forward 60 degrees on same horizontal level; -¾), Beam (-¼), Blocked By Smoke Or Steam (-¼), Real Weapon (-¼) [250]
- 120 *S-466 AA/AC Rocket Rack:* RKA 4d6, Area Of Effect (One Hex Accurate; +½), Armor Piercing (x2; +1), Autofire (3 shots; +1¼), Indirect (attack originates from vehicle every time, but can strike target from any angle; +½), No Range Modifier (+½), 24 Charges (+¼); OIF Bulky (-1), Extra Time (travels at the rate of 120” per Segment, taking a minimum of one Extra Segment to reach its target; -½) [24]
- 15 *Vehicular Point Defense System:* Missile Deflection (all physical projectiles), Range (+1); OIF Bulky (-1) 0
- 15 *Heavy Armor:* Hardened (+¼) for 20 DEF 0

Operations Systems

- 8 *Scrambled Radio:* Radio Perception/Transmission, Concealed (-6 to Radio)

	Group PER Rolls); OIF Bulky (-1)	0
2	<i>Nightvision</i> : Infrared Perception (Sight Group); OIF Bulky (-1)	0
2	<i>Nightvision</i> : Ultraviolet Perception (Sight Group); OIF Bulky (-1)	0
2	<i>Commander's Independent Thermal Viewer</i> : Infrared Perception (Sight Group); OIF Bulky (-1)	0
22	<i>Advanced Sensor Devices</i> : Detect Physical Objects 12- (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Targeting, Telescopic (+6 versus Range Modifier); OIF Bulky (-1)	0
15	<i>Shielded Systems</i> : Radio Group Flash Defense (15 points)	0
10	<i>Shielded Systems</i> : Power Defense (20 points); Only For Operations Systems (-1)	0

Personnel Systems

8	<i>Life Support</i> : Life Support (Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum)	0
10	<i>Sealed Environment</i> : Life Support (Self-Contained Breathing); 1 Continuing Fuel Charge (easily-obtained fuel; 1 Month [<i>i.e.</i> 120 man-days];-0)	[1cc]

Skills

15	<i>General Fire Control Systems</i> : +3 with Ranged Combat
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Total Abilities & Equipment: 400**Total Vehicle Cost: 537****Value Disadvantages**

25	Distinctive Features: Human Military Vehicle (Not Concealable; Causes Extreme Reaction)
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Total Disadvantage Points: 25**Total Cost: 512/5 = 102**

Description: Designed specifically for the invasion of the Xenovore Empire in 2377, the GA-46 is the first tank built to take advantage of the improvements of the last seven decades. By the time of its design, engineers had abandoned the idea of heavy armor in favor of speed of attack: the GA-46 strikes so quickly it destroys threats before they destroy it. It's fast enough to counter the charges of Xenovores and their war beasts and react to their feints, as well take advantage of the quickly shifting battlefields of the twenty-fourth century. It only requires a crew of two to operate at full efficiency, but has space for two more soldiers.

The GA-46's primary weapon is the L-23 Laser Cannon, the same as that on the GA-1B76 Mark IV, with a single L-144 Heavy Laser for an anti-personnel weapon. For sheer destructive firepower, few weapons of the time match the S-466 AA/AC Rocket Rack — though by the middle years of the invasion, ammunition is hard to come by and highly valued by tank companies. The S-446 Rocket Rack is located atop the turret, toward the back.

GA-988 "HEARSE" ARMORED PERSONNEL CARRIER

Val Char Cost Notes

7	Size	35	5" x 2.5"; -7 KB; -4 DCV
60	STR	15	Lift 100 tons; 12d6 HTH [0]
12	DEX	6	OCV: 4/DCV: 4
25	BODY	8	
20	DEF	54	
3	SPD	8	Phases: 4, 8, 12

Total Characteristics Cost: 126

Movement: Ground: 20"/40"
Swimming: 2"/4"

Abilities & Equipment**Cost Power END****Engine Systems**

28	<i>Motorized Tracked Military Vehicle</i> : Ground Movement +14" (20" total), Full Reverse (+¼); Only On Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily-obtained fuel; 1 Month; -0)	[1cc]
6	<i>Tracked Vehicle</i> : Environmental Movement: No penalties on ice/snow	

Tactical Systems

98	<i>K123 AP/AC 25mm Autocannons</i> : RKA 4d6+1, Autofire (10 shots; +1), Armor Piercing (+½), +1 Increased STUN Multiplier (+¼), 1,000 Charges (+1); OIF Bulky (-1), Beam (-¼), Real Weapon (-¼)	[1000]
5	<i>K123 AP/AC 25mm Autocannons</i> : Another K123 Autocannon	[1000]
15	<i>Heavy Armor</i> : Hardened (+¼) for 20 DEF	0

Operations Systems

8	<i>Scrambled Radio</i> : Radio Perception/Transmission, Concealed (-6 to Radio Group PER Rolls); OIF Bulky (-1)	0
22	<i>Advanced Sensor Devices</i> : Detect Physical Objects 12- (no Sense Group), Discriminatory, Increased Arc Of Perception (360 degrees), Range, Targeting Sense, Telescopic (+6 versus Range Modifier); OIF Bulky (-1)	0
15	<i>Shielded Systems</i> : Radio Group Flash Defense (15 points)	0
10	<i>Shielded Systems</i> : Power Defense (20 points); Only For Operations Systems (-1)	0

Personnel Systems

8	<i>Life Support</i> : Life Support (Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum)	0
10	<i>Sealed Environment</i> : Life Support (Self-Contained Breathing); 1 Continuing Fuel Charge (easily-obtained fuel; 1 Month [<i>i.e.</i> 120 man-days];-0)	[1cc]

Total Abilities & Equipment: 225**Total Vehicle Cost: 351**

Value Disadvantages

25 Distinctive Features: Human Military Vehicle (Not Concealable; Causes Extreme Reaction)

Total Disadvantage Points: 25

Total Cost: 326/5 = 65

Description: Like the GA-1B76, the GA-988 APC sees use from the war's beginning until its end, and the changes to the vehicle as the war progresses follow a similar pattern. The vehicle mounts its K-123 Autocannon turrets on top, one toward the front the other in back. The driver and navigator sit toward the rear of the vehicle and troops up front. The front opens so troops can exit. The GA-988 carries up to 30 troops in full gear, and is the standard transport used by Mechanized Infantry.

GA-988 MK. II, C. 2355

In 2355 the Mark II is equipped with the V-pod system, increasing its battlefield "life expectancy" considerably. (The original GA-988 earned its nickname because troops considered it nothing more than a big target for enemy missiles, and were loathe to get on board during a retreat.)

Vehicular Point Defense System: *Missile Deflection (all physical projectiles), Range (+1) (30 Active Points); OIF Bulky (-1). Total cost: 15 points.*

GA-988 MK. III, C. 2370

During Operation Future Peace, L-144 Heavy Lasers replace the K-123 Autocannons.

L-144 AP/AC Heavy Lasers: *RKA 4d6, Armor Piercing (+½), Autofire (5 shots; +½), 250 Charges (+1) (180 Active Points); OIF Bulky (-1), Beam (-¼), Blocked By Smoke Or Steam (-¼), Real Weapon (-¼). Total cost: 65 points.*

GM-9998 HIGH MOBILITY WHEELED VEHICLE

Val	Char	Cost	Notes
6	Size	30	4" x 2"; -6 KB; -4 DCV
50	STR	10	Lift 25 tons; 10d6 HTH [0]
16	DEX	18	OCV: 5/DCV: 5
16	BODY	0	
10	DEF	16	Does Not Protect Flatbed Or Windows/Windshield (-½)
3	SPD	4	Phases: 4, 8, 12

Total Characteristics Cost: 78

Movement: Ground: 20"/80"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
11	<i>Motorized Wheeled Vehicle:</i> Ground Movement +14" (20" total), x4 Noncombat; OAF Bulky (tires; -1½), Only On Appropriate Terrain (-¼), Limited Maneuverability (-¼), 1 Continuing Fuel Charge (easily-obtained fuel; 1 Month; -0)	
2	<i>Six Wheels:</i> +2 wheels (total of 6)	
6	<i>Reinforced Tires:</i> (7 DEF, 7 BODY)	0
-2	<i>Cannot Swim:</i> Swimming -2" (0" total)	
43	<i>Winch:</i> Stretching 20", Reduced Endurance (0 END; +½); OAF Bulky (-1½), Always Direct (-¼), No Noncombat Stretching (-¼), Cannot Do Damage (-½)	0
3	<i>Winch:</i> +10 STR; OAF Bulky (-1½), Only Works With Winch (-1)	
10	<i>Plow:</i> HA +4d6; Hand-To-Hand Attack (-½), Only With Move Throughs (-½)	0
6	<i>Plow:</i> +4 DEF; Limited Coverage (front 60 degrees; -1)	0

Skills

6	<i>Offroad Suspension:</i> +3 Penalty Skill Levels versus Offroad Driving Penalties
4	<i>Mechanics 12-;</i> Only As Complementary Skill (-1)

Total Abilities & Equipment: 89

Total Vehicle Cost: 167

Value Disadvantages

25 Distinctive Features: Human Military Vehicle (Not Concealable; Causes Extreme Reaction)

Total Disadvantage Points: 25

Total Cost: 142/5 = 28

Description: When military personnel refer to trucks, this vehicle is what they mean. Ubiquitous on battlefields from Beldana V to Fexao, the HMWV serves in a wide variety of roles, and by war's end there at least 12 standard variants on the original design (not to mention countless other variants cobbled together by individual units). One of the GM-9998's advantages is ease of customizability; many military mechanics spend their spare hours seeing just what they can do with the versatile truck, from loading it with weapon systems, to

increasing its top speed, to improving its handling.

The GM-9998 is a six-wheeled motorized vehicle with a long flatbed. The cab has room for three and is fully armored. Attached to the front is a triangular-shaped plow intended to clear debris and other obstruction from its path, as well as protect the engine from enemy fire; at the back of the truck is a powerful winch.

AMBULANCE, C. 2300

The ambulance version of the HMWV has a flatbed with four hibernation bunks and enough space for two medics. At the war's beginning, ambulances are painted white with red crosses displayed prominently. The Xenovores quickly identify these as easy targets, so Humans begin giving them the same coloration as other vehicles. The flatbed is armored; change the Limitation *Does Not Protect Flatbed And Not Windows/Windshield* (-½) to *Limited Coverage (not on windshields/windows)* (-¼) for 3 points. Also add the following:

Hibernation Bunks: *Life Support (Longevity: age at one-eighth normal rate; Diminished Eating: no need to eat; Self-Contained Breathing; Safe Environments [Low Pressure/Vacuum, High Pressure, Intense Cold, Intense Heat, High Radiation])* (25 Active Points); *OIF Bulky (-1), 1 Continuing Fuel Charge (1 Week; -0)*. Total cost: 12 points.

Hibernation Bunks: 3 more Hibernation Bunks (total of 4). Total cost: 10 points.

ELECTRONIC WARFARE AND COMMUNICATIONS CENTER, C. 2335

Called an EWACC, this version of the GM-9998 sees wide use during the few planetary battles of the Civil War. It's effective enough at jamming the guidance systems of enemy missiles that it becomes a standard support vehicle in the UE Army, but due to its cost its numbers are limited.

Sensor Package: *Variable Power Pool, 60 base + 30 control cost (90 Active Points); OIF Bulky (-1), Only For Senses And Communications (-1)*. Total cost: 30 points.

Long-Range Sensors: +12 versus Range for Radio Group (18 Active Points); *OIF Bulky*

(-1). Total cost: 9 points.

Electronic Warfare: *Variable Power Pool, 60 base + 30 control cost (90 Active Points); OIF Bulky (-1), Only For Electronic Warfare (-1)*. Total cost: 30 points.

HOSTILE ENVIRONMENT, C. 2300

A standard variation on the GM-9998 since the beginning of the war, this version is used on Type 2 and 3 planets and other locales inimical to life. Remove the Limitation from DEF for windows and windshield for 8 points. Add the following:

Life Support: *Life Support (Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum)* (8 Active Points). Total cost: 8 points.

Sealed Environment: *Life Support (Self-Contained Breathing)* (10 Active Points); *1 Continuing Fuel Charge (easily-obtained fuel; 1 Month [i.e. 120 man-days]; -0)*. Total cost: 10 points.

MISSILE PLATFORM, C. 2373

Recognizing the effectiveness of the GA-46's rocket rack, especially against Xenovore air forces, military engineers quickly design a mobile missile platform using the GM-9998, Hostile Environment variant, as the chassis. The Rocket Rack takes up the entire flatbed, and is operated by crew inside the cab. Introduced with the hopes of neutralizing Xenovore dreadnoughts within a planetary atmosphere, the variant sees limited success in its primary mission. In addition to the Life Support described above, add the following:

S-466 AA/AC Rocket Rack: *RKA 4d6, Area Of Effect (One Hex Accurate; +½), Armor Piercing (x2; +1), Autofire (3 shots; +1¼), Indirect (attack originates from vehicle every time, but can strike target from any angle; +½), No Range Modifier (+½), 64 Charges (+½)* (315 Active Points); *OIF Bulky (-1), Extra Time (travels at the rate of 120" per Segment, taking a minimum of one Extra Segment to reach its target; -½)*. Total cost: 126 points.

**F/A-222D "SWARM"
FIGHTER/ATTACK DRONE**

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH
23	DEX	39	14-	OCV: 8/DCV: 8
10	CON	0	11-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
0	EGO	0	—	ECV: N/A
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
10	PD	27		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
4	SPD	7		Phases: 3, 6, 9, 12
5	REC	0		
0	END	-10		
—	STUN	—		
Total Characteristics Cost: 120 (+21 with NCM)				

Movement: Running: 6"/12"
Flight: 35"/280"
Swimming: 0"/0"

Cost Powers

Cost	Powers	END
27	<i>Thrusters:</i> Flight 35"; x8 Noncombat, 1 Continuing Fuel Charge lasting 6 Hours (easily-obtained fuel; -0); Side Effects (KA 2d6, One Hex behind engines, automatically occurs when Flight is in use, only affects environment around vehicle; -¾), Stall Velocity (10"; -¼), Takeoff/Landing (-1) [1cc]	
46	<i>G-456 AP Heavy Gauss Cannon:</i> RKA 3½d6, Armor Piercing (+½), Autofire (3 shots; +¼), 150 Charges (+1); OIF Bulky (-1), Limited Arc Of Fire (0 degrees forward, same horizontal; -1), Real Weapon (-¼) [150]	
57	<i>EX-200 Buzz Bombs:</i> RKA 3d6, Autofire (5 shots; +1½), Explosion (+½), 60 Charges (+½); OIF Bulky (-1), Dropped (-½), Real Weapon (-¼) [60]	
15	<i>Drone:</i> Does Not Bleed	0
45	<i>Drone:</i> Takes No STUN	0
30	<i>Drone:</i> Damage Resistance (10 PD/10 ED)	0
45	<i>Drone:</i> Life Support: Total	0
7	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 15 STR	0
6	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0
9	<i>Visual Sensors:</i> +6 versus Range for Sight Group	0
15	<i>Auditory Sensors:</i> Active Sonar (Hearing Group)	0
12	<i>Radio Sensors:</i> HRRP (Radio Group)	0
15	<i>Onboard Radar:</i> Radar (Radio Group)	0

-2 *Doesn't Float:* Swimming -2" (0" total)

Talents

37 *Onboard Computer Systems:* Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Eidetic Memory, Lightning Calculator, Universal Translator 12-

Skills

6 +3 OCV with G-456 Heavy Gauss Cannon
6 +3 with Flight
5 Combat Piloting 15-

Total Powers & Skills Cost: 384

Total Cost: 504

75+ Disadvantages

5 Physical Limitation: Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
5 Physical Limitation: Cannot Leap (Infrequently, Slightly Impairing)
25 Psychological Limitation: Must Obey Programmer's/Owner's Commands (Very Common, Total)
389 Experience Points

Total Disadvantage Points: 504

Description: The F/A-222D "Swarm" drone is designed to engage aerial targets and bomb enemy fortifications. Shaped like an ovoid with two wings (each of which mount a thruster), it has a single large gun located forward in the center of the fuselage. The modular bomb launcher for the EX-200 Buzz Bombs attaches to the underside of the drone. Learning from Xenovore fighter tactics, designers program the F/A-222D to fly in a highly erratic pattern (thus the levels with Flight, which are usually used to enhance DCV).

The F/A-222D is approximately 2 meters high, 4 meters long, 4 meters wide with wings extended (2 meters with wings folded back), and weighs 2,000 kilograms when fully loaded. An operator can take control of the F/A-222D with the proper equipment, such as an EWACC (page 120).

**F-12D “CHAIN LIGHTNING”
FIGHTER DRONE**

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH
27	DEX	51	14-	OCV: 9/DCV: 9
10	CON	0	11-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
0	EGO	0	—	ECV: N/A
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	21		Total: 8 PD (8 rPD)
8	ED	21		Total: 8 ED (8 rED)
4	SPD	3		Phases: 3, 6, 9, 12
5	REC	0		
0	END	-10		
—	STUN	—		
Total Characteristics Cost: 116 (+21 with NCM)				

Movement: Running: 6”/12”
Flight: 30”/240”
Swimming: 0”/0”

Cost Powers **END**

23	<i>Thrusters:</i> Flight 30”, x8 Noncombat, 1 Continuing Fuel Charge lasting 6 Hours (easily-obtained fuel; -0); Side Effects (KA 2d6, One Hex behind engines, automatically occurs when Flight is in use, only affects environment around vehicle; -¾), Stall Velocity (10”; -¼), Takeoff/Landing (-1) [1cc]	
46	<i>G-456 AP Heavy Gauss Cannon:</i> RKA 3½d6, Armor Piercing (+½), Autofire (3 shots; +¼), 150 Charges (+1); OIF Bulky (-1), Limited Arc Of Fire (0 degrees forward, same horizontal; -1), Real Weapon (-¼) [150]	
5	<i>G-456 AP Heavy Gauss Cannons:</i> Another G-456 AP Heavy Gauss Cannon (total of 2) [150]	
15	<i>Drone:</i> Does Not Bleed	0
45	<i>Drone:</i> Takes No STUN	0
30	<i>Drone:</i> Damage Resistance (10 PD/10 ED)	0
45	<i>Drone:</i> Life Support: Total	0
7	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 15 STR	0
6	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0
9	<i>Visual Sensors:</i> +6 versus Range for Sight Group	0
15	<i>Auditory Sensors:</i> Active Sonar (Hearing Group)	0
12	<i>Radio Sensors:</i> HRRP (Radio Group)	0
15	<i>Onboard Radar:</i> Radar (Radio Group)	0
-2	<i>Doesn't Float:</i> Swimming -2” (0” total)	

Talents

37 *Onboard Computer Systems:* Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Eidetic Memory, Lightning Calculator, Universal Translator 12-

Skills

6 +3 OCV with G-456 Heavy Gauss Cannon
5 Combat Piloting 15-

Total Powers & Skills Cost: 330

Total Cost: 446

75+ Disadvantages

5 Physical Limitation: Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
5 Physical Limitation: Cannot Leap (Infrequently, Slightly Impairing)
25 Psychological Limitation: Must Obey Programmer's/Owner's Commands (Very Common, Total)
331 Experience Points

Total Disadvantage Points: 446

Description: The F-12D “Chain Lightning” is a flight drone designed to engage aerial targets and perform strafing runs on ground targets. The fuselage is conical with a single thruster at the rear and a Gauss Cannon mounted under each wing (when on the ground, the drone can fold in its wings to make itself more compact and easy to transport).

F-12Ds typically fly in a V-formation. The lead drone does not fire on strafing runs; rather it intercepts incoming missiles. (In game terms, it Holds its Action and if it detects an incoming missile, it uses its weapons to shoot it down or Dives For Cover to intercept it.) An operator can remotely control an F-12D with proper equipment, such as an EWACC (page 120). The F-12D weighs 1,750 kilograms fully loaded.

STARSHIPS



Starships are one of the most vital pieces of equipment used by the Human military of the twenty-fourth century. This section describes some of the most common classes of ships, as well as their function in the Navy.

STARSHIP EQUIPMENT

Propulsion Systems

The most important part of a ship is its propulsion systems. Human ships use chemical rockets and Hyperdrives to journey from one place to another. The accompanying table lists some of the standard drive types available during the twenty-fourth century; many other configurations, designs, and speeds are possible within the ceilings imposed by the best systems listed.

ROCKETS

Humans commonly use chemical and fusion rockets for STL movement of starships. These can attain speeds of up to 180" per Turn for manned flights or 420" per Turn for unmanned flights (e.g., cargo drones). Military ships such as fighters and cruisers employ G Force Dampening Chambers to allow manned flights to attain speeds higher than 180" per Turn.

HYPERDRIVE

A Hyperdrive shifts a spacecraft and all its contents into a parallel universe known as Hyperspace. The universe of Hyperspace evidently formed with a great deal less matter and energy than the "normal" universe — it has no visible stars or galaxies and a density of gas much lower than normal space. The lack of energy also means Hyperspace expanded less swiftly than the normal universe did. But although it's about one-millionth as large, each point in normal space-time ("normal-space") corresponds to a point in Hyperspace. Thus, if a starship shifts into Hyperspace, travels one kilometer, and then shifts back, it's a million kilometers away from its starting position.

Travel within Hyperspace depends on two things: first, a ship's normal propulsion (since the ship has to propel itself through Hyperspace); second, its Hyperdrive shunt, the part of the Hyperdrive that makes it possible for a ship to transition from normalspace to Hyperspace and back again. The power and efficiency of the shunt dictates how long a ship can remain in Hyperspace

ALIEN WARS PROPULSION SYSTEMS

Propulsion System	Year	UTES	Movement	A/R Cost	Price
Rockets					
Chemical Rocket	2253	7	Flight 30" (180"/Turn)	60/60	6,500
Fusion Rocket	2253	9	Flight 42" (570"/Turn)	94/94	12,000
Hyperdrives					
Class Alpha	2203	9	1.2 LY per year	38/3	50,000
Class Alpha-2	2212	9	1 LY per day	38/4	53,000
Class Alpha-3	2229	9	10 LY per day	70/8	60,000
Class Alpha-4	2243	9	16 LY per day	110/12	66,000
Class Alpha-5	2258	9	25 LY per day	170/18	72,000
Class Beta	2280	9	36 LY per day	31/3	80,000
Class Beta-2	2294	9	43 LY per day	31/3	110,000
Class Beta-3	2318	9	50 LY per day	42/4	240,000
Class Beta-4	2336	9	58 LY per day	42/4	N/A
Class Epsilon	2348	10	71 LY per day	52/5	N/A
Class Epsilon-2	2370	10	75 LY per day	55/6	N/A
Class Epsilon-3	2391	10	83 LY per day	55/6	N/A

Year: The year the propulsion system in question is first available.

Movement: This assumes starships have SPD 3.

Price: The price of the system in UE credits as of about 2370 (or later, for more advanced engines). "N/A" indicates the system is not commercially available to civilians usually because it's military technology. The military doesn't declassify any of this technology until after the Xenovore Wars.

(and thus how far it can travel using Hyperdrive); the maximum distance indicated for Hyperdrive travel represents the shunt's limit (at which point it automatically shifts the ship back to normalspace). If damaged or shut off in mid-journey, the shunt automatically stops working, immediately thrusting the ship back into normalspace at an unintended destination (in some rare cases, a malfunctioning shunt can strand a ship in Hyperspace instead, a far worse fate). Since velocity carries over from one universe to the other, Hyperspace travel gets faster as both Hyperdrive and propulsion technology improve.

Hyperspace travel has its limits, though. First, it requires a lot of power and preparation time. Second, because Hyperspace has no stars to navigate by, ships rely heavily on a system of beacons — a ship that gets lost in Hyperspace can emerge in normalspace far off course. By unspoken agreement, no species (even the Xenovores) attacks the Hyperspace beacon network; losing it would be disastrous for any civilization. Extending the beacon network into a new region of space takes time and effort, and is dangerous. Third, a few ships somehow fail to make the shift between normalspace and Hyperspace (or back again); one

HYPERDRIVE ACCURACY TABLE

Margin Of Success	Distance To Target
Made by 5+	Exact intended point of emergence
Made by 2-4	1d6 x 100 kilometers
Made by 0-1	1d6 x 1,000 kilometers
Failed by 1	1d6 x 10,000 kilometers
Failed by 2	1d6 x 100,000 kilometers
Failed by 3	1d6 x 1,000,000 kilometers
Failed by 4-5	1d6 x 1 AU
Failed by 6-7	1d6 x 10 AU
Failed by 8-9	1d6 x 100 AU
Failed by 10+	1d6 light-years

The GM should interpret the results of the Hyperdrive Accuracy Table so that failure inconveniences the character making the roll. Rarely, if ever, should a character find himself in a better position for failing his Navigation roll than he would be for making it. On a few occasions ships have emerged from Hyperspace into another physical object (resulting in the immediate destruction of both in a tremendous explosion) or so close to a star the ship could not escape its gravity well and was destroyed.

theory claims they enter some other universe as yet unknown to science.

Of course, unexplored regions of space — something often encountered by Human pilots during this period — have no beacon network (unless perhaps another civilization has established one). This makes exploration even more hazardous than it might otherwise be.

Fourth, making the shift requires a relatively “flat” zone of space free of gravitational and other distortions. The accepted safety limit is a distance of about 1 AU from a star the size of Sol and a distance of 100,000 kilometers from an Earth-sized world. For habitable worlds orbiting in a star’s biosphere, this means ships must leave orbit and spend a long time (often days or weeks) getting to the safe distance. Smaller worlds in the outer system pose fewer problems, so in many systems the busiest port is a space station or asteroid out past 2 AU, linked to the inner planets by fast shuttles and cyler stations.

Piloting a Hyperdrive ship requires the *Navigation (Hyperspace)* Skill. Since Hyperspace has no stars, pilots must take bearings on the local beacon array. Navigating in regions lacking a beacon network (areas where beacons have gone offline for some reason, or an unexplored area of Hyperspace where no one has set up any beacons yet) imposes a -3 Skill Roll penalty. Using knowledge of how to navigate normal space imposes a -4 penalty on Navigation rolls, even if functioning beacons exist. The pilot makes his Navigation roll when the ship exits Hyperspace. How close he comes to his intended point of emergence depends on how well he does with the roll (see the Hyperdrive Accuracy Table).

Two ships in Hyperspace can interact with each other normally. They can maneuver, fight,

dock, or the like, just the same as they could in normalspace.

Example Hyperdrives

Here are some example Hyperdrives in use during the twenty-fourth century. The inches purchased and level of MegaScaling vary to simulate defined flight times. The term “class” is used to designate an engine’s general design type; within an individual class there are many variations, each with its own operating parameters.

Class Alpha Hyperdrive: *Teleportation 4”*, *MegaScale (1” = 3 trillion km, can scale down to 1” = 2,000 kilometers; +3¾)* (38 Active Points); *Activation Roll 11- (-1)*, *Extra Time (1 Year for a full journey, or 1.2 LY per year; -6)*, *Costs Endurance (-½)*, *Increased Endurance Cost (x8 END; -3½)*, *Requires Gravitational Distortion-Free Zone To Activate (see text; -½)*. *Total cost: 3 points.*

Class Alpha-2 Hyperdrive: *Teleportation 4”*, *MegaScale (1” = 3 trillion km, can scale down to 1” = 2,000 kilometers; +3¾)* (38 Active Points); *Activation Roll 11- (-1)*, *Extra Time (1 Day for a full journey, or 1 LY per day; -4)*, *Costs Endurance (-½)*, *Increased Endurance Cost (x8 END; -3½)*, *Requires Gravitational Distortion-Free Zone To Activate (see text; -½)*. *Total cost: 4 points.*

Class Alpha-3 Hyperdrive: *Teleportation 7”*, *MegaScale (1” = 10 light-years, can scale down to 1” = 2,000 kilometers; +4)* (70 Active Points); *Activation Roll 12- (-¾)*, *Extra Time (1 Week for a full journey, or .4 LY per hour; -4½)*, *Costs Endurance (-½)*, *Increased Endurance Cost (x5 END; -2)*, *Requires Gravitational Distortion-Free Zone To Activate (see text; -½)*. *Total cost: 8 points.*

Class Alpha-4 Hyperdrive: *Teleportation 11”*, *MegaScale (1” = 10 light-years, can scale down to 1” = 2,000 kilometers; +4)* (110 Active Points); *Activation Roll 12- (-¾)*, *Extra Time (1 Week for a full journey, or .66 LY per hour; -4½)*, *Costs Endurance (-½)*, *Increased Endurance Cost (x5 END; -2)*, *Requires Gravitational Distortion-Free Zone To Activate (see text; -½)*. *Total cost: 12 points.*

Class Alpha-5 Hyperdrive: *Teleportation 17”*, *MegaScale (1” = 10 light-years, can scale down to 1” = 2,000 kilometers; +4)* (170 Active Points); *Activation Roll 13- (-¾)*, *Extra Time (1 Week for a full journey, or 1 LY per hour; -4½)*, *Costs Endurance (-½)*, *Increased Endurance Cost (x5 END; -2)*, *Requires Gravitational Distortion-Free Zone To Activate (see text; -½)*. *Total cost: 18 points.*

Class Beta Hyperdrive: *Teleportation 3”*, *MegaScale (1” = 100 light-years, can scale down to 1” = 2,000 kilometers; +4¼)* (31 Active Points); *Activation Roll 14- (-½)*, *Extra Time (1 Week for a full journey, or about 1.5 LY per hour; -4½)*, *Costs Endurance (-½)*, *Increased Endur-*

ance Cost (x8 END; -3½), Requires Gravitational Distortion-Free Zone To Activate (see text; -½). Total cost: 3 points.

Class Beta-2 Hyperdrive: Teleportation 3", MegaScale (1" = 100 light-years, can scale down to 1" = 2,000 kilometers; +4¼) (31 Active Points); Activation Roll 14- (-½), Extra Time (1 Week for a full journey, or about 1.75 LY per hour; -4½), Costs Endurance (-½), Increased Endurance Cost (x8 END; -3½), Requires Gravitational Distortion-Free Zone To Activate (see text; -½). Total cost: 3 points.

Class Beta-3 Hyperdrive: Teleportation 4", MegaScale (1" = 100 light-years, can scale down to 1" = 2,000 kilometers; +4¼) (42 Active Points); Activation Roll 14- (-½), Extra Time (1 Week for a full journey, or about 2 LY per hour; -4½), Costs Endurance (-½), Increased Endurance Cost (x8 END; -3½), Requires Gravitational Distortion-Free Zone To Activate (see text; -½). Total cost: 4 points.

Class Beta-4 Hyperdrive: Teleportation 4", MegaScale (1" = 100 light-years, can scale down to 1" = 2,000 kilometers; +4¼) (42 Active Points); Activation Roll 15- (-¼), Extra Time (1 Week for a full journey, or about 2.5 LY per hour; -4½), Costs Endurance (-½), Increased Endurance Cost (x8 END; -3½), Requires Gravitational Distortion-Free Zone To Activate (see text; -½). Total cost: 4 points.

Class Epsilon Hyperdrive: Teleportation 5", MegaScale (1" = 100 light-years, can scale down to 1" = 2,000 kilometers; +4¼) (52 Active Points); Extra Time (1 Week for a full journey, or about 3 LY per hour; -4½), Costs Endurance (-½), Increased Endurance Cost (x7 END; -3), Requires Gravitational Distortion-Free Zone To Activate (see text; -½). Total cost: 5 points.

Class Epsilon-2 Hyperdrive: Teleportation 5", MegaScale (1" = 105 light-years, can scale down to 1" = 2,000 kilometers; +4½) (55 Active Points); Extra Time (1 Week for a full journey, or about 3.125 LY per hour; -4½), Costs Endurance (-½), Increased Endurance Cost (x7 END; -3), Requires Gravitational Distortion-Free Zone To Activate (see text; -½). Total cost: 6 points.

Class Epsilon-3 Hyperdrive: Teleportation 5", MegaScale (1" = 115 light-years, can scale down to 1" = 2,000 kilometers; +4½) (55 Active Points); Extra Time (1 Week for a full journey, or about 3.45 LY per hour; -4½), Costs Endurance (-½), Increased Endurance Cost (x7 END; -3), Requires Gravitational Distortion-Free Zone To Activate (see text; -½). Total cost: 6 points.

Antigravity

Prior to 2350, Humans generate gravity aboard their ships by spinning them along a central axis, or else do without shipboard gravity at all. Among other difficulties, this means Human starships cannot enter gravity wells (including atmospheres) without falling apart. Gravity plays havoc with the systems on small starships because they're designed to operate in a zero-G environment; it tears to pieces starships designed to produce gravity via rotation.

The fact that the Xenovores have a method of producing artificial gravity aboard their starships gives them a distinct strategic and tactical advantage, because their ships can enter atmospheres. Many military strategists deem this the most important advantage the Xenovores possess.

In the middle part of the century, Dr. Lawrence Thibault, a scientist working at Shipyard as part of Zhukov's anti-Xenovore effort, finally unlocked the secret of artificial gravity generation. His "Thibault gravity plates" revolutionized starship design and played a major role in helping Humanity defeat the Xenovores. Despite its profound impact on naval engagements with the Xenovores, the process for creating gravity plates was expensive and difficult, and most Navy starships continued to produce gravity via rotation by the end of the war (and no civilian ships had antigravity technology).

For both spinning gravity and artificial gravity generation, use the write-ups on pages 203-04 of *Star Hero*. The cost of a gravity system is the ship's Size times 4,500 credits.

SPACE NUKES

For a character sheet for the nuclear missiles used by UE forces, see page 195 of *Star Hero*. The missile has a range of 1,000 km; if it runs out of fuel in a zero-G environment, it continues to drift in the direction it was original flying until it hits something. The UE Army uses a similar nuclear missile in surface-to-orbit defenses; that version of the missile is boost-assisted and considerably slower until it exits the atmosphere.

UE starships also use *tactical nukes* in assaults on enemy ships of the line. For these, reduce the missile's *Nuclear Warhead* power to 12d6 and the *MegaArea Advantage* to 1" = 1 km. Total cost: 60 points.



UES JUPITER-CLASS CARRIER

The design of UES *Jupiter*-class Carrier derives from the *Centauri*-class Battleship. The two look very similar and have the same armaments, but the *Jupiter* is slightly larger (Size 21). Although the *Jupiter* also produces gravity via rotation, its rotating section is much larger than the *Centauri*'s since it serves as a launch port and docking bay for starship fighters, as well as a personnel area.

The *Jupiter* has a crew of 250 and holds up to 32 F-13 "Sting" fighters. Until the coming of the *Liberty*-class Dreadnought, the *Jupiter* is the most expensive starship ever constructed.

UNITED EARTH STARSHIPS OF THE EARLY 2300s

The starships described below are among the most common found in the UE Navy during the Xenovore Wars. Most other starships, including those found in system fleet defenses, are variations of these designs, since it's incredibly expensive (and dangerous) to develop and test new designs. All these ships are UTES 9 until about 2350, after which new ships are UTES 10 and old ships often receive at least a few UTES 10 upgrades.

Many of these ships are old ones dating from the 2200s — in Humanity's war against the Xenovores, every ship is needed, and even an old rust-bucket can still fight. Many are refitted with better Hyperdrives; virtually all have Epsilon drives by the end of Operation Future Peace. Only a few *Antarctics* are ever fitted with Thibault antigravity plating — producing gravity via rotation is integral to the other classes' designs.

UES CENTAURI-CLASS BATTLESHIP

Val	Char	Cost	Notes
20	Size	100	100" x 50"; -20 KB; -13 DCV
110	STR	0	Lift 100 ktons; 20d6 HTH
12	DEX	6	OCV: 4/DCV: 4
180	BODY	150	
20	DEF	54	
3	SPD	8	Phases: 4, 8, 12
			Total Characteristic Cost: 318
Movement:			
Ground: 0"/0"			
Flight: 30"/60"			
Teleportation: 300 LY Hyperdrive			
Abilities & Equipment			
Cost	Power		END
Power Systems			
80	<i>Medium Fusion Plant:</i>	Endurance Reserve (200 END, 200 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
24	<i>Auxiliary Power:</i>	Endurance Reserve (60 END, 60 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
Propulsion Systems			
3	<i>Class Beta Hyperdrive:</i>	Teleportation 3", MegaScale (1" = 100 light-years, can scale down to 1" = 2,000 kilometers; +4); Activation Roll 14- (-½), Extra Time (1 Week for a full journey, or about 1.5 LY per hour; -4½), Costs Endurance (-½), Increased Endurance Cost (x8 END; -3½), Requires Gravitational Distortion-Free Zone To Activate (see text; -½)	24
60	<i>Chemical Rockets:</i>	Flight 30"; 1 Continuing Fuel Charge (easy to obtain; 1 Month; -0)	[1cc]
-12	<i>Spaceflight Only:</i>	Ground Movement -6" (0" total)	
-2	<i>Spaceflight Only:</i>	Swimming -2" (0" total)	

Tactical Systems

83	<i>Mark I Starship Laser:</i>	Multipower, 124-point reserve, 40 Charges for entire reserve (+½); all OIF Bulky (-1), Real Weapon (-¼)	
3u	1) <i>Near-Targeting Beam Mode:</i>	RKA 4d6, Increased Maximum Range (1,500"; +¼); OIF Bulky (-1), Real Weapon (-¼)	
5u	2) <i>Far-Targeting Beam Mode:</i>	RKA 4d6, MegaRange (1" = 100 km, can scale down to 1" = 1 km; +1); OIF Bulky (-1), Real Weapon (-¼)	
4u	3) <i>Near-Targeting Pulse Mode:</i>	RKA 3½d6, Autofire (3 shots; +¼), Increased Maximum Range (1,725"; +¼); OIF Bulky (-1), Real Weapon (-¼)	
5u	4) <i>Far-Targeting Pulse Mode:</i>	RKA 3½d6, Autofire (3 shots; +¼), MegaRange (1" = 100 km, can scale down to 1" = 1 km; +1); OIF Bulky (-1), Real Weapon (-¼)	12
4u	5) <i>Sustained Beam Mode:</i>	RKA 3d6, Continuous (+1), Increased Maximum Range (2,250"; +¼); OIF Bulky (-1), Real Weapon (-¼)	
5	<i>Mark I Starship Laser:</i>	Another Mark I Starship Laser (total of 2)	
26	<i>Ablative Armor Plating:</i>	+15 DEF; Ablative (-½), Limited Coverage (hull only; -¼)	0
15	<i>Hull Armor:</i>	+5 DEF, Hardened (+¼); Limited Coverage (hull only; -¼)	0
14	<i>Basic Point Defense System:</i>	Multipower, 34-point reserve; all OIF Bulky (-1), Costs Endurance (-½)	
1u	1) <i>Close-In Defense:</i>	Missile Deflection (all physical projectiles), Range (+1); OIF Bulky (-1), Costs Endurance (-½)	3
1u	2) <i>Distant Defense:</i>	Missile Deflection (all physical projectiles), Range (+1), MegaRange (1" = 1 km; +¼); OIF Bulky (-1), Costs Endurance (-½)	3
4	<i>Missile Tracking System:</i>	+2 with Missile Deflection	
434	<i>Self-Destruct System:</i>	RKA 120d6 (standard effect: 360 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4)	[1nr]
Operations Systems			
69	<i>Sensor Package I:</i>	Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½)	var
52	<i>Long-Range Sensors:</i>	MegaScale (1 light-year per Active Point, can scale down to 1 km per Active Point; +3½) for any Sensor Pool Sense of up to 30 Active Points; OIF Bulky (-1)	var
9	<i>Long-Range Sensors:</i>	+12 versus Range for Radio Group; OIF Bulky (-1)	0
70	<i>Electronic Warfare Systems:</i>	Variable Power Pool, 60 base + 30 control cost;	

	OIF Bulky (-1), Only For Electronic Warfare (-1)	var
15	<i>Electronic Warfare Defense: Radio Group Flash Defense</i> (15 points)	0
10	<i>Shielded Systems: Power Defense</i> (20 points); Only For Operations Systems (-1)	0
2	<i>Sensor Enhancements: +2 to Systems Operation</i> ; OIF Bulky (-1)	0
18	<i>Internal Monitors: Clairsentience</i> (Sight And Hearing Groups), 2x Range (up to 500”), Mobile Perception Point, Multiple Perception Points (up to eight at once); OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0)	5
2	<i>Navigation Computer: +2 to Navigation roll</i> ; OIF Bulky (-1)	0

Personnel Systems

12	<i>Life Support: Life Support</i> (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½)	2
6	<i>Backup Life Support: Life Support</i> (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/ Vacuum); Only Within Affected Area (2.5” x 1.25” chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) [1cc]	
40	<i>Backup Life Support: 250 more Backup Life Support chambers</i> (total of 251) [1cc]	
3	<i>Food Supplies: Life Support</i> (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]	
4	<i>Artificial Gravity: Telekinesis</i> (5 STR); Only To Pull Objects Straight Down To Floor (-1), Only In Personnel Areas (-¼), Must Maintain Spin (-¼)	1
15	<i>Medical Facilities: Paramedics</i> 15-	
5	<i>Medical Facilities: SS: Medicine</i> 14-	

Skills/Laboratories

7	<i>Tactical Systems: +2 with Ranged Combat</i> ; Costs Endurance (-½) 1
13	Computer Programming 14-
13	Cryptography 14-
13	Demolitions 14-
13	Electronics 14-
13	Mechanics 14-
15	Weaponsmith (Firearms, Missiles & Rockets, Incendiary Weapons, Energy Weapons) 14-
40	Other laboratories (defined by GM or player)

Total Abilities & Equipment Cost: 1,216
Total Vehicle Cost: 1,534

Value Disadvantages

25	Distinctive Features: United Earth military vessel (Not Concealable; Causes Extreme Reaction [abject fear])
10	Physical Limitation: Missile Launchers Count as OAFs with BODY 20 (Infrequently, Greatly Impairing)
10	Physical Limitation: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 35

Total Cost: 1,499/5 = 300

Cost Additional Vehicles

20	Escape Pod
35	124 more Escape Pods (total of 125)
90	Messenger Drone
25	19 more Messenger Drones (total of 20)
70	Space Nuke
30	39 more Space Nukes (total of 40)

Description: The *Centauri*-class Battleship, state-of-the-art for starship design at the turn of the century, is the main ship of the line in the United Earth Navy. The ship produces gravity via rotation, and the rotating section, which holds the crew and all personnel areas, extends from the middle of the ship’s longer main body, the location for engines and weapons. Both the main body and the rotating section are cylindrical.

The *Centauri*’s Mark II Starship Lasers, located fore and aft, are set on universal mounts so they have a free field of fire. Its other main weapons are 40 Space Nukes; four missile launchers (two forward, two aft, each with 20 nukes) extend from the main body of the ship at the ends of girder frameworks (later battles reveal how vulnerable these missile launchers are).

The *Centauri* has a crew of 250 personnel, plus room for another 250 passengers. Some *Centauris* are later fitted with cold sleep crew compartments in the main body for Army personnel shipping out to the front during Operation Future Peace.

UES ANTARCTIC-CLASS LIGHT CRUISER

Val	Char	Cost	Notes
13	Size	65	20" x 10"; -13 KB; -8 DCV
75	STR	0	Lift 800 tons; 15d6 HTH
18	DEX	24	OCV: 6/DCV: 6
100	BODY	77	
10	DEF	24	
3	SPD	2	Phases: 4, 8, 12
Total Characteristics Cost: 192			

Movement: Ground: 0"/0"
 Flight: 48"/96"
 Teleportation: 300 LY Hyperdrive

Abilities & Equipment

Cost Power **END**

Power Systems

- 84 *Medium Fusion Plant:* Endurance Reserve (210 END, 210 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)
- 20 *Auxiliary Power:* Endurance Reserve (50 END, 50 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)

Propulsion Systems

- 3 *Class Beta Hyperdrive:* Teleportation 3", MegaScale (1" = 100 light-years, can scale down to 1" = 2,000 kilometers; +4); Activation Roll 14- (-½), Extra Time (1 Week for a full journey, or about 1.5 LY per hour; -4½), Costs Endurance (-½), Increased Endurance Cost (x8 END; -3½), Requires Gravitational Distortion-Free Zone To Activate (see text; -½) 24
- 96 *Chemical Rockets:* Flight 48"; 1 Continuing Fuel Charge (easy to obtain; 1 Month; -0) [1cc]
- 12 *Spaceflight Only:* Ground Movement -6" (0" total)
- 2 *Spaceflight Only:* Swimming -2" (0" total)

Tactical Systems

- 83 *Mark I Starship Laser:* Multipower, 124-point reserve, 40 Charges for entire reserve (+½); all OIF Bulky (-1), Real Weapon (-¼)
- 3u 1) *Near-Targeting Beam Mode:* RKA 4d6, Increased Maximum Range (1,500"; +¼); OIF Bulky (-1), Real Weapon (-¼)
- 5u 2) *Far-Targeting Beam Mode:* RKA 4d6, MegaRange (1" = 100 km, can scale down to 1" = 1 km; +1); OIF Bulky (-1), Real Weapon (-¼)
- 4u 3) *Near-Targeting Pulse Mode:* RKA 3½d6, Autofire (3 shots; +¼), Increased Maximum Range (1,725"; +¼); OIF Bulky (-1), Real Weapon (-¼)
- 5u 4) *Far-Targeting Pulse Mode:* RKA 3½d6, Autofire (3 shots; +¼), MegaRange (1" = 100 km, can scale down to 1" = 1 km; +1); OIF Bulky (-1), Real Weapon (-¼) 12
- 4u 5) *Sustained Beam Mode:* RKA 3d6, Continuous (+1), Increased Maximum Range (2,250"; +¼); OIF Bulky (-1), Real

Weapon (-¼)

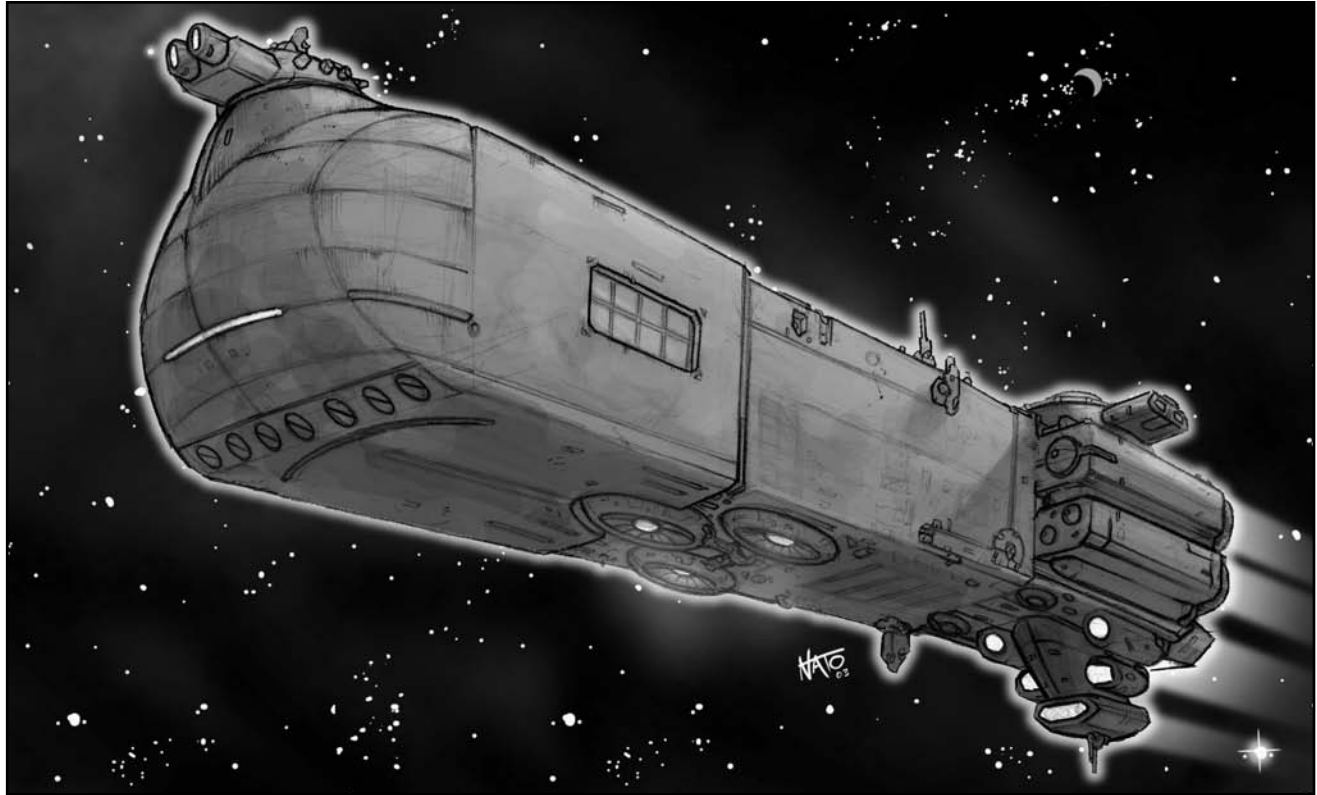
- 5 *Mark I Starship Laser:* Another Mark I Starship Laser (total of 2)
- 31 *Ablative Armor Plating:* +18 DEF; Ablative (-½), Limited Coverage (hull only; -¼) 0
- 15 *Hull Armor:* +5 DEF, Hardened (+¼); Limited Coverage (hull only; -¼) 0
- 14 *Basic Point Defense System:* Multipower, 34-point reserve; all OIF Bulky (-1), Costs Endurance (-½)
- 1u 1) *Close-In Defense:* Missile Deflection (all physical projectiles), Range (+1); OIF Bulky (-1), Costs Endurance (-½) 3
- 1u 2) *Distant Defense:* Missile Deflection (all physical projectiles), Range (+1), MegaRange (1" = 1 km; +¼); OIF Bulky (-1), Costs Endurance (-½) 3
- 243 *Self-Destruct System:* RKA 67d6 (standard effect: 201 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4) [1nr]

Operations Systems

- 69 *Sensor Package I:* Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½) var
- 52 *Long-Range Sensors:* MegaScale (1 light-year per Active Point, can scale down to 1 km per Active Point; +3½) for any Sensor Pool Sense of up to 30 Active Points; OIF Bulky (-1) var
- 8 *Long-Range Sensors:* +8 versus Range for Radio Group; OIF Bulky (-1) 0
- 70 *Electronic Warfare Systems:* Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1) var
- 15 *Electronic Warfare Defense:* Radio Group Flash Defense (15 points) 0
- 10 *Shielded Systems:* Power Defense (20 points); Only For Operations Systems (-1) 0
- 2 *Sensor Enhancements:* +2 to Systems Operation; OIF Bulky (-1) 0
- 15 *Internal Monitors:* Clairsentience (Sight And Hearing Groups), Mobile Perception Point, Multiple Perception Points (up to four at once); OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0) 4
- 2 *Navigation Computer:* +2 to Navigation roll; OIF Bulky (-1) 0

Personnel Systems

- 12 *Life Support:* Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½) 2
- 6 *G-Force Dampening Chamber:* Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/



- Vacuum); Only Within Affected Area (1" x 1" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) [1cc]
- 20 *G-Force Dampening Chamber*: 15 more Dampening Chambers (total of 16) [1cc]
- 5 *G-Force Dampening Chamber*: Power Defense (20 points); Only Within Affected Area (1" x 1" chamber; -2), Only To Protect Occupants Against G Force Damage (-1) 0
- 20 *G-Force Dampening Chamber*: 15 more G Force Dampening Chambers (total of 16) 0
- 3 *Food Supplies*: Life Support (Diminished Eating; no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]
- 13 *Medical Facilities*: Paramedics 14-
- 5 *Medical Facilities*: SS: Medicine 14-
- Skills/Laboratories**
- 7 *Tactical Systems*: +2 with Ranged Combat
- 13 Computer Programming 14-
- 13 Cryptography 14-
- 13 Electronics 14-
- 13 Mechanics 14-
- 15 Weaponsmith (Firearms, Missiles & Rockets, Incendiary Weapons, Energy Weapons) 14-

Total Abilities & Equipment Cost: 1,002
Total Vehicle Cost: 1,194

Value Disadvantage

- 25 Distinctive Features: United Earth military vessel (Not Concealable; Causes Extreme Reaction [abject fear])
- 10 Physical Limitation: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 35
Total Cost: 1,159/5 = 232

Cost Additional Vehicles

- 22 Escape Pod
- 20 9 more Escape Pods (total of 10)
- 1 Messenger Drone
- 15 7 more Messenger Drones (total of 8)
- 76 Space Nuke
- 20 11 more Space Nuke (total of 12)

Description: Long and slender, the *Antarctic*-class Light Cruiser is the smallest gunship in the UE fleet. The ship is a zero-G environment and has a limited range. It's a favorite among system defense fleets because of the small crew required to operate it, and a design similar to the *Antarctic* finds frequent use with the Terrain Exploration Service.

Antarctics use 16 G-Force Dampening Chambers (eight on the ship's bridge, eight near personnel quarters) so they can increase their speed and maneuverability in combat. When the ship engages the enemy, the crew enters the chambers, which then fill with a liquid that absorbs the impact of high acceleration. The ship can hold up to forty passengers in cramped conditions, and requires a minimum of six to operate at full efficiency.

The *Antarctic* has two Mark II Lasers mounted forward and aft. Missile launch tubes are located forward; the ship carries 12 Space Nukes.

During Operation Future Peace, the Navy retrofits a limited number of *Antarctics* with Thibault Antigravity Plating. This lengthens the time a crew can stay in space without suffering adverse effects from zero-G, and also allows the ship to enter atmospheres.

UES F-13 "STING" FIGHTER

Val	Char	Cost	Notes
5	Size	25	3.2 x 1.6; 3.2 tons; -5 KB; -3 DCV
35	STR	0	Lift 3.2 tons; 7d6 HTH [0]
21	DEX	33	OCV: 7/DCV: 7
20	BODY	5	
5	DEF	9	See Tactical Systems
4	SPD	9	Phases: 3, 6, 9, 12
			Total Characteristic Cost: 81

Movement: Ground: 0"/0"
Flight: 50"/100"

Abilities & Equipment

Cost Power **END**

Power Systems

60 *Small Fusion Plant:* Endurance Reserve (150 END, 150 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼) 0

Propulsion Systems

100 *Chemical Rockets:* Flight 50"; 1 Continuing Fuel Charge (easy to obtain; 6 Hours; -0) [1cc]
-12 *Spaceflight Only:* Ground Movement -6" (0" total)
-2 *Spaceflight Only:* Swimming -2" (0" total)

Tactical Systems

55 *Mark VII Dual Gauss Cannons:* RKA 4d6, Autofire (2 shots; +¼), Armor Piercing (x2; +1), Increased Maximum Range (1,000"; +¼), 64 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (0 degrees forward, same horizontal level; -1) [64]
15 *Hull Armor:* +5 DEF; Limited Coverage (hull only; -¼) 0

Operations Systems

34 *Sensor Package I:* Variable Power Pool, 30 base + 15 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½) var
39 *Long-Range Sensors:* MegaScale (1 million km per Active Point, can scale down to 1 km per Active Point; +1¾) for any Sensor Pool Sense of up to 30 Active Points; OIF Bulky (-1) var
3 *Long-Range Sensors:* +4 versus Range for Radio Group; OIF Bulky (-1) 0
15 *Electronic Warfare Defense:* Radio Group Flash Defense (15 points) 0
5 *Shielded Systems:* Power Defense (10 points); Only For Operations Systems (-1) 0
55 *Electronic Counter-Measures:* Suppress Electronic Warfare 8d6, any Power one at a time (+¼), Increased Maximum Range (10,000" or 20 km; +½), No Range Modifier (+½), Reduced Endurance (0 END; +½); OIF Bulky (-1) 0

Personnel Systems

6 *G-Force Dampening Chamber:* Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (1" x 1" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Week; -0) [1cc]
5 *G-Force Dampening Chamber:* Power Defense (20 points); Only Within Affected Area (1" x 1" chamber; -2), Only To Protect Occupants Against G Force Damage (-1) 0

Skills/Laboratories

8 *Highly Maneuverable:* +4 with Flight

Total Abilities & Equipment Cost: 386

Total Vehicle Cost: 467

Value Disadvantages

25 *Distinctive Features:* United Earth military vessel (Not Concealable; Causes Extreme Reaction [abject fear])
10 *Physical Limitation:* Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 35

Total Cost: 432/5 = 86

Cost Additional Vehicles

60 Tactical Nuke
10 3 more Tactical Nukes (total of 4)

Description: The UES F-13 "Sting" Fighter is the primary fighter used by the UE Navy. Its four wings shaped like right triangles radiate from a sphere containing the pilot's cockpit. The center of the sphere contains a G-Force Dampening Chamber where the pilot floats in inertia-absorbing fluid, allowing him to withstand high G forces from acceleration. The pilot is hooked up to life support, and his flight controls attach to his wrist. Along the front edge of each wing are missile launchers, each with a single Tactical Nuke. On the back edge of each wing are thrusters. Twin Gauss cannons protrude from the front of the orb. Although highly maneuverable and fast, a Sting is not durable; one good shot from a Xenovore rail gun destroys it.

STARSHIPS, C. 2355

The *Liberty*- and *Victory*-class starships described below are first introduced in 2355. They represent the advancements made by researchers and designers working at Shipyard under Admiral Zhukov's command. Despite considerable technological advancements, engineers simply do not have time to design and test numerous new classes of starships — it's far more important to devote resources to producing current designs and increasing the size of the fleet.

UES LIBERTY-CLASS DREADNOUGHT

Val Char Cost Notes

22	Size	110	160" x 80"; -22 KB; -14 DCV
120	STR	0	Lift 400 ktons; 24d6 HTH [0]
15	DEX	15	OCV: 5/DCV: 5
200	BODY	168	
20	DEF	54	See Tactical Systems
3	SPD	5	Phases: 4, 8, 12
Total Characteristic Cost: 352			

Movement: Ground: 0"/0"
 Flight: 30"/60"
 Teleportation: 500 LY Hyperdrive

Abilities & Equipment

Cost Power END

Power Systems

96	<i>Large Cold Fusion:</i>	Endurance Reserve (240 END, 240 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
40	<i>Auxiliary Power:</i>	Endurance Reserve (100 END, 100 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0

Propulsion Systems

5	<i>Class Epsilon Hyperdrive:</i>	Teleportation 5", MegaScale (1" = 100 light-years, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 3 LY per hour; -4½), Costs Endurance (-½), Increased Endurance Cost (x7 END; -3), Requires Gravitational Distortion-Free Zone To Activate (see text; -½)	28
60	<i>Chemical Rockets:</i>	Flight 30"; 1 Continuing Fuel Charge (easy to obtain; 1 Month; -0) [1cc]	
-12	<i>Flight Only:</i>	Ground Movement -6" (0" total)	
-2	<i>Flight Only:</i>	Swimming -2" (0" total)	

Tactical Systems

100	<i>Mark IV Starship Laser:</i>	Multipower, 150-point reserve, 45 Charges for entire Multipower (+½); all OIF Bulky (-1), Real Weapon (-¼)	[45]
4u	1) <i>Near-Targeting Beam Mode:</i>	RKA 5d6, Increased Maximum Range (1,875"; +¼); OIF Bulky (-1), Real Weapon (-¼)	
7u	2) <i>Far-Targeting Beam Mode:</i>	RKA 5d6, MegaRange (1" = 100 km, can scale down to 1" = 1 km; +1); OIF Bulky (-1), Real Weapon (-¼)	

4u	3) <i>Near-Targeting Pulse Mode:</i>	RKA 4d6, Autofire (3 shots; +¼), Increased Maximum Range (1,875"; +¼); OIF Bulky (-1), Real Weapon (-¼)	
6u	4) <i>Far-Targeting Pulse Mode:</i>	RKA 4d6, Autofire (3 shots; +¼), MegaRange (1" = 100 km, can scale down to 1" = 1 km; +1); OIF Bulky (-1), Real Weapon (-¼)	
5u	5) <i>Sustained Beam Mode:</i>	RKA 3½d6, Continuous (+1), Increased Maximum Range (2,750"; +¼); OIF Bulky (-1), Real Weapon (-¼)	
15	<i>Mark IV Starship Laser:</i>	Another 7 Mark IV Starship Lasers (total of 8)	[45]
83	<i>Mark I Starship Laser:</i>	Multipower, 124-point reserve, 40 Charges for entire reserve (+½); all OIF Bulky (-1), Real Weapon (-¼)	
3u	1) <i>Near-Targeting Beam Mode:</i>	RKA 4d6, Increased Maximum Range (1,500"; +¼); OIF Bulky (-1), Real Weapon (-¼)	
5u	2) <i>Far-Targeting Beam Mode:</i>	RKA 4d6, MegaRange (1" = 100 km, can scale down to 1" = 1 km; +1); OIF Bulky (-1), Real Weapon (-¼)	
4u	3) <i>Near-Targeting Pulse Mode:</i>	RKA 3½d6, Autofire (3 shots; +¼), Increased Maximum Range (1,725"; +¼); OIF Bulky (-1), Real Weapon (-¼)	
5u	4) <i>Far-Targeting Pulse Mode:</i>	RKA 3½d6, Autofire (3 shots; +¼), MegaRange (1" = 100 km, can scale down to 1" = 1 km; +1); OIF Bulky (-1), Real Weapon (-¼)	12
4u	5) <i>Sustained Beam Mode:</i>	RKA 3d6, Continuous (+1), Increased Maximum Range (2,250"; +¼); OIF Bulky (-1), Real Weapon (-¼)	
5	<i>Mark I Starship Laser:</i>	Another Mark I Starship Laser (total of 2)	
38	<i>Ablative Armor Plating:</i>	+22 DEF; Ablative (-½), Limited Coverage (hull only; -¼)	0
24	<i>Hull Armor:</i>	+8 DEF; Hardened (+¼); Limited Coverage (hull only; -¼)	0
14	<i>Basic Point Defense System:</i>	Multipower, 34-point reserve; all OIF Bulky (-1), Costs Endurance (-½)	
1u	1) <i>Close-In Defense:</i>	Missile Deflection (all physical projectiles), Range (+1); OIF Bulky (-1), Costs Endurance (-½)	3
1u	2) <i>Distant Defense:</i>	Missile Deflection (all physical projectiles), Range (+1), MegaRange (1" = 1 km; +¼); OIF Bulky (-1), Costs Endurance (-½)	3
10	<i>Missile Tracking System:</i>	+5 with Missile Deflection	0
485	<i>Self-Destruct System:</i>	RKA 134d6 (standard effect: 402 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4)	[1nr]

Operations Systems

91	<i>Sensor Package II</i> : Variable Power Pool, 80 base + 40 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½)	var
70	<i>Long-Range Sensors</i> : MegaScale (1 light-year per Active Point, can scale down to 1 km per Active Point; +3½) for any Sensor Pool Sense of up to 40 Active Points; OIF Bulky (-1)	var
12	<i>Long-Range Sensors</i> : +16 versus Range for Radio Group; OIF Bulky (-1)	0
93	<i>Electronic Warfare Systems</i> : Variable Power Pool, 80 base + 40 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1)	var
20	<i>Electronic Warfare Defense</i> : Radio Group Flash Defense (20 points)	0
10	<i>Shielded Systems</i> : Power Defense (20 points); Only For Operations Systems (-1)	0
4	<i>Sensor Enhancements</i> : +4 to Systems Operation; OIF Bulky (-1)	0
18	<i>Internal Monitors</i> : Clairsentience (Sight And Hearing Groups), 2x Range (up to 500”), Mobile Perception Point, Multiple Perception Points (up to eight at once); OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0)	5
4	<i>Navigation Computer</i> : +4 to Navigation roll; OIF Bulky (-1)	0

Personnel Systems

12	<i>Life Support</i> : Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½)	2
6	<i>Backup Life Support</i> : Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5” x 1.25” chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0)	[1cc]
40	<i>Backup Life Support</i> : 250 more Backup Life Support chambers (total of 251)	[1cc]
3	<i>Food Supplies</i> : Life Support (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0)	[1cc]
15	<i>Thibault Gravity Plating</i> : Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1)	3
13	<i>Medical Facilities</i> : Paramedics 14-	
5	<i>Medical Facilities</i> : SS: Medicine 14-	

Skills/Laboratories

13	<i>Tactical Systems</i> : +4 with Ranged Combat; Costs Endurance (-½)	2
13	Computer Programming 14-	
13	Cryptography 14-	
13	Demolitions 14-	
13	Electronics 14-	
13	Mechanics 14-	
15	Weaponsmith (Firearms, Missiles & Rockets, Incendiary Weapons, Energy Weapons) 14-	
100	Other laboratories (defined by GM or player)	

Total Abilities & Equipment Cost: 1,619**Total Vehicle Cost: 1,968****Value Disadvantages**

25	Distinctive Features: United Earth military vessel (Not Concealable; Causes Extreme Reaction [abject fear])
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Total Disadvantage Points: 25**Total Cost: 1,943/5 = 389****Cost Additional Vehicles**

102	UES F/A-43 “Victory” Fighter/Attack Craft
20	15 more F/A-43’s (total of 16)
20	Escape Pod
45	324 more Escape Pods (total of 325)
102	Messenger Drone
20	15 more Messenger Drones (total 16)
70	Space Nuke
35	99 more Space Nukes (total of 100)

Description: Often called the savior of Humanity, the *Liberty*-class dreadnought represents the effect of fifty years of research and wartime experience. With its ten laser cannons, it doesn’t suffer from the deficient fire-power of previous ships. With its Thibault Antigravity Plating, it can follow Xenovore dreadnoughts into an atmosphere and continue the battle.

Compared to previous starships, the *Liberty* is huge. Two long cylinders run along either side of rectangular main hull. At one end of the cylinders are engines, at the other end launch tubes for Space Nukes. Suspended from the bottom of the main hull is a launch bay for fighters. At the middle, on top and near the front, is a crescent-shaped “bulge” containing the command center. Mark IV Lasers are located fore and aft the cylinders, top and bottom — eight gun turrets in all. Mark I Lasers are located under the ship to guard the launch bay, one of the ship’s few weak points. Located on hard points along the edges of the ship are the lasers making up the missile defense system. It requires a crew of 300, and has room for another 1,000 passengers.

**UES F/A-43 "VICTORY"
FIGHTER/ATTACK CRAFT**

Val	Char	Cost	Notes
6	Size	30	4" x 2"; 6.4 tons; -6 KB; -4 DCV
40	STR	0	Lift 6.4 tons; 8d6 HTH [0]
21	DEX	33	OCV: 7/DCV: 7
25	BODY	9	
10	DEF	24	See Tactical Systems
4	SPD	9	Phases: 3, 6, 9, 12
			Total Characteristic Cost: 105

Movement: Ground: 0"/0"
Flight: 50"/100"

Abilities & Equipment

Cost Power END

Power Systems

60 *Small Fusion Plant:* Endurance Reserve (150 END, 150 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼) 0

Propulsion Systems

100 *Chemical Rockets:* Flight 50"; 1 Continuing Fuel Charge (easy to obtain; 6 Hours; -0) [1cc]

-12 *Flight Only:* Ground Movement -6" (0" total)

-2 *Flight Only:* Swimming -2" (0" total)

Tactical Systems

67 *Mark I Starship Laser:* Multipower, 101-point reserve, 40 Charges for entire Multipower (+½); all OIF Bulky (-1), Real Weapon (-¼) [40]

3u 1) *Beam Mode:* RKA 4d6, Increased Maximum Range (1,500"; +¼); OIF Bulky (-1), Real Weapon (-¼)

4u 2) *Pulse Mode:* RKA 3½d6, Autofire (3 shots; +¼), Increased Maximum Range (1,725"; +¼); OIF Bulky (-1), Real Weapon (-¼)

4u 3) *Sustained Beam Mode:* RKA 3d6, Continuous (+1), Increased Maximum Range (2,250"; +¼); OIF Bulky (-1), Real Weapon (-¼)

15 *Hull Armor:* +5 DEF; Limited Coverage (hull only; -¼) 0

Operations Systems

34 *Sensor Package I:* Variable Power Pool, 30 base + 15 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½) var

39 *Long-Range Sensors:* MegaScale (1 million km per Active Point, can scale down to 1 km per Active Point; +1¼) for any Sensor Pool Sense of up to 30 Active Points; OIF Bulky (-1) var

6 *Long-Range Sensors:* +4 versus Range for Radio Group; OIF Bulky (-1) 0

15 *Electronic Warfare Defense:* Radio Group Flash Defense (15 points) 0

10 *Shielded Systems:* Power Defense (20 points); Only For Operations Systems (-1) 0

55 *Electronic Counter-Measures:* Suppress Electronic Warfare 8d6, any Power one at

a time (+¼), Increased Maximum Range (10,000" or 20 km; +½), No Range Modifier (+½), Reduced Endurance (0 END; +½); OIF Bulky (-1) 0

Personnel Systems

12 *Life Support:* Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½) 2

6 *G Force Dampening Chamber:* Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (1" x 1" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Week; -0) [1cc]

5 *G Force Dampening Chamber:* Power Defense (20 points); Only Within Affected Area (1" x 1" chamber; -2), Only To Protect Occupants Against G Force Damage (-1) 0

3 *Thibault Gravity Plating:* Telekinesis (5 STR); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) 3

Skills/Laboratories

8 *Highly Maneuverable:* +4 with Flight

Total Abilities & Equipment Cost: 432
Total Vehicle Cost: 537

Value Disadvantages

25 *Distinctive Features:* United Earth military vessel (Not Concealable; Causes Extreme Reaction [abject fear])

Total Disadvantage Points: 25
Total Cost: 512/5 = 102

Cost Additional Vehicles

20 Escape Pod

60 Tactical Nuke

10 3 more Tactical Nukes (total of 4)

Description: The UES F/A-43 "Victory" Fighter/Attack Craft is a fighter that can double as an attack craft against planetside installations and targets thanks to its Thibault Antigravity Plating. Appearing as a V-shaped wing, it has four thrusters at the back and twin laser cannons on a swivel turret mounted at a front. It carries its four Tactical Nukes under its wings, near the front edge.

The F/A-43's pilot must enter a G-Force Dampening Chamber when engaging in dogfights with other starship fighters. If the pilot remains outside the chamber, flying over 180" a Turn runs the risk of subjecting the pilot to damage from G-forces. The F/A-43 requires one pilot, and can carry three other passengers in cramped conditions. Unlike the F-13 Sting, the Victory comes equipped with an escape pod.

MESSENGER DRONE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH
27	DEX	51	14-	OCV: 9/DCV: 9
10	CON	0	11-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	

8	PD	21		Total: 8 PD (8 rPD)
8	ED	21		Total: 8 ED (8 rED)
4	SPD	3		Phases: 3, 6, 9, 12
5	REC	0		
0	END	-10		
—	STUN	—		
Total Characteristics Cost: 106 (+27 with NCM)				

Movement: Running: 0"/0"
Flight: 30"/120"
Swimming: 0"/0"

Cost	Powers	END
94	<i>Small Fusion Plant:</i> Endurance Reserve (150 END/150 REC); OIF (-½), Only Powers Electrical Devices (-¼)	0
65	<i>Chemical Rockets:</i> Flight 30", x4 Noncombat; 1 Continuing Fuel Charge (easy to obtain; 1 Month; -0) [1cc]	
3	<i>Class Beta Hyperdrive:</i> Teleportation 3", MegaScale (1" = 100 light-years, can scale down to 1" = 2,000 km; +4); Activation Roll 14- (-½), Extra Time (1 Week for a full journey, or about 1.5 LY per hour; -4½), Costs Endurance (-½), Increased Endurance Cost (x8 END; -3½), Requires Gravitational Distortion-Free Zone To Activate (see text; -½)	24
15	<i>Drone:</i> Does Not Bleed	0
45	<i>Drone:</i> Takes No STUN	0
24	<i>Drone:</i> Damage Resistance (8 PD/8 ED)	0
45	<i>Drone:</i> Life Support: Total	0
7	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 15 STR	0
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0
9	<i>Visual Sensors:</i> +6 versus Range for Sight Group	0
15	<i>Auditory Sensors:</i> Active Sonar (Hearing Group)	0
12	<i>Radio Sensors:</i> HRRP (Radio Group)	0
15	<i>Onboard Radar:</i> Radar (Radio Group)	0
-2	<i>Doesn't Float:</i> Swimming -2" (0" total)	
-12	<i>Doesn't Run:</i> Running -6" (0" total)	

Talents

37	<i>Onboard Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Eidetic Memory, Lightning Calculator, Universal Translator 12-
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Skills

10	+2 DCV
5	Combat Piloting 15-
8	Navigation (Hyperspace) 15-

Total Powers & Skills Cost: 405

Total Cost: 511

75+ Disadvantages

5	Physical Limitation: Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinetic-based Presence Attacks) (Infrequently, Slightly Impairing)
10	Physical Limitation: Enormous (10m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
5	Physical Limitation: Cannot Leap (Infrequently, Slightly Impairing)
25	Psychological Limitation: Must Obey Programmer's/Owner's Commands (Very Common, Total)
391	Experience Points

Total Disadvantage Points: 511

Description: The Messenger Drone is little more than a recording device attached to chemical rockets and a Hyperdrive. Because direct communications between starships is limited, drones are vital to maintaining contact between dispersed elements of a fleet. A commander in receipt of a Messenger Drone does not send it back to its original starship; he reprograms it, keeping it for his own use. At any given time, most starships have less than their full complement of drones.

A starship commander launches half of his drones just prior to engaging the enemy; these record the progress of the battle. If the starship is destroyed, the other half of the drones automatically launch. All the drones still functioning after the starship goes down make their way to preprogrammed destinations to inform other Navy commanders of the battle's progress and the starship's demise.

Messenger Drones are stored in recessed areas, usually along the main hull of a starship.

ALIEN WARS PRICE LIST

Item	Year	UTES	Price (c. 2300)	Price (c. 2340)	Price (c. 2380)
Ranged Weapons					
Slugthrowers					
K-2 Automatic Pistol	2179	7	500	600	300
Clip of 10 (AP)	—	—	50	75	50
K-16 Assault Rifle	2203	7	(2,800)	(3,500)	(1,000)
Clip of 30	—	—	(150)	(300)	(400)
Clip of 30 (AP)	—	—	(320)	(450)	(600)
K-4 Submachine Gun	2249	7	(2,000)	(2,700)	(800)
Clip of 30	—	—	(150)	(300)	(400)
Clip of 30 (AP)	—	—	(320)	(450)	(600)
K-88 Light Machine Gun	2206	7	(6,000)	(7,000)	(5,500)
Clip of 200	—	—	(600)	(800)	(800)
K-306 Shotgun	2184	7	(3,300)	(5,000)	(3,000)
Clip of 20	—	—	(240)	(400)	(400)
Gauss Weapons					
G-1000 Rifle	2274	8	(8,000)	(10,000)	(7,000)
6 Shots	—	—	(100)	(200)	(200)
G-212EX Projectile Launcher	2289	8	(7,000)	(7,500)	(6,500)
4 Shots	—	—	(50)	(50)	(60)
G-448 Repeating Gauss Cannon	2282	8	(10,000)		
Clip of 60	—	—	(300)	(500)	(500)
Laser Weapons					
L-1 Laser Rifle	2361	9	N/A	N/A	(11,700)
L-13D Laser Cannon	2375	9	N/A	N/A	(18,500)
Miscellaneous Weapons					
Grenade Launcher	2274	9	(2,300)	(3,000)	(3,000)
Clip of 6	—	—	(200)	(500)	(500)
F-45 Flamethrower	2267	8	(4,500)	(8,000)	(7,000)
Clip of 12	—	—	(150)	(500)	(200)
Hand Grenades					
Concussion Grenade	2306	9	(100)	(200)	(150)
Fragmentation Grenade	2289	9	(100)	(300)	(150)
Smoke Grenade	2125	7	10	40	20
Standard Issue Equipment, c. 2305					
Armor Coat	2300	10	(400)	(500)	(325)
Backpack	2300	10	(150)	(200)	(100)
Bayonet	2203	1	10	12	10
Chronometer	2045	8	3	5	3
Combat Boots	2298	9	(80)	(95)	(70)
Communication System	2189	8	(100)	(175)	(90)
Flex-Screen Map with Stylus	2247	9	80	120	75
Gas Mask	2240	9	150	200	125
Helmet	2215	9	(50)	(50)	(40)
Nanobot Deployment Patch	2263	9	40	80	30
Rope	Prim	1	5	5	5
Skinsuit	2274	9	120	200	130
Spork	1950	1	1	1	1
Spade	Prim	1	10	10	10
Pharmaceuticals					
Brawn Serum	2342	9	N/A	(120)	(300)
Grit	2366	10	N/A	N/A	(100)
Morphine	1805	6	(40)	(100)	(300)
Quickjuice	2341	9	N/A	(100)	(400)
Redeye	2154	7	4	7	3
Rockabye	2187	8	5	8	4
Rocksteady	2341	8	N/A	(50)	(65)
Universal Antidote	2287	9	10	22	10
Wide-Awake	2045	8	5	8	4

ALIEN WARS PRICE LIST

Item	Year	UTES	Price (c. 2300)	Price (c. 2340)	Price (c. 2380)
Miscellaneous Equipment					
Armor Vest	2313	10	(250)	(350)	(200)
C-44 Explosive	2312	9	(750)	(1,000)	(900)
Engineer's Toolbox	2332	9	600	900	700
Enhanced Vision Goggles	2251	9	500	600	600
HALO Gear	2338	10	(1,000)	(1,500)	(1,200)
Hostile Environment Squad Habitat	2295	9	500	750	450
Proximity Alarm	2360	10	(400)	(600)	(500)
Smoke Pots	Prim	5	25	25	25
Prosthetics & Cybersystems					
Artificial Arm	2058	8	800	1,000	900
Artificial Leg (x1)	2058	8	1,400	1,750	1,500
Artificial Leg (x2)	2058	8	2,000	2,400	2,100
Chemalyzer	2112	8	1,000	1,500	1,050
Computer Implant	2089	8	3,000	4,500	3,200
Cochlear Implant	2089	8	900	1,300	1,000
Cybernetic Eyes	2060	8	300/mod	750/mod	400/mod
Internal Oxygen Supply	2082	8	500	600	550
Neural Interface Jack	2043	8	750	1,000	850
Radio Implant	2048	8	700	800	700
Computers					
Logistics AI	2309	10	[1,000,000]		
Logistics Computer (Stationary)	2289	9	[200,000]		
Portable Logistics Computer	2314	10	(4,000)		
UE Army Vehicles					
GA-1B76 Main Battle Tank	2275	9	[625,000]		
Mark II	2320	9	[600,000]		
Mark III	2355	10	[650,000]		
Mark IV	2374	10	[725,000]		
GA-46 Light Tank	2373	10	[500,000]		
GA-988 Armored Personnel Carrier	2284	9	[350,000]		
Mark II	2355	10	[400,000]		
Mark III	2372	10	[425,000]		
GM-9998 High Mobility					
Wheeled Vehicle	2152	9	[100,000]		
Ambulance	2289	9	[125,000]		
EWACC	2335	9	[175,000]		
Hostile Environment	2295	9	[115,000]		
Missile Platform	2373	10	[135,000]		
Drone Launcher	2336	9	[105,000]		
F/A-222D Fighter/Attack Drone	2312	9	[125,000]		
F-12D Fighter Drone	2323	9	[90,000]		
UE Navy Starships					
Cargo Pod	2291	9	[10,000]		
Escape Pod	2279	9	[12,000]		
Messenger Drone	2294	9	[120,000]		
Space Nuke	2149	9	[250,000]		
Tactical Nuke	2163	9	[100,000]		
Starships, c. 2300					
Messenger Drone	2294	9	[20,000]		
UES <i>Centauri</i> -class Battleship	2294	9	[10,960,000]		
UES <i>Jupiter</i> -class Carrier	2296	9	[15,450,000]		
UES <i>Antarctica</i> -class Light Cruiser	2282	9	[3,900,000]		
UES FA-43 "Victory" Fighter	2296	9	[850,000]		
Starships, c. 2355					
UES <i>Liberty</i> -class Dreadnought	2355	10	[30,000,000]		
UES F/A-43 Fighter/Attack Craft	2355	10	[1,500,000]		

ALIEN WARS PRICE LIST

Item	Year	UTES	Price (c. 2300)	Price (c. 2340)	Price (c. 2380)
Services					
Food And Drink					
Meal, poor	N/A	N/A	5	10	7
Meal, average	N/A	N/A	25	60	32
Meal, gourmet	N/A	N/A	100+	500+	125+
Liquor, drink	N/A	N/A	4	6	4
import	N/A	N/A	6	50+	15
Liquor, bottle	N/A	N/A	15	17	15
import	N/A	N/A	23	250+	75+
Pay Rate					
Army, Enlisted (Base Pay)	N/A	N/A	25,000/yr	25,000/yr	35,000/yr
Army, Officer (Base Pay)	N/A	N/A	35,000/yr	35,000/yr	50,000/yr
Navy, Enlisted (Base Pay)	N/A	N/A	27,500/yr	27,500/yr	40,000/yr
Navy, Officer (Base Pay)	N/A	N/A	40,000/yr	40,000/yr	50,000/yr

NOTES

Price: This chart lists three different quantities for price. The first shows the price at the beginning of the war, the second during the middle when both the Xenovore Offensive and Civil War rage, and the third during Operation Future Peace, after Admiral Zhukov has instituted price controls and rationing, but also opened the trade routes and made them safe for merchants. Prices listed in parentheses are base price on the black market; these goods are not normally available elsewhere. Black market

prices are highly variable, dependent not only on location but also the customer's desperation.

Prices listed in brackets for vehicles and starships are the UE military's cost to build the item in question; it's assumed the price remains relatively steady in light of the cost of upgrades and the like. These are never available to the public legally, but you can use these numbers to gauge the costs of similar civilian vehicles and starships.



chapter eight:



THE THREAT FROM BEYOND **The Xenovores**

XENOVORE INTEL



This chapter discusses what the PCs know about the Xenovores, dividing this knowledge into four sections. The first section contains basic information, both physiological and tactical, based on visual evidence and first-hand experience; the other three split the century into stages of Human knowledge about the enemy. If you're a player in a campaign taking place earlier in the 2300s, *you should only read the sections appropriate to your character.*

Although the information presented in the last three sections comes to light over the course of the defined period rather than all at once (with the exception of the Price Report described below), for ease of play you can safely assume that PCs are familiar with most, if not all, of the information described in the section corresponding to the time period of the campaign. Further, just because information is discovered later in the century doesn't mean PCs can't learn it sooner based on events of the campaign. It only means the information isn't widely known (or, as with Xenovore anthropophagy, believed by the population at large).

BASIC FACTS

Xenovores are physically superior — stronger, faster, tougher — to Humans in almost all ways. They have both an internal skeleton more densely knit than a Human's and a hard chitinous shell able to turn aside a knife or bayonet. They have two hearts.

Thought by Humans to have evolved from some form of chasing hunter, Xenovores have not lost their natural weaponry. Their claws can rend thin sheets of metal, and soldiers report many instances of a Xenovore stinger piercing a standard issue helmet. Xenovores have vertically-oriented lipless mouths filled with thin, pointed teeth. Four mandibles, two to either side of the mouth, perform a function similar to that of Human lips (although in a different — and more gruesome — manner): they hold food near the mouth for tearing and rending by the teeth.

When standing straight (which is uncommon — they prefer a hunched posture indicating bipedal locomotion might be a recent development in evolutionary terms), Xenovores are as tall as Humans, averaging between 1.75 and two meters, but weigh about 20-40 kilos more than a Human of similar height. No sexual dimorphism exists, and males and females are indistinguishable by external appearance.

In battle most Xenovores wear an armored

exoskeleton resembling a stylized chitinous shell. The typical Xenovore firearm is a Gauss weapon. Xenovore technology has an organic appearance, and although each piece looks unique in at least some minor details, it functions the same as others of its type.

2303 TO 2325

Prior the beginning of the twenty-fourth century, Humans know nothing about their enemy — they do not even suspect the Xenovores' existence. Even after the battles fought between the Xenovore expeditionary force and the Beldana system defense fleet, military commanders know little more than the basic capabilities of Xenovore starships and weapon systems. The Xenovores are decidedly uncommunicative; all requests to parley meet with absolute silence.

BIOLOGY

No living specimens survive the first attack on Human space, but xenologists glean some startling information by studying Xenovore corpses.

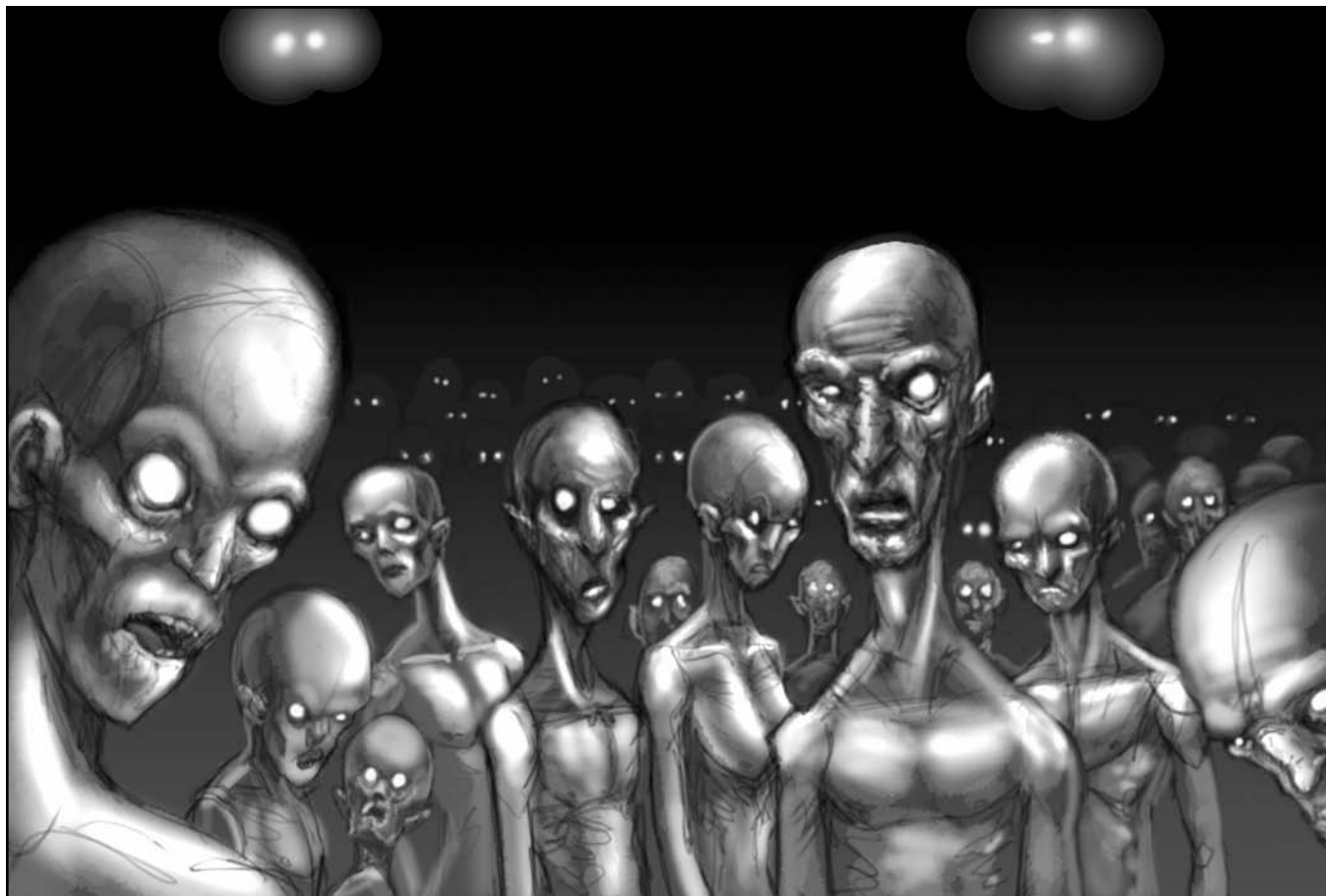
Digestion

Xenovores can digest any type of protein. They can do more than just "process" protein; they can also extract useful nutrients from it. This leads scientists to speculate that Xenovores evolved on a harsh world with few sources of food.

Genome

The Xenovore genome possesses ten times as many genes as the Human genome — not to mention a like increase in bases and chromosomes. Early estimates place the number of genes at three hundred thousand (a tentative number due to the complexity of Xenovore DNA). All xenologists agree such a genome could not evolve without the assistance of bio-engineering. While few of the genes express themselves in an individual Xenovore, each has the potential for expression based on breeding and environmental factors. The Xenovore genome makes it impossible to manufacture poisons, viruses, and the like with a long-term effect on the entire Xenovore population — even the most deadly eventually weeds out the population to such an extent that the survivors are immune.

But the Xenovore genome has deeper ramifications than just potential immunities to poisons and biowarfare agents. Recessive and latent traits for dramatically different physical characteristics also exist. Though scientists are at a loss to even begin codifying the Xenovore genome, they speculate that any imaginable physical trait — from a third heart,



to a nictitating membrane for eyes, to four arms, to drastic physiological changes like wings — is possible given proper selective breeding or genetic manipulation.

LANGUAGE

The Xenovore language is unknown. Xenovores do not communicate with Humans (perhaps they do with prisoners, but none survive to tell the tale). After viewing video and audio recordings of Xenovore behavior, linguists postulate that a Xenovore's fang-tipped mandibles play an important part in communication — the clicking of the fangs together may indicate or alter speech. No significant evidence of a written language survives the destruction of the Xenovore dreadnoughts.

MILITARY

Humans have little knowledge of Xenovore military matters. Their tactics seem simple. Xenovore dreadnoughts descend into an atmosphere, move over a population center, and unleash dropships. Based on initial estimates, each dreadnought holds a hundred dropships and each dropship carries anywhere from twenty to fifty Xenovores and/or war beasts. Once the ships land, the Xenovores emerge and begin rounding up the natives. They use their war beasts to good effect in urban environments — battlebirds provide aerial reconnaissance and harassment; warhounds, able to move through buildings and up stairs, track retreating Humans; rhino-like creatures smash through walls; and so forth. Most types of beasts are trained to cripple rather than kill — clearly the Xenovores

wish to take as many Humans alive as possible.

Organization

Xenovores organize themselves in packs. Each dropship carries one pack, and packs rarely mingle with one another but do work together. A pack leader, usually larger than other Xenovores and called an Alpha by Humans, leads the other Xenovores; no obvious insignia distinguishes the Alpha from the rest of the pack. No evidence of officers higher than pack Alphas exists.

Dreadnoughts

Larger than any Human ship, Xenovore dreadnoughts are self-contained and fully capable of engaging a Human task force singlehandedly. Each carries forty to fifty fighters “encysted” in the starship's hull. Until the fighter launches, the cyst is entirely sealed; the fighter emerges from the cyst, cracking the surface. When it returns to the dreadnought, bio-nanites (see below) seal the cyst over the fighter, using a liquid-like substance as building material. Engineers speculate the substance is a gel with the components necessary to reseal the cyst suspended in its viscous mass. The location of these cysts is seemingly random, but they are usually located under “folds” and other inner surfaces on the hull to offer encysted fighters additional protection from attack.

A dreadnought's weapon systems usually consist of Gauss cannons or lasers, smaller than Human ones but more numerous. Hull strength is on par with Human starships; but analysts believe that just below the hull is a layer of gel-like sub-

stance and bio-nanites, allowing the dreadnought to effect repairs to damaged hulls in a process similar to encysting their starships fighters. Missile defense system are slightly superior to Humans. Like Humans, Xenovores rely on missiles to destroy enemy ships of the line. The command structure of a dreadnought's crew is unknown.

War Beasts

The Xenovores make extensive use of trained animals in combat. Humans call the most common “battlebirds” and “warhounds,” but “slug tanks,” “rhinernauts,” and others also appear throughout the war. While these animals sometimes aid with recon, they're most often used to pursue Humans or to “soften up” Human resistance so the Xenovores can more easily take prisoners.

PURPOSE

The Xenovores' goal becomes obvious soon after they enter Human space. The alien aggressors have no wish to trade or otherwise interact peacefully with Humans. They only want to capture them, pack their prisoners onto slave ships, and send them back to wherever the Xenovores came from.

The fate of these captured Humans is unknown. The size and extent of the Xenovores' place of origin is also unknown. The majority of Humans, especially those far from the antispinward region of Human space, believe the Xenovores are simply raiders, little different than pirates... just better equipped and more savage. Only their technology level and singular purpose — they do not capture one population and simply retreat; instead they continue on to a second population, then a third — concern Human leaders. Further reason for concern: the Xenovores must have sent the captured Humans *somewhere*. These two worries convince the UE military to establish the Militarized Zone.

The few surviving colonists from Beldana's Colony Worlds report instances of Xenovore anthropophagy. (It is these survivors who begin to call the aliens “Xenovores”; prior to that they were simply “the alien aggressors.”) Despite the fact that separate groups of colonists with no possible way of communicating with each other make these claims, few in the United Earth take the reports of Xenovore consumption of Human flesh seriously. Authorities dismiss the accounts as only natural given the fearful nature of the enemy. The most common rationalization is the Xenovores rely on — some would say prefer — natural weaponry in hand-to-hand combat. The survivors merely mistook savage killings for eating.

SOCIETY

Two prevailing theories exist about Xenovore society: first, it's a hive society; second, the Xenovores serve another race. The two theories

are not mutually exclusive, but most people seem to favor one or the other (laymen tend to prefer the first one). Both theories have a similar unscientific cornerstone: a Human prejudice that nothing as savage, bestial, and barbaric as the Xenovores could possibly have an intelligence to match Humans', which means a greater intelligence must guide their actions.

The hive theory derives mostly from the appearance of Xenovore starships and “hive-colonies.” Both are strikingly similar to the nests of Terran wasps and similar insects found on other worlds. The theory supposes that a “queen Xenovore” or a “hive mind” resides in a Xenovore dreadnought and directs the actions of the “drone Xenovores.” The lack of evidence for this queen or hive mind means nothing, since Human forces obliterate all three Xenovore dreadnoughts, leaving little evidence for study.

The second theory has more scientific credibility based on the impossibly large Xenovore genome. Human scientists know the genome is the result of bio-engineering performed by some unknown agency and not the result of evolution. They postulate that this unknown agency is the intelligence guiding Xenovore behavior. Some xenologists dissent, pointing out that the Xenovore brain is as highly developed as any Human brain, but they're in a distinct, and often ignored, minority.

TECHNOLOGY

Xenovore technological superiority expresses itself mainly in biotechnology and antigravity, and Human scientists at the beginning of the century cannot explain the workings of either, only describe their effects.



Antigravity

Antigravity provides a distinct advantage for the Xenovores: their dreadnoughts can enter an atmosphere, which lets them both escape pursuit by Human starships and easily bring their weapons to bear on planetside targets. It also increases the life expectancy of Xenovores in dropships due to the reduced time to make planetfall. Scientists are quick to note that Xenovore starship fighters do not possess this technology, so they believe antigravity is a recent development... one not yet sufficiently developed to allow for use in smaller craft.

Biotechnology

The superiority of Xenovore biotechnology is most obvious in the war beasts they employ in their military forces. Human scientists determine these beasts result from bio-engineering.

Bio-nanites are a second advantage resulting from Xenovore biotechnology — a less immediate and visceral one, but perhaps more pervasive and of greater import. Humans cannot penetrate the exact workings of bio-nanites. Scientists postulate that the technology resembles Human nanotech, but features a fusion of organic and inorganic systems (hence the name) and put to a different use. Humans use nanotech to perform minor and simple functions — cleaning firearms and teeth, closing wounds, medical procedures, producing synthetic fibers and nano-circuitry. Xenovores use bio-nanites on a much larger scale. Scientists speculate that bio-nanites perform much of the society's manufacturing and construction. The slave ships, constructed on Beldana's two Colony Worlds and used to transport Human prisoners out of Human space, offer concrete proof Xenovores use bio-nanites to create large objects. The similarities in structure and appearance of Xenovore firearms and equipment lead Human scientists to believe bio-nanites play a part in all Xenovore manufacturing activities, regardless of the scale of creation.

Bio-nanites quickly and efficiently strip the local environs of usable resources, somehow process those resources, and then use them to construct starship hulls and other inanimate, relatively uncomplicated structures. To Humans, the speed of construction is astonishing — using bio-nanites, Xenovores can easily complete a project in weeks or months that would require Humans hundreds of thousands or millions of grueling man-hours.

Because of bio-nanites, Xenovore starships and the other manufactured items have a unique organic appearance. The colors often depend on the environment of the object's creation; prevailing conditions, such as high winds, rains, and the like, influence the object's shape, lending Xenovore design a bulbous appearance of irregular curves, protrusions, and folds. The use of bio-nanites renders the environment a wasteland, as evidenced by sites on Chabrabdrah's Gift and Paco's Retreat where the Xenovores constructed slave ships to transport captured Humans. The process of using bio-nanites to construct ships becomes known as "nano-mining."

2326 TO 2370

After decades of fighting, knowledge of the enemy increases dramatically. The main task confronting the Terran Intelligence Command, reformed in 2363, is to compile this information, judge its veracity, and create a cohesive picture of the Xenovores, both socially and biologically. To assist in this task, Human forces capture Xenovore hive-colonies established in the Militarized Zone, seizing much of the technology intact along with living prisoners. Although the prisoners are less than forthcoming about their society, xenologists and other scientists learn much via observation... and they decipher the language, Xenovorish, and uncover the species differentiation that results in the society's caste system.

Director-General Sylvia Price presents the completed report on the Xenovores to Admiral Zhukov and the Joint Commanders Council in 2369. Later called the Price Report, it details Xenovore culture and substantiates its findings with evidence gathered by TIC operatives in the field. It becomes the military's "bible" concerning the enemy. Soon after the announcement of Operation Future Peace in 2370, the military declassifies the Price Report and makes it available to the public.

The Price Report

The result of six years of research and analysis conducted by thousands of experts and operatives, the Price Report is thousands of pages long and heavily illustrated with images of Xenovores taken during covert observation and battles. It not only relates facts concerning the Xenovores and statistical evidence to back up its assumptions, but also debunks common rumors about the alien aggressors (such as the "hive society"), includes a language instruction kit, and presents a model of the likeliest structure of Xenovore society. This model, formulated by advanced computers, uses as a basis the conclusions of a wide variety of scientists and researchers — from ethno-economists and politico-sociologists, to civil engineers, to xenosociologists and xenologists.

The Report still does not answer two glaring questions: who bio-engineered the Xenovores; and how did the species develop antigravity technology?

BIOLOGY

Access to Xenovores captured by UE troops aid xenologists and others in their efforts to understand Xenovore biology — everything from their life cycle to possible biological causes of their consumption of Humans and other sentient species.

Anthropophagy

The Report states that rumors of Xenovore anthropophagy are true, and offers copious supporting evidence and documentation. Furthermore, sentient creatures are the Xenovores' *preferred* source of food — the reason for this preference, whether cultural or biological, is unknown. Most assume it's cultural, but evidence based on the

behavior of captured Xenovores, who for obvious reasons are not fed sentients, casts some doubt on the cultural explanation. Without exception, Xenovores who do not consume sentients for an extended period of time (usually six months, but sometimes less) attempt to eat their own kind. The only way to prevent this cannibalism is to keep the Xenovores in solitary confinement. Females of the species seem likely to attempt cannibalism sooner than males. Xenologists also report severe chemical imbalances in Xenovores who go without sentients. Xenovore production of the hormonal equivalent of testosterone increases and results in higher levels of violence. Outside of this, scientists observe no other adverse effects of a diet deficient in sentient life.

Genotypes

A number of sub-species comprise Xenovore society. Differentiation between these sub-species is based on expression of recessive genes. The exact number of sub-species is unknown, but judging by the number of genes present in the Xenovore genome, it's likely large. These sub-species, called Genotypes in the Price Report and castes by the layman, result in rigid social stratification (see below).

Life Cycle

Females of the species lay a clutch of eggs. Those in captivity never lay more than two eggs, but circumstantial evidence gathered from captured hive-colonies indicates a female can lay upwards of six eggs at a time. Within the hive-colony, Xenovores keep their eggs in a humid chamber filled with warm muck. However, there's no evidence that these "muck pits," as soldiers call them, are necessary for the healthy development of Xenovores. The eggs hatch within twelve weeks. A newly hatched Xenovore is fully functional; it has an innate understanding of basic pack tactics, and can hunt food and feed itself. In a pack, young Xenovores are dangerous to an unarmed and unarmored Human. (The report includes two documented cases of Xenovore young killing and consuming careless lab assistants.) The young reach maturity in approximately three years; the average Xenovore lifespan is thirty years.

Xenosociologists find the lifespan shocking. Contemporary Human theory holds that any sort of advanced civilization (meaning complex political systems or economies) is impossible for a species with a lifespan of less than fifty years.



LANGUAGE

The report includes a comprehensive study of Xenovorish, but deciphering the language leads to more questions. Because the known Xenovorish tongue omits concepts and terminology understood by Humans, xenolinguists are sure that other languages, not just dialects but full-fledged languages, exist — but their exact nature is unknown. Specifically, Xenovorish has a dearth of technological terms and political concepts. For example, a Human speaking in Xenovorish can only explain the basic operation of a Gauss weapon — a technology pervasive and obviously well-understood by the Xenovores. The report therefore calls the language known to Humans *Common Xenovorish*, and postulates two other languages: the one used by scientists and the like (*Tech Xenovorish*), and the one used by Xenovore leaders (*High Xenovorish*). Further evidence (namely, Xenovore computers) proves the existence of Tech Xenovorish; High Xenovorish is merely an unproven hypothesis.

The clicking of mandibles plays an important role in Xenovorish. Phonemes formed by a precise sequence of clicks or simultaneous clicks are commonplace; one phoneme is formed by scraping two mandibles together; and emphasis on a single word is placed with a single click just before and after the word. A click at the end of a sentence indicates the mood of a statement. Interrogatory statements, for example, end with a click of the lower mandibles; imperative statements end with a click of the upper mandibles. Outside of the most simple declarative statements, Humans cannot speak any Xenovorish language without the use of the fingers. Standard practice is to place metal or hard plastic thimbles over the first finger and thumb (necessary to produce a hard click); then to hold one hand over the other to represent lower and upper mandibles. In

XENOVORISH WORDS

The chart below has four columns. The first is the word used by Humans, not always related to the Xenovorish word. Some, like “Xenovore” itself, entered usage before Humans deciphered the language; others see use because their meaning in Xenovore is too rooted in a cultural context to mean anything to Humans. The second is the Xenovorish word. The third is the word’s etymology, more specifically the word’s literal meaning based on its root word(s). Some etymologies are unknown, further proof that other languages exist and these are borrowed words. The final column is for notes.

Human Term	Xenovorish	Etymology	Notes
Xenovore	Ve!sr’k	The Victorious	
Other Sentients	Bro’se!an	Food That Pleads	Xenovorish does not distinguish between different species. If absolutely necessary, Xenovores use a compound noun to refer to different species: Bro’se!an compounded with one or more of the species’ characteristics. They most often call Humans, literally, Soft Food that Pleads and Screams.
Dreadnought	Xaeran Tro’gah	Habitat that Travels between Stars	
Hive-Colony	Re! Xaeran	New Habitat	
Slave Ship	Bro’yarn	Food Transport	Less literal, but more clear: livestock transport.
Antigravity	Senkarnu	N/A	No root exists possibly because the word is a transplant from another language.
Gauss Rifle	Kin’kala	N/A	The etymology is unknown, but the phonemes and word formation are distinctly Xenovorish. Linguists suspect it is a word borrowed from Tech Xenovorish.
Genotype			
Bio-engineer	Tre!larrin	Breeder	The normally feminine noun with a gender neutral conjugation.
Fighter Pilot	Hre!dar	Flyer	
Scientist	Quan Mor	Artificer	More literally: one who makes things.
Ruler	Sre!den	Long-Lived	

the field, snapping one’s fingers can replace the thimbles.

A written language, obviously evolved from pictograms and vaguely similar in appearance to ancient cuneiform, exists, but the vast majority of Xenovores are likely illiterate. Linguists postulate the Xenovores developed a cuneiform-like language because of their claws — they can write on any hard substance by scratching letters onto the surface. When transliterating Xenovorish into the Terran alphabet, Humans use an exclamation mark to represent phonemes formed by clicks, and an apostrophe to represent the phoneme formed by scraping mandibles together.

MILITARY

Even after decades of fighting, Humans know disturbingly little about Xenovore military organization and practices. The Price Report only details a few sure things.

Military And Society

The Xenovore military is *not* distinct from society as in Human culture. One way of putting it: every Xenovore belongs to the military and performs a function that aids in military endeavors. More accurately, the Xenovore military *is* Xenovore society, and vice-versa. The most credible piece of evidence for this is the lack of the word “military” in Xenovorish, as well as the lack of a word for “civilian.”

Starship Organization

A starship and its crew is structured as a pack. The starship captain is the pack Alpha; the crew are his pack. Admittedly, it is a large and highly evolved pack with complex relationships and customs, but at its root is still an organization common to chasing hunters. Even starship tactics reflect the evolutionary origins of Xenovores — fighters dart in to distract and confuse the prey, then the starship itself makes the kill.

Tactics

Human study and analysis finally uncovers the reason for the puzzling nature of Xenovore ground tactics. Again and again, Army commanders note that large groups of Xenovores are unorganized, savage, and fierce — but small groups like a single pack are cunning, inclined to stalk their prey and attack from ambush. In many ways it seems an irreconcilable difference, but it has a biological basis: when gathered in large groups, Xenovores produce increased amounts of hormones that cause heightened aggressiveness.

PURPOSE

As Humans gain an increased understanding of Xenovore dietary habits, their primary reason for invading Human space becomes obvious: they desire, first and foremost, a new supply of food. If victorious, they will not only subjugate Humanity, but treat the species as cattle. After comparing

Xenovore consumption and high-end estimates of population to Human birthrates, scientists judge Humanity will survive less than two hundred years as a Xenovore slave species.

All scientists agree that extensive use of bio-nanites for construction and manufacturing would deplete a planet's accessible resources long before any Human inhabitants using Human technology would. Their reliance on bio-nanites might force the Xenovores to spread from planet to planet at an accelerated rate to find new sources of minerals and the like.

SOCIETY

Most frustrating to Admiral Zhukov and the Joint Commanders is the Report's lack of concrete conclusions about the nature of the enemy's society, specifically its size. Using a variety of sources, the Report puts together a detailed hierarchy for the society, but the population numbers are unavailable — captured Xenovores are uncommunicative and violently xenophobic, and Humans cannot jack captured computers.

All the analysts know is that the Xenovore Empire spans multiple star systems and is likely larger than Human space. For the titles of Xenovore leaders, Director-General Price intentionally chooses archaic terms — she wants words without extensive cultural connotations that might prejudice operatives' and researchers' opinions.

The Monarch And His Underlings

Atop the hierarchy is the *Monarch*, the sole authority in the Xenovore Empire. The gender of the Monarch is unknown, as is his name. In Common Xenovorish he or she is simply called "Leader," with no pronoun ever substituted. Below the supreme authority are further levels in the hierarchy. Their precise extent remains unknown, and only the one directly below the Monarch is provided a title — *Autarchs*. An autarch oversees a region of the empire, but how large a region and whether the size of "autarchies" varies is unknown. The exact nature of the relationship between an Autarch and the Monarch is unknown; due to the distances involved, it cannot follow traditional pack organization. An Autarch is likely fairly autonomous, and the position of Monarch might be nothing more than ceremonial.

The first and second Xenovore fleets to attack Human space served a single Autarch named Terg Kr'an (translated: "Butcher of Many"). Who the third fleet served is questionable — most likely it was comprised of several fleets sent by different Autarchs and maybe the Monarch him- or herself.

In charge of military matters are a *Polemarch* for ground forces and a *Navarch* for interstellar forces. How many officers accompany a force of Xenovores is unknown. Though some of these leaders must have accompanied the second and third attack forces, none were captured alive, nor were their bodies distinguishable from any other Xenovore found.

How the Xenovores choose their leaders — whether it's hereditary, merit-based, or otherwise

— is unknown. What is known: leaders belong to a separate Genotype. In Xenovorish, the title for members of this Genotype is "the Long-Lived." Researchers believe, for obvious reasons, that the Long-Lived have longer lifespans, which ties in nicely with prevalent xenosociological theories. (The report also points out that there's a slight possibility the Long-Lived are a different species entirely — the guiding intelligence believed to exist in previous decades — mainly because Humans have no specimens of the Long-Lived Genotype.)

Other Genotypes

In addition to the common Xenovore and the Long-Lived, researchers have concrete evidence (dissected and analyzed bodies) of three other Genotypes: Artificers (scientists); Breeders (bio-engineers); and Flyers (starship fighter pilots). Humans don't capture live specimens of bio-engineers and scientists until the end of the decade, and even then it proves difficult to keep them alive. The researchers uncover little about these two Genotypes other than their existence and a general knowledge of their responsibilities.

Artificers: Scientists, called Artificers, are indistinguishable from other Xenovores. Only the belts they wear, hung with scientific instruments, set them apart from the common Genotype. Geneticists maintain they are a separate Genotype; their precise abilities remain unknown. No member of the Artificers ever speaks to a Human, regardless of the form of coercion employed.

Breeders: Bio-engineers, called Breeders, are slimmer than average Xenovores and often wear robes. Their heads also seem more bulbous. In addition to engineering war beasts and bio-nanites, they oversee muck pits. Other Xenovores treat them with awe and respect bordering on the religious. Researchers suspect Breeders oversee the development of Genotypes to express recessive genetic traits deemed necessary for society. Only unsubstantiated theories exist about how they do this. Who makes these decisions for the society — the Long-Lived or the Breeders — is unknown. According to this theory, the Flyers are a recent Genotype only formed since the Xenovores discovered interstellar travel. No member of the Breeders ever speaks to a Human, regardless of the form of coercion employed.

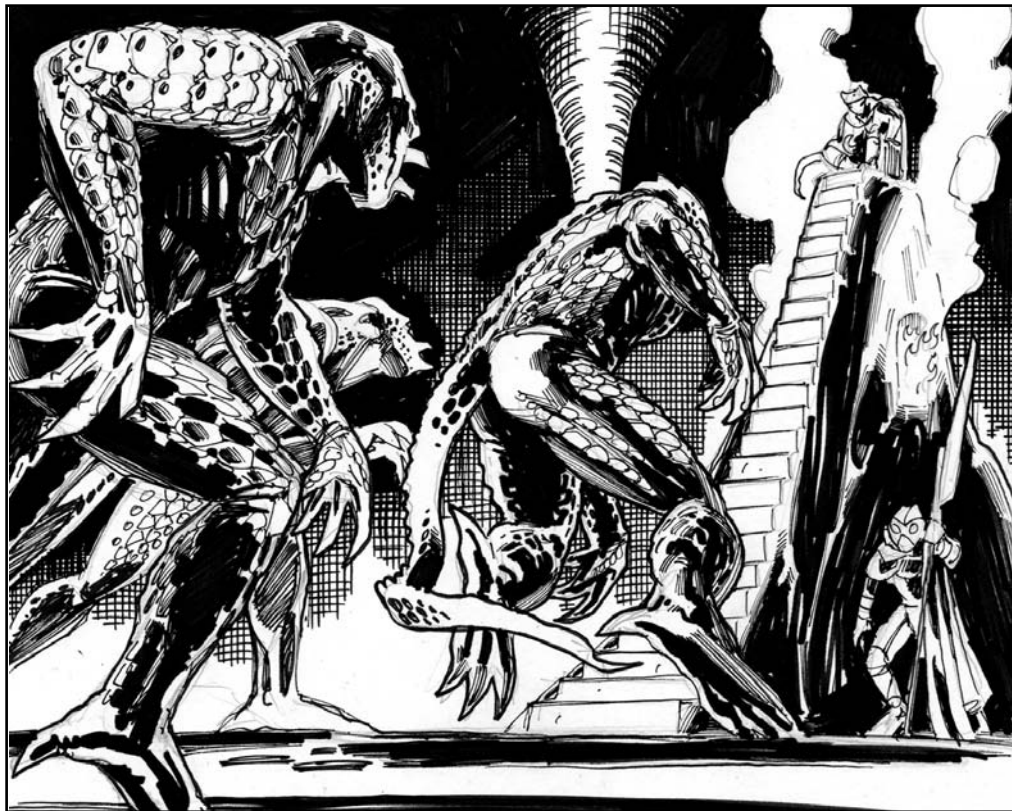
Flyers: Starship fighter pilots, called Flyers, are slimmer than average Xenovores, but with greater mass because they have more densely knit bones and musculature. Tests conducted in the lab show they possess a high resistance to G-forces. The four mandibles around a Flyer's mouth are longer than normal and possess an extra digit. They use these longer mandibles for piloting starship fighters; the cockpit of the fighter is fleshy and presses tightly against the pilot to protect him from G-forces. A control panel on the inside of the hatch is directly over the pilot's face when the cockpit is sealed. Aboard a dreadnought, Flyers form their own pack separate from the rest of the crew.

XENOVORE NAMES

Xenovores of the common Genotype form their names from a sequence of three or four phonemes. Human linguists can find no meaning in these names. This holds true for the Artificer and Flyer Genotypes as well.

The Breeders seem to have no names.

Members of the Long-Lived take their names from important events or deeds, such Fren Re! Xaeran ("Founder of New Habitat") or Ve! Bro'se!an ("Conqueror of Food that Pleads"). In childhood, before they accomplish something worthy of a new name, they have names that follow the conventions for other Genotypes.



TECHNOLOGY

The report makes three notable observations about Xenovore technology, two of which are encouraging.

Limited Applications

First, despite irregularities in appearance, Xenovore technology is limited. Unlike Humans who develop many different variations on a single technology, each with its own advantages and limitations, Xenovores produce one design type. For example, each dreadnought has the same Hyperdrive, and each Gauss rifle has the same firing mechanism. This helps military commanders accurately predict the capabilities of any force they face based on visual evidence.

Technology Level

Second, other than bio-engineering and anti-gravity, Xenovore technology lags behind Human technology (at least it does by the time of the Price Report). Their apparent superiority is mostly due to designs put to better tactical use and superior strategies. In short, they have fought interstellar wars before, and at the beginning of the 2300s knew more about how to conduct them.

Xenovore Computers

Third, Xenovore computers defy all attempts to jack. The computers meld biological and technological systems, making them completely incompatible with Human technology and beyond Human understanding. Though engineers can describe possible advantages for such a fusion of systems — natural parallel processing, more efficient energy

use since they process sugars — they can't figure out how to operate them. Compounding the problem, Xenovore computers also employ a language different than the one known to Humans — Tech Xenovorish. On a positive note, experts in artificial intelligence are fairly certain the Xenovores don't have sentient computers. Xenosociologists confirm that the highly xenophobic species is unlikely to engineer artificial intelligence due to its prejudices vis-a-vis other sentient life forms, and may not believe it possible.

2371 TO 2396

Little new information about the Xenovores comes to light during the later part of the century. Experience bears out theories set forth in the Price Report, and researchers refine their model of the Xenovore social structure. But Humans do learn more about the size and nature of the Xenovore population. The Xenovore Empire is physically larger than any Human imagined, and population-wise, the Xenovores fall within high-end estimates of approximately thirty billion.

BIOLOGY

Humans make two major discoveries about Xenovore biology. First, the Genotypes are less cut-and-dried than first thought — there seem to be sub-Genotypes. For example, the Artificer Genotype divides itself into mechanics/technicians and scientists. Whether the differences are genetic or due to environmental causes is unknown. For Human purposes, the exact nature of sub-Geno-

types and their precise function in society is unimportant — the model of the Xenovore castes put forward by the Price Report is sufficient.

United Earth personnel capture several of the Long-Lived at Triumph and study them extensively. The main genetic trait possessed by the Long-Lived is, unsurprisingly, increased lifespan. Geneticists quickly identify the single gene responsible for this physical trait. Much to Humans' surprise, the recessive trait is present in all Xenovore genomes, proving caste is not hereditary. In other words, a Long-Lived might be born to the common Genotype, but he becomes a member of the ruling caste.

The other discovery concerns the difficulties of keeping members of some Genotypes alive in captivity. Researchers long ago discovered the only means of keeping common Genotypes alive was to amputate their stingers and declaw them, or else many would simply kill themselves. These same procedures are unsuccessful with those of the Artificer, Breeder, and Long-Lived Genotype. It turns out these Genotypes can “will” themselves to die — nothing short of placing them in cold sleep prevents them from committing suicide.

LANGUAGE

Linguists decipher Tech Xenovorish, but can't agree whether it's just a highly-evolved dialect of Common Xenovorish or a separate tongue sharing a root language with Common Xenovorish. They also confirm the existence of High Xenovorish via covert recordings and vids of the Long-Lived and Breeders (the only two Genotypes who seem to speak the language). It is definitely a separate and distinct language. Humans never decipher it; after the destruction of Throneworld Prime, only a few scholars even keep working at it.

MILITARY

In addition to Polemarchs and Navarchs, the Xenovores also have sub-Polemarchs and sub-Navarchs. All from the Long-Lived Genotype, they primarily concern themselves with strategy, leaving tactics to pack Alphas. How Xenovores determine rank between members of the Long-Lived is unknown, but most assume it depends on fitness to lead, as with any other pack organization.

Unlike Human military forces, Xenovores do not follow a rigid hierarchy with precise numbers for each division, regiment, and so on. (Besides the hormonal effects of large groups on the individual Xenovores, this is another reason the species is so unorganized on the open battlefield.) The number of Xenovores led by a Polemarch, or the number of dreadnoughts in a Navarch's fleet, varies tremendously. A Navarch never commands less than twenty dreadnoughts. A Polemarch never com-



mands less than fifty thousand Xenovores. The larger the force, the more likely sub-Polemarchs and sub-Navarchs are present, but there's no direct correlation.

PURPOSE

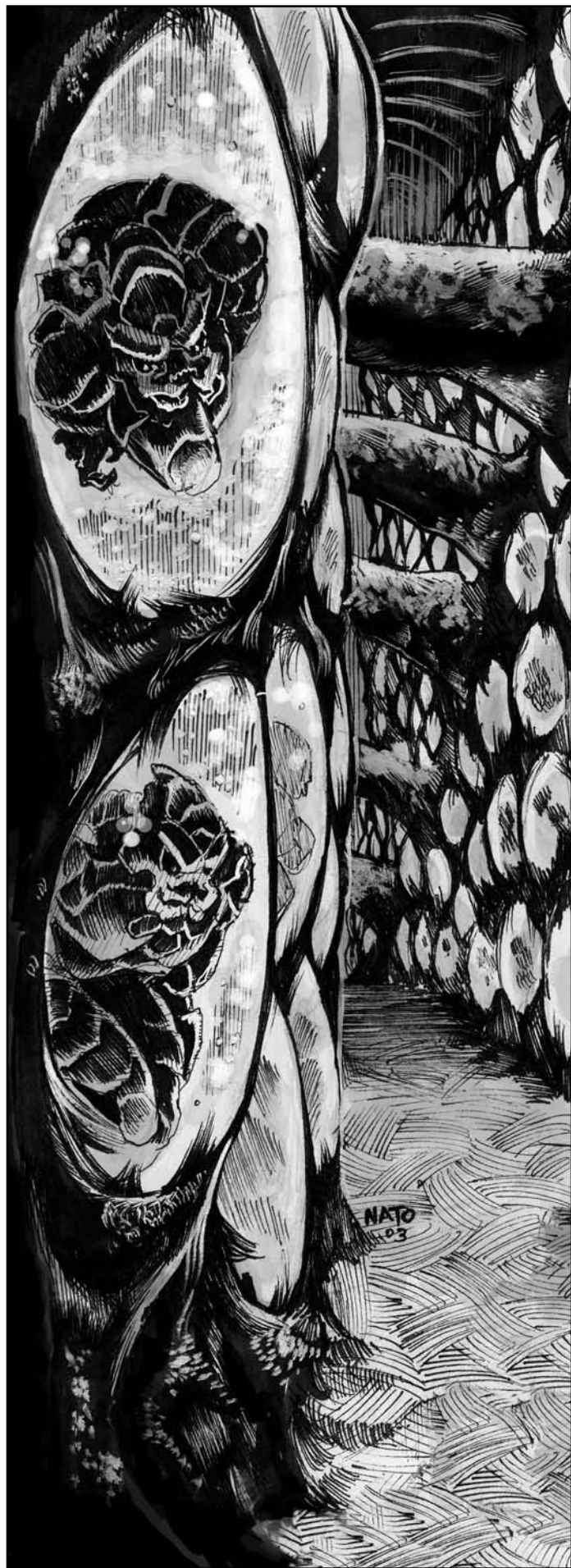
As the Combined Fleet moves nearer the center of the empire, it encounters more and more desolate planets — ash-covered wastelands despoiled by long years of nano-mining and environmental neglect. This confirms that the Xenovores constantly need to expand their empire due to their extensive use of bio-nanites.

Humans also find ruins of previous civilizations — several of which were capable of interstellar flight — now extinct because of Xenovore depredation.

SOCIETY

Though xenosociologists never fully explain the relationship between the Monarch and Autarchs, they do uncover some details concerning the relationship between different Autarchs. An Autarch controls a region of space, and below him are *Archons*, each of whom governs a planet or single star system. Autarchs are incredibly territorial — even when pursuing Human starships, they often stop at the border of another Autarch's territory (an *Autarchy*). Autarchs generally do not cooperate with their peers; given the extreme aggressiveness exhibited by all Xenovores, they're probably fiercely competitive.

After analyzing available data, the TIC concludes that the Xenovore succession is not hereditary. Humans find evidence of a civil war fought just prior to the Human invasion of Xenovore space. Based on the pervasive pack organization of Xenovore society, researchers conclude that Autarchs fight amongst themselves to determine



who ascends to the Monarchy. This information becomes crucial to Admiral Zhukov's decision to implement Operation Guillotine.

Slave Species

The existence of “slave species” — or, more accurately, herd species — is probably the most glaring omission in the Price Report. For whatever reason, researchers failed to predict their existence. Xenovores treat slave species harshly — they are nothing more than livestock allowed to maintain a subsistence level lifestyle; the Xenovores don't even use them for manual labor. Slave species generally fall into two categories: those recently conquered and not yet hunted to extinction; and those with high birth-rates who can breed fast enough to satisfy Xenovore appetites. After making contact with the Fex, xenosociologists postulate a third category best described as “those who don't taste good.”

TECHNOLOGY

The most notable discovery for Humans is cracking Xenovore computers (via classified methods). From Xenovore computers, researchers gain comprehensive data about Xenovore populations and planetary holdings.

UNRESOLVED QUESTIONS

Even at the end of the century, once Humans have defeated the Xenovores, several questions remain unresolved. First, both spoken and written High Xenovorish are still indecipherable. Second, how did the Xenovores discover antigravity? Most engineers believe they pirated the technology from a conquered, and likely extinct, species. Finally, and most mysteriously, who created the Xenovores? No histories exist on Xenovore computers; the only chronicles are handwritten in High Xenovorish and only the Breeders and Long-Lived (who never answer questions concerning the past) can read them.

chapter nine:



The GM's Vault

THE GM'S VAULT



This is the first chapter of the “GM’s section” of *Alien Wars*. If you’re a player, or you expect to play in an *Alien Wars* campaign at some point, you shouldn’t read this chapter or Chapters Ten and Eleven.

CHAPTER ONE

PAGE 7 — GENERAL ESTEBAN DELGATO

A native of Mars and commander of the UE Marine Corps, Delgato was 56 years old when he died. Four men in the employ of the Hrac’dar System Authority assassinated him. A hardline federalist, he’d made it known to associates that his first act as First Magistrate would be to repeal Severson-Yu and absorb any military-grade ordnance and starships into the United Earth military to help defend Human space from the Xenovores.

PAGE 8 — EPSILON AURIGAE’S REFUSAL

The Epsilon Aurigae Oversight Command bribed Admiral Sunderheim to contact the Senate for authorization; her original orders were clear. Their Senator had informed them of the situation, and felt certain he could form a majority bloc in the Senate to vote against military action against Epsilon Aurigae. Three years later Admiral Sunderheim retired from military service and became a highly-paid freelance consultant to the Epsilon Aurigae colonization fleet.

PAGE 11 — DEEP SPACE EXPLORER CASSANDRA

The Xenovores attacked Beldana V simply because it was the first planet in the path of the expeditionary force.

PAGE 15 — OTHER FACTIONS

Bragg’s World and Karadon did indeed send emissaries to the Perseid Empire. The Perseids seriously considered the matter for quite some time. On one hand, they could use the Human worlds to establish a buffer with what they felt would likely be their new neighbors, the Xenovores. On the other hand, they pondered the wisdom of antagonizing other Human worlds before fully assessing the situation. They chose to wait and watch the progress of the Xenovore Wars closely. With the rise of Admiral Zhukov, they abandoned their plans to annex a portion of Human space.

PAGE 19 — THE LEADERLESS COUP

The cause of Krutch’s death was a lone assassin working independent of any faction in Human

space. The co-pilot of Krutch’s shuttle had family on Earth who resided in one of the areas attacked by the Xenovores. For six months he was unable to get in touch with his relatives, but finally learned they’d been slaughtered by the enemy. As revenge for their deaths, he sabotaged the shuttle’s fusion plant.

PAGE 24 — VICTORY AND DEATH

Zhukov’s death was of natural causes, although several members of the Joint Commanders Council were already concocting ways to seize power.

CHAPTER TWO

PAGE 32 — THE RIGELLIANS

The exact “origin” of the Rigellians — whether they evolved naturally, or were transplanted to Rigel by some ultra-powerful species (the Malvans? the Elder Worm?) — is left as a “deep mystery” for the GM to resolve as he sees fit.

CHAPTER THREE

PAGE 39 — VICTORIA BELLAROSA

Bellarosa was assassinated at the behest of Xi Vorcan’s Board of Directors, who felt she was becoming a threat to their power.

PAGE 40 — VAYATHURA

Vox Populi Edward Harmon tipped off the leaders of SETIL to the Vayathura issue and informed them about the loophole in United Earth law.

PAGE 44 — THE CENTER FOR INTELLIGENCE AND RESEARCH

The CIR is an underground complex located on Earth’s moon. All the rumors about its projects are true.

Project Kafka is a failed attempt to use cybernetics and nanotech cosmetic surgery to give a Human agent the appearance of a Xenovore. The Terran Intelligence Command has little ability to gather information on the enemy because it’s impossible to infiltrate a Xenovore community, and Kafka (approved by Director-General Price in 2364) is intended to overcome that deficiency. Having already suffered bad PR because he reformed the TIC, Zhukov ends Project Kafka shortly after hearing about it — and its 123 fatalities — in 2372.

PAGE 44 — SHIPYARD

One of the private sponsors of Zhukov’s research is Jonathan Harmon, son of Vox Populi Edward J. Harmon and CEO of Harmon Interplanetary, Inc.

CHAPTER FOUR

PAGE 56 — THE CLONE MOB

See below for a Package Deal for clone mobsters.

PAGE 56 — THE HZEEL OVERBOSS

The Hzeel Overboss lives on a world slightly rimward of Human space. He frequently travels into Human space on “business,” though.

CHAPTER FIVE

PAGE 70 — THE PLANETSIDE ESTABLISHMENT

Naval officers are right to suspect Admiral Johnson’s relationship with Minister DeValiere. DeValiere has extensive plans to assume Zhukov’s place after the end of the Xenovore Wars, and Admiral Johnson is key to gaining leverage on the UE Navy. DeValiere understands better than most that without the Planetside Establishment, the Operating Forces will crumble as they did during the Militarized Zone period. He plans to use his influence with Admiral Johnson to bring the leaders of the



Operating Forces in line with his plans.

PAGE 74 — THE MARINE CORPS

Marshall Tyler Cabot is quite the politician for a Marine, and more than just the loyalty of this troops allows him to keep command of the Marines. The son of old Earth money, Cabot is a family friend of the Zhukovs. Further, his family secretly provided funding for Shipyards research activities prior to 2355. For both these reasons, Admiral Zhukov lets Cabot to keep his job, and he would allow the Marshall on the Joint Commanders Council if he thought it wouldn’t upset the delicate balance of power there.

Henry Wright, along with co-conspirators among the Army commanders of the base camp on Triumph, engineers Cabot’s death. Wright, along with others among the military high command, is maneuvering for power in the post-Xenovore Wars period. Though Zhukov suspects Wright, he has an impeccable record and the Admiral can find no evidence of wrongdoing. He appoints Marshall Wright to the JCC to keep an eye on him.

PAGE 75 — THE FIGHTER PILOT CORPS

Despite persistent rumors to the contrary, Zhukov reassigns Vice-Admiral Marian Soederblom to research because that’s where her talents lie, and because San-yo Togashi is more suited to command — not for any political reason.

PAGE 76 — THE TERRAN EXPLORATION SERVICE

Claude DeValiere’s political machinations throughout the century could take up a volume all their own. He “bribes” his way to the head of

CLONE MOBSTER PACKAGE DEAL

All members of the Clone Mob are genetically identical, but actual Skills and attributes vary depending on the individual’s training and experiences. Physically, a Clone Mobster looks just like Jax Maljek: tall, with dark straight hair, high cheekbones, green eyes, and a good physique.

Ability	Cost
STR +2	2
DEX +2	6
PD +2	2
ED +2	2
SPD +1	8
KS: Clone Mob (INT +2)	5
Fringe Benefit: Membership	3

Disadvantage

Distinctive Features: Clone Mobster (Easily Concealed; Noticed And Recognizable)	-5
Psychological Limitation: Loyal To The Clone Mob (Common, Strong)	-15

Total Cost Of Package: 8

the TES by promising Krutch to turn the division into an adjunct of the TIC. DeValiere recognizes that the Navy balks at being used to perform intelligence missions; the Exploration Service provides a way around the Navy. (This is in addition to Krutch's plans to revoke the Colony Act of 2104.) After Krutch's death, DeValiere realizes the future lies with Zhukov. He has kept extensive files on TIC operatives and recognizes that many members of the re-formed TIC are guilty of crimes against humanity — most importantly, he recognizes Director-General Price's assistant as Jonas Sulk. DeValiere essentially blackmails Zhukov into bringing the TES under the command of the military with himself as its leader.

Gaining authority over the Supply Line is DeValiere's final political masterstroke. He foresees that the military infrastructure along the supply line will lead to extensive colonization of the anti-spinward region. He plans to control that colonization, exploiting it for every shred of profit and power he can. He also hopes to use his authority as a lever to assume control of the United Earth, or at least a large portion of it, once the war ends and Zhukov retires. Zhukov's untimely death and the Anarchic Period ruin DeValiere's plans, forcing him to live his dreams vicariously through his granddaughter, Marissa DeValiere (see *Terran Empire*).

PAGE 77 — THE TERRAN INTELLIGENCE COMMAND

Joseph Krutch does not want to engage in open military conflict with the Spinward Union until he's certain his position as the sole authority in the United Earth is a sure thing once the Civil War ends. That's why he forms and relies so heavily on the TIC.

Jonas Sulk goes into hiding after Krutch's death, knowing his many enemies will be looking for him. After Zhukov reforms the TIC, Sulk approaches the Admiral. Though focused on the Xenovore Wars, Zhukov realizes that when they're won, he'll need a secret police force every bit as much as Krutch did — no fool, he knows the Spinward Union never officially rejoined the United Earth. Sulk is a valuable resource since he has extensive contacts with undercover agents in the Spinward Union. After extensive cosmetic surgery, Sulk reappears as Jonathan Carny, Director-General Price's personal assistant. Very few know Sulk's new identity, and most who do have their own secrets to hide.

Zhukov isn't entirely honest about the TIC. He uses the agency extensively to spy on military commanders, business leaders, and heads of Senate Worlds.

CHAPTER EIGHT

For more GM information pertaining to the Xenovores, see Chapter Ten.

PAGE 141 — SOCIETY

Failing to predict the existence of slave species is purely an oversight on the part of the TIC — there's no ulterior motive. It's just a matter of researchers being caught up in a "Humans versus Xenovores" mindset and forgetting about other species (particularly ones they've never even heard of).

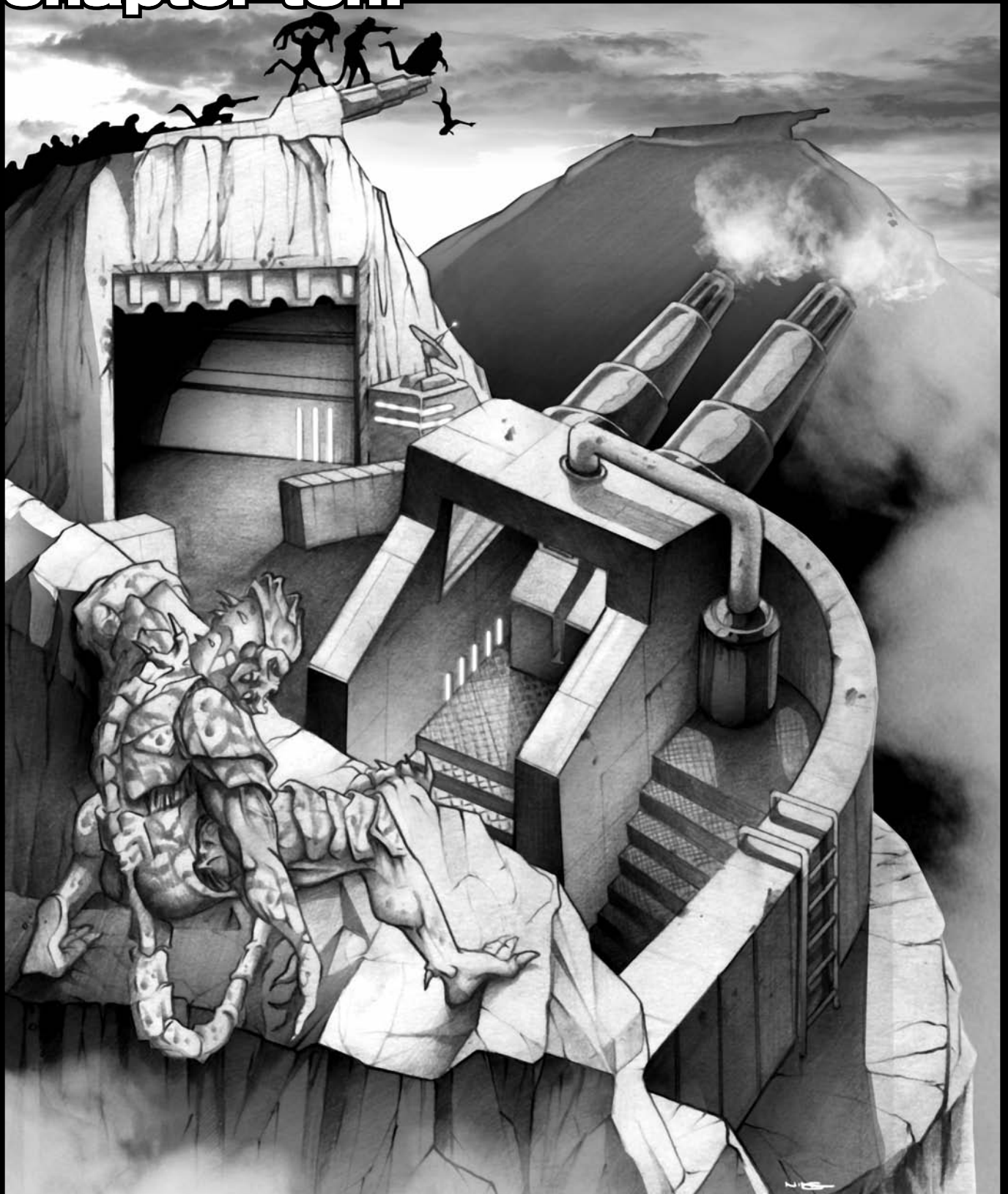
Another oversight is not realizing that other interstellar civilizations, specifically the Thorgons and the Mon'dabi, might be fighting the Xenovores. Had this information come to light, an alliance between Humans and one of these races might have arisen. Of course, in your campaign you could rectify this oversight... assuming you can overcome the logistical difficulties of establishing an alliance between civilizations separated by such extensive regions of space.

PAGE 148 — TECHNOLOGY

The Terran Intelligence Command cracks Xenovore computers by employing a psi skilled in telepathy and cyberkinesis. Though the psi cannot read the computer's "mind," his powers allow him to, as he describes it, "trace the flow of information along its biological systems." Once engineers and computer programmers understand how the computer processes information, they can figure out how to jack it.

Director-General Price decides to keep this information classified because most people barely believe in the existence of psionic abilities, and she does not want the information obtained from Xenovore computers questioned. She's quite confident it's accurate. Furthermore, now that she has solid proof of the existence of psionic abilities, she thinks she can put them to good use as a part of the TIC, and she does not want to give her opponents any insight into the agency's plans.

chapter ten:



The Xenovores

XENOVORE HISTORY



ANTHROPOPHAGY IN TERRAN EMPIRE TIMES

A small percentage of the Xenovore population doesn't receive the same physical stimulation from eating sentient life as others of their kind do. This, like many other Xenovore traits, is a recessive gene present in the genome. By the time described in *Terran Empire*, the vast majority of surviving Xenovores are not affected by anthropophagy as their ancestors were. Of course, they might follow the old traditions as a way of maintaining a link to their glorious past and expressing their superiority over other species....

This section briefly covers Xenovore history. None of this information is everyday knowledge among Humanity, so unless the PCs discover it during the course of play, they shouldn't know it (although some events become clear when Humans establish formal relations with the Mondabi). Only the Breeders and Long-Lived know the history of their race — and no desire for the truth motivates the Xenovore historian, so even the accuracy of what these two Genotypes know remains questionable.

PRE-HISTORY

The secret of who created the Xenovores is simple: they created themselves. The species that came before the Xenovores (known only as the Others in Xenovorish) was more advanced in bio-engineering than other fields. Centuries ago (in Human terms, the 1600s) they discovered nuclear technology, specifically missiles. Six super-powers controlled their world, each with its own nuclear arsenal. While five of these nation-states pursued missile defense programs, one sought an alternative. Rather than defend itself from attack, it attempted to engineer a sub-species that could survive a nuclear holocaust. The precise effects of such a holocaust were unknown, so it loaded the Xenovore genome with as many recessive traits as its science allowed. These traits would let the surviving Xenovores develop whatever biological systems they needed to survive (one of which would be the need to digest any sort of protein).

The bio-engineers took one further step to ensure Xenovore survival: they inbred a need to eat sentient life-forms. The Xenovores' primary competitor after a nuclear war would be others of their own race, and those bio-engineers wanted the Xenovores to do more than protect themselves from aggressors — they wanted them to hunt their only competitors.

To encourage anthropophagy, they tied two biological systems to the practice. First, eating sentients stimulates the pleasure centers of the Xenovore brain, thus making it a preferred source of food. Second, when Xenovores live on a diet of sentients, their birthrate increases (a necessary thing if the Xenovores are fighting other sentients, which the bio-engineers assumed they would be).

When necessary, Xenovores can use their own population as a source of food. During their early studies of Xenovore cannibalism, Human evolutionary biologists dismiss this idea. They argue

that such a species would never survive the first millennia of its development — during the first widespread famine they endured as a species, the Xenovores would eat themselves into extinction — let alone live long enough to evolve an advanced civilization. But these Human scientists fail to understand that it's a valid survival mechanism if a large population of Xenovores already exists. Furthermore, the Xenovore birthrate increases because they're eating sentient life, and this results in increased food production (at least temporarily). Without other sentients to consume, the Xenovores might eventually eat themselves into extinction... but they can survive the lean times after a nuclear war.

Eventually nuclear conflict broke out between the six nation-states. The species had just discovered the means of colonizing other worlds in their system, and war arose over who had rights to the other planets. The Xenovores were unleashed. Within a hundred years, they had conquered the planet... having hunted not only their creators' enemies, but their creators themselves, to extinction. A little over forty years thereafter they spread to the colonies on the other in-system worlds. Not long afterwards they fought a war with a small, but highly advanced, interstellar species. They won that war and pirated both Hyperdrive and antigravity technology.

Their experiences and biology gave the Xenovores a unique outlook on sentient life. Because they could eat and digest virtually anything — including other sentients — they concluded they were the highest form of life in existence. The idea that “food that pleads” would actually resist or even fight against them disturbs and enrages them (much the same way that a Human would become upset if beef cattle or carrots rebelled against Humanity).

THE TWENTY-FOURTH CENTURY

Biological necessity and cultural mores fueled Xenovore expansion, and the larger their empire grew, the more sentients they subjugated, and the more necessary it was for them to continue expanding. They quickly ran into neighboring states — namely the Mondabi and Thorgons. The fighting on these borders was vicious, but both species slowed the Xenovore advance despite terrible casualties and frequent raids on the populace. The Xenovores discovered that the powerful Mandaar-

ians easily thwarted any attempt they made to expand coreward. That left only one direction for the Xenovores to expand in — spinward, toward Human space.

2301: DEEP SPACE EXPLORER CASSANDRA

The region of the galaxy immediately spinward of the Xenovore Empire was sparsely populated, and though easily conquered, it failed to provide enough new food sources to keep the empire sufficiently vital to fight a war on two fronts. Then, in early 2301, the Xenovores captured the deep space explorer *Cassandra*. Brought to the Autarch of the region, Terg Kr'an ("Butcher of Many"), the ship's crew cracked under brutal interrogation, telling the Xenovores all they knew about Human space. They provided starcharts to the Autarch, taught him their language, and gave him access to their ship's computer. The Autarch and his Navarchs studied the information; it didn't take them long to conclude Humanity would provide an abundant source of food.

2303-2304: EXPEDITIONARY FORCE

The Autarch dispatched three dreadnoughts as an expeditionary force. Their mission was to capture Humans and send them back, along with information about Human defenses and technological capabilities. They were to continue this mission until stopped by the Humans — in its own way this was the most reliable test of Human technology. If they couldn't crush a mere three dreadnoughts quickly and decisively, what hope did they have against an attack fleet?

2326-2339: FIRST ATTACK FLEET

In 2305 the Autarch, having received intelligence on the enemy from his expeditionary force, decided to conquer Human space. The Humans were far from the empire, but they were weak and ineffectual. The Xenovores required a large supply of food and new planets if they were to continue their wars with their antispinward neighbors, so the Autarch felt the risks of an invasion were worth the potential gain. Additionally, the Monarch neared death. Conquering Human space would strengthen the Autarch's forces and increase his prestige among others of the Long-Lived, making it possible for him to seize the throne.

In Xenovore society, tradition decreed that the next generation perform the actual conquest. (This tradition has a utilitarian purpose — as in any pack of predators, the youth among the Long-Lived challenge their elders for leadership positions. By sending the youth to conquer new territory, the elders hold onto power longer.) In a little over twenty years, while that generation matured, the Autarch built his attack fleet. The fleet would follow traditional Xenovore tactics: destroy any resistance and clear planets so the second wave could establish fully-functioning colonies and form a beachhead.



2339-2369: SECOND ATTACK FLEET

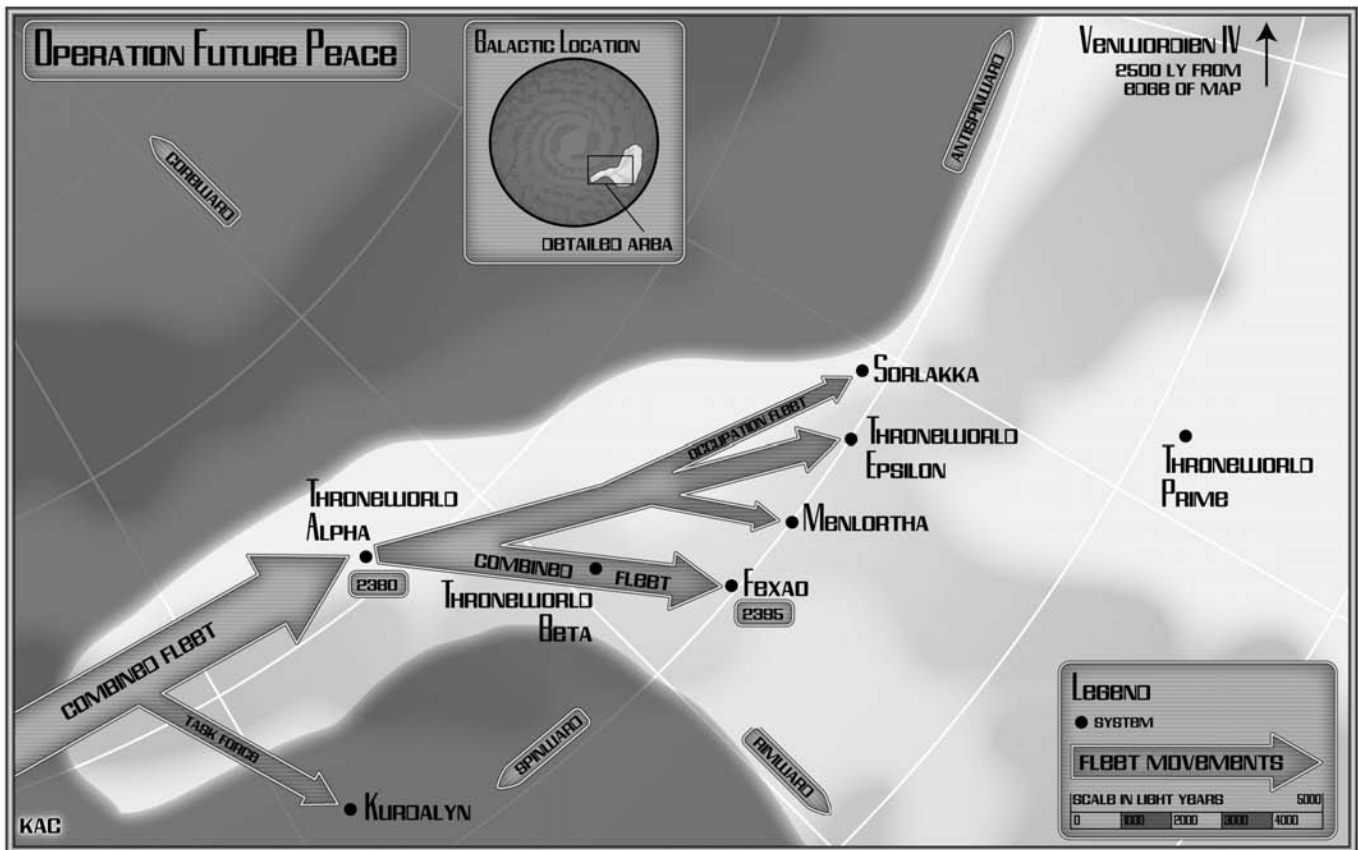
The second attack fleet, much larger than the first, departed for Human space in 2339. Mainly comprised of dreadnoughts from Terg Kr'an's fleet, it also contained ships from his neighboring Autarchs — they understood Terg Kr'an's bid for power, thought it would be successful, and wished to benefit from an early alliance.

The first part of the Xenovores' plans succeeded — they established a beachhead and fully-functioning colonies, and then launched a full-scale invasion striking toward the heart of Human space. But in 2359, the Autarch received reports that the Humans had pushed the Xenovores back. He prepared to send a third attack fleet to reinforce the others, but events at the center of the empire proved more important.

2360-2372: THE SUCCESSION

In 2360, the Monarch died. Succession in the Xenovore Empire was not hereditary. Instead, whichever member of the Long-Lived could take the Monarchy and hold it became the supreme leader of the Xenovores. Terg Kr'an had a dilemma. He could reinforce his forces in Human space and give up his hopes of becoming the Monarch; or he could make a bid for power and hope his hard-pressed invasion fleet could hold out until the matter was settled. He decided to strike for the throne.

The succession war lasted twelve years, and in the end the Archon in command of one of the three



worlds in the Xenovore home system ascended to the Monarchy. Terg Kr'an began to reassemble his fleet and resume the conquest of Human space.

2377-2395: HUMAN INVASION

Terg Kr'an had to wait for the latest generation of the Long-Lived to reach maturity before he could invade Human space. Well before then, the Combined Fleet entered the Xenovore Empire and began the quick march that brought it to Throneworld Alpha — the seat of Terg Kr'an's Autarchy.

The Xenovores had fought interstellar societies before, but never on three separate fronts at once. While only the Humans were on the offensive, fighting with the Mon'dabi and Thorgons prevented the Xenovores from expanding adequately enough to meet their needs for new sources of food and raw materials. Though the Xenovore Empire was larger than any of the other three entities, the planets at its core were desolate and depopulated of slave species, and the Xenovores hadn't seized complete control of a new world or system with sentient life in decades.

But even this wasn't enough to topple the Xenovore Empire. The Xenovores would have likely stopped the Human invasion before it could reach the empire's heart but for the Monarch's decision to invade Mon'dabi space in 2392. During his ascension, the Monarch's strongest supporters were the Autarchs who shared a border with the Mon'dabi Federation. In return for their support, the new Monarch promised them military aid in their next invasion. He recognized the threat posed by the

Humans, but to push them back the Xenovores needed fresh resources. He hoped to seize these from the Mon'dabi. Previous invasions of the Federation had met with stiff opposition, but this latest invasion fleet would be much larger than any previous invasion force. In 2392 those Autarchs were ready to invade, and a large portion of the Monarch's forces joined them. The fighting lasted for many years — long enough for a task force of Human starships to penetrate deep into Xenovore space and enter the homeworld's star system.

2396: DESTRUCTION OF THRONWORLD PRIME

The Xenovore homeworld (*Trelyuru* in Common Xenovorish) was only lightly defended when the Human task force arrived — most of its fleet was away in the Mon'dabi Federation. The fighting was intense; Xenovores rose to new heights of suicidal aggression to defend their homeworld. But in the end they failed, and Throneworld Prime, along with its nearly two billion inhabitants and the Monarch, died in the second nuclear holocaust to shake the world — this one more complete than the first. What was once a proud, empire-ruling planet became nothing but a field of space rubble.

Over the next ten years, slaves rose up in revolt across the empire and the Mon'dabi Navy destroyed the now resource-poor Xenovore invasion fleet. Slowly but surely the Xenovores, now without sentient life to eat, cannibalized their own populations and descended into primitivism.

XENOVORE SOCIETY



Although the PCs in an *Alien Wars* campaign won't really interact with Xenovore society, you should know something about it so you can decide how the Xenovores react to Humans and what sort of opposition the PCs might encounter.

XENOVORE WORLDS

The Xenovore Empire contains many worlds, but after centuries of depredation few of them are vital with life and resources. They are divided into *Throneworlds*, from which the Xenovores rule, and *Slave Worlds*, where usually only a small contingent — no more than a million — Xenovores watch over slave species. The empire has approximately 45 Throneworlds (including Throneworld Prime, home of the Monarch) and hundreds of Slave Worlds, the populations of which are slowly passing into extinction. As one travels inward, the worlds become increasingly desolate. Though Xenovores still inhabit these places, they usually have just a few sprawling communities on the entire planet, and they rely on Slave Ships for sustenance.

The Xenovores treat their slave species badly. Regardless of a species's level of technological development before being conquered, the Xenovores allow slaves nothing more than the basic tools of agriculture (UTES 2).

FEXAO

Home of the Fex, a bipedal cat-like species, Fexao is one of the last worlds liberated by Human forces before the destruction of Throneworld Prime in 2396.

The Fex are treated much as any other slave species in the Xenovore Empire. The Xenovores take away anything smacking of technology or evidence that the Fex possess more than animal intelligence, and keep the "food" in heavily-guarded fenced compounds. Near the compounds are large, sprawling Xenovore hive-colonies. But unlike other species, the Fex do not suffer severe depredations due to Xenovore consumption. For whatever reason — possibly the taste of Fex flesh — the Xenovore do not eat many Fex. Relative to other slave species, the Fex are vital when the Humans arrive in their star system, and they help Humans take the planet from the Xenovores. Their assistance is especially welcome since Fexao, rich in natural resources, is essentially a shipyard and well-guarded by the enemy.

Fexao is the farthest forward the Combined Fleet reached before Operation Future Peace ended. Because of its dry climate and its Earth-like gravity, the planet serves as location for the UE military's

forward command center for the last few years of the war.

THRONEWORLD ALPHA

Throneworld Alpha, called *Gaq'Nrom* by Xenovores, is the seat of the Autarch Terg Kr'an, and the first center of government attacked by Humans. Like most Xenovore Throneworlds, it's a veritable fortress because of fighting between the Long-Lived. Not only does it serve as a command center for the Autarch's fleet, but the planet itself has thousands of orbital defense satellites — large Gauss cannons or missile platforms that prevent any sort of orbital bombardment, let alone orbit-to-surface troop deployment.

The Xenovores long ago consumed all native life on Throneworld Alpha and destroyed its biosphere with bio-nanites and industrial development. Approximately ten million Xenovores inhabit the planet, their hive-colonies sprawling across one of three continents. Each community connects to the others by an extensive underground tunnel network, so lines of supply and communication remain open in case of orbital bombardment. Each of the surface habitations has extensive missile defense systems as well as chimney-like structures that belch forth large clouds of smoke to protect against lasers.

The UE Navy attacks this planet three times before successfully making planetfall; the resulting ground war costs the lives of over thirty million Humans before Throneworld Alpha finally falls. Humans encounter small guerrilla bands of Xenovores frequently throughout the remainder of the war. After taking Throneworld Alpha, UE military command refuses to commit to another full-scale ground war on a Xenovore Throneworld.

GENOTYPES

Before the end of the war, Humans identify five distinct Genotypes, each with its own place in Xenovore society and physical abilities as described below. But Human understanding of Xenovore society and Genotypes is limited — just because UE commanders consider these broadly-defined Genotypes adequate for their purposes doesn't mean you have to feel the same! You should create any Genotypes and Package Deals you want to fill out the society and, more importantly, keep your players on their toes. Thanks to the Xenovore genome, the possibilities are endless: Xenovore heavyworlders who have increased density and strength; winged Xenovores who inhabit low gravity worlds; four-armed Xenovores who operate complex machinery; Xenovores able to regenerate lost limbs....

XENOVORES AND PSIONICS

Although Chapter Eight does not mention it because it was kept secret due to prevailing Human skepticism regarding the usefulness (or even existence) of psionic powers, the UE military had psionics try to read Xenovore minds. The results were disappointing, to put it mildly. No Human telepath had any success obtaining more than vague images from Xenovore minds, and most found even that level of mental contact disturbing. Two of the telepaths assigned to the project committed suicide within a year of starting work.

In game terms, the Xenovore mind is in a class of minds all its own — Xenovore minds — and the class is an exception to the standard setting rule about the classes of minds not applying (see page 96). Thus, a Human can't affect a Xenovore mind psionically unless he pays for the extra class of minds Adder... and no NPC Humans have done so. If this is even possible, it's up to a PC psionic, or an NPC created by the GM, to break that ground.

However, the upside for Humanity is that the Xenovores have no telepaths of their own. They could certainly evolve psionics via selective breeding and bio-engineering, but have not yet done so for reasons that remain unknown to other species.

Xenovores distinguish Genotype by distinctive markings on the carapace. The Others tied these outward markings to specific genetic traits so they could easily identify the traits they wished to breed for when selecting specimens to create the next generation. Because the carapace is such a chaotic mottle of yellow and brownish markings, Humans never make the correlation between carapace markings and Genotype. In modern Xenovore society, only the Long-Lived and Breeders know the meaning of the carapace markings; only the Breeders know precisely which markings correspond to which genetic traits.

The Genotypes are not mutations *per se*. Instead they result from bio-engineering and selective breeding taken to the Nth degree.

COMMON XENOVORES

Common Xenovores make up eighty percent of the Xenovore population. Not precisely a Genotype but instead a hodgepodge of genetic traits, this population is the gene pool used by the Breeders when they create a new Genotype to fill a societal niche. While this Package Deal represents the average Xenovore, few Xenovores of the Genotype actually qualify as “average.” Rather they possess an abundance of quirks and unusual talents. Enhanced Senses, Life Support, increased STR, DEX, or extra inches of Running are all common in an individual Xenovore, and even more striking differences are not unheard of.

COMMON XENOVORE PACKAGE DEAL

Ability	Cost
+3 STR	3
+3 DEX	9
+5 CON	10
+3 BODY	6
<i>Xenovore Claws</i> : HKA ½d6 (up to 1d6+1 with STR)	10
<i>Xenovore Sting</i> : HKA 1d6, Armor Piercing (+½); No STR Bonus (-½)	15
<i>Tail</i> : Extra Limb (1), Inherent (+¼); Limited Manipulation (-¼)	5
<i>Xenovore Skin</i> : Armor (3 PD/1 ED)	6
<i>Xenovore Digestion</i> : Life Support (Diminished Eating: can digest any type of protein)	1

Disadvantages	Value
None	

Total Cost Of Package: 65

Options

Cost	Power
+6	<i>Agile Xenovore</i> : Add another +2 DEX
11	<i>Hunter's Senses</i> : +2 PER with all Sense Groups and Tracking for Normal Smell
+2	<i>Strong Xenovore</i> : Add another +2 STR
4	<i>Swift Xenovore</i> : Running +2" (8" total)
+3	<i>Tougher Carapace</i> : Increase to Armor (4 PD/2 ED)

ARTIFICERS

The Artificers are the scientists and technicians in Xenovore society. Their main abilities of note are the Talents *Eidetic Memory* and *Lightning Calculator*. An Artificer is an encyclopedia of all known non-biological sciences and technology — but he's neither innovative nor curious. Scientific advancements are a long time coming in the Xenovore Empire, and in truth, with the exception of bio-engineering, the tech level of the society has progressed very little in the last four hundred years — most of its advancements, like antigravity, are technology pirated from subjugated slave species. Artificers are wholly ignorant when it comes to biology and bio-engineering — those two fields are the purview of Breeders.

On their carapace, three parallel slashes at the back of the head distinguish the Artificers from other Genotypes. Among themselves and the Breeders, Artificers speak Tech Xenovorish; with other Xenovores, they speak Common Xenovorish.

ARTIFICER GENOTYPE PACKAGE DEAL

Ability	Cost
+2 STR	2
+3 DEX	9
+3 CON	6
+2 BODY	4
+3 INT	3
<i>Xenovore Claws</i> : HKA ½d6 (up to 1d6+1 with STR)	10
<i>Xenovore Sting</i> : HKA 1d6, Armor Piercing (+½); No STR Bonus (-½)	15
<i>Tail</i> : Extra Limb (1), Inherent (+¼); Limited Manipulation (-¼)	5
<i>Xenovore Skin</i> : Armor (3 PD/1 ED)	6
<i>Xenovore Digestion</i> : Life Support (Diminished Eating: can digest any type of protein)	1
Eidetic Memory	5
Lightning Calculator	3
Language: Common Xenovorish (literacy)	1
Language: Tech Xenovorish (idiomatic; literacy)	5
Computer Programming	3
Deduction	3
20 points' worth of SSs (player's choice)	20
9 points' worth of Skills from the following list: Electronics, Mechanics, Systems Operation	9

Disadvantages	Value
None	

Total Cost Of Package: 110

BREEDERS

The Breeders are the bio-engineers of Xenovore society. They also oversee the hatching of eggs, make sure the gene pool remains robust and healthy, and create new Genotypes. They possess a exhaustive knowledge of the Xenovore genome, handed down verbally from one generation to the next. In society, they are among the most respected of the Genotypes, and their rulings override those of the Long-Lived in matters pertaining to breeding or bio-science. Although their behavior and beliefs are alien to Humans, they are on average much more intelligent than even talented Human scientists.

Unlike the Artificers, Breeders are innovative, always expanding the uses of bio-nanites and other applications of bio-technology, and they often possess a high degree of skills in other sciences. Smaller than average, Breeders wear robes, and three slashes in a radial pattern on their back carapace denote their Genotype. They speak and write all three Xenovore languages.

BREEDER GENOTYPE PACKAGE DEAL

Ability	Cost
+3 DEX	9
+2 CON	6
+3 EGO	6
+7 INT	7
+5 PRE	5
<i>Xenovore Claws:</i> HKA ½d6 (up to 1d6+1 with STR)	10
<i>Xenovore Sting:</i> HKA 1d6, Armor Piercing (+½); No STR Bonus (-½)	15
<i>Tail:</i> Extra Limb (1), Inherent (+¼); Limited Manipulation (-¼)	5
<i>Xenovore Skin:</i> Armor (3 PD/1 ED)	6
<i>Xenovore Digestion:</i> Life Support (Diminished Eating: can digest any type of protein)	1
Eidetic Memory	5
LLanguage: Common Xenovorish (literacy)	1
Language: High Xenovorish (idiomatic; literacy)	5
Language: Tech Xenovorish (idiomatic; literacy)	5
Computer Programming	3
Deduction +2	7
AK: Xenovore Space (INT +2)	5
KS: Xenovore History (INT +5)	8
SS: Biotechnology (INT +5)	8
SS: Genetics (INT +5)	8
9 points' worth of SSs (player's choice)	9
9 points' worth of Skills from the following list	9
Electronics, Mechanics, Systems Operation	
<i>Fringe Benefit:</i> Breeder Genotype	8

Disadvantages **Value**
None

Total Cost Of Package: 151

FLYERS

Flyers are the most recent major Genotype to enter Xenovore society. Created specifically to pilot starship fighters, they are highly resistant to G-forces and possess extra-long mandibles which assist in operating a fighter's weapon systems. They have densely-knit bones and muscles, and their arterial walls are more resilient than those of other Xenovores. They are not too different than common Xenovores in personality and position in society. On board a dreadnought, Flyers form their own pack; piloting fighters is their sole responsibility. They know little about the technology behind their fighters, that being the purview of the Artificers. Two horizontal slashes, one on each pectoral, distinguish the Flyer Genotype.

The standard Flyer represented here has +1 SPD, giving him a base SPD 3. Many buy their SPD up to 4 to match the SPD of their fighters (possibly applying the Limitation *Only To Fly Air/Spacecraft* (-½)).

FLYER XENOVORE PACKAGE DEAL

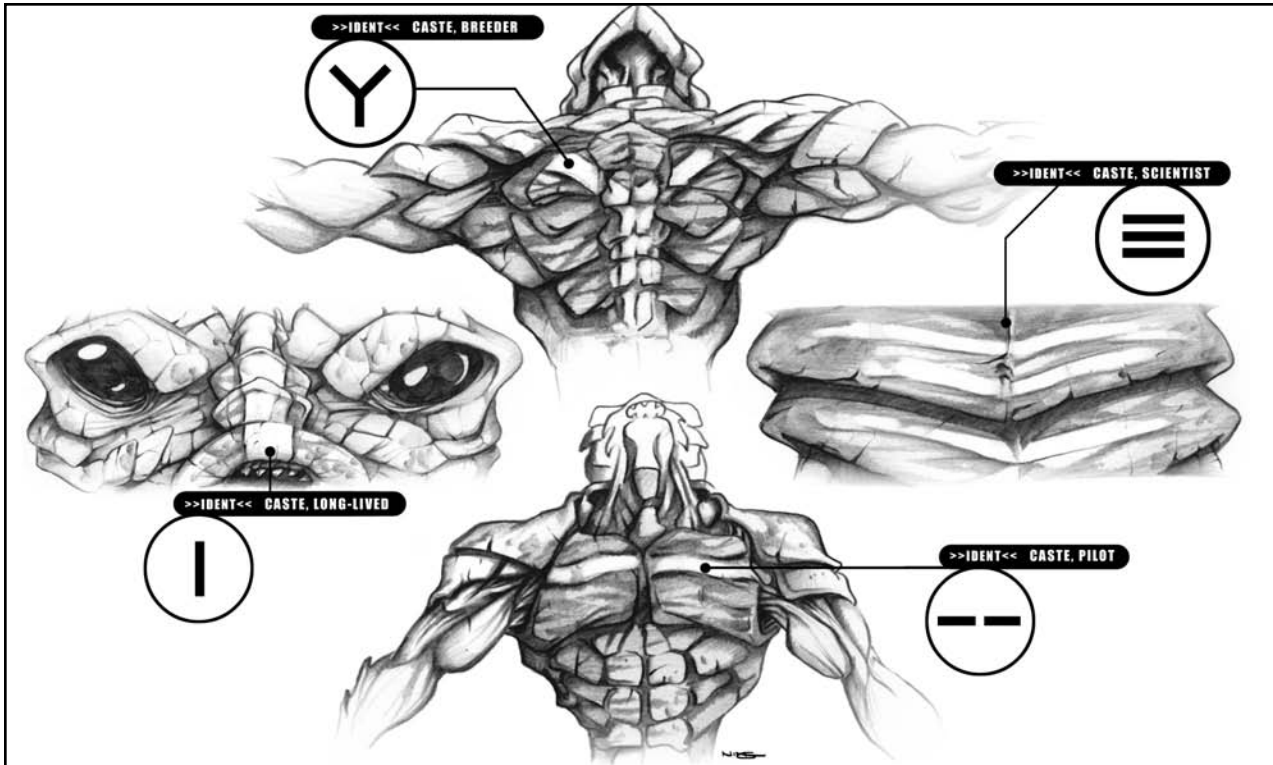
Ability	Cost
+2 STR	2
+3 DEX	9
+5 CON	10
+3 BODY	6
+1 SPD	7
<i>Xenovore Claws:</i> HKA ½d6 (up to 1d6+1 with STR)	10
<i>Xenovore Sting:</i> HKA 1d6, Armor Piercing (+½); No STR Bonus (-½)	15
<i>Tail:</i> Extra Limb (1), Inherent (+¼); Limited Manipulation (-¼)	5
<i>Xenovore Skin:</i> Armor (3 PD/1 ED)	6
<i>Xenovore Digestion:</i> Life Support (Diminished Eating: can digest any type of protein)	1
<i>Resistant To G-Forces:</i> Force Field (4 PD), Reduced Endurance (0 END; +½), Persistent (+½); Only To Protect Against G Force Damage (-1)	4
Combat Piloting +1	5
Navigation (Air, Space)	3
Systems Operations +1	5
TF: Xenovore Starship Fighters	1

Disadvantages **Value**
None

Total Cost Of Package: 89

LONG-LIVED

The Long-Lived rule the Xenovores, and from this Genotype come the Autarchs, Archons, Polemarchs, Navarchs, and lesser ranking officials that command the Xenovore Empire. Despite being larger and stronger than common Xenovores, their primary trait is a long life-span, usually about 120 years (although few of the Long-Lived die a natural death). This allows them to plan more effectively for the future and guide the course of Xenovore



society, as well as learn the skills necessary to rule other Xenovores and secure their position against up-and-coming members of the Long-Lived.

Just as all Xenovores are predators, the Long-Lived are political predators. Any sign of weakness from an Autarch results in one or more Archons attempting to usurp his position. Bloodless — and not so bloodless — coups occur frequently in all situations at all levels of command. But aggression and naked force aren't their only weapons. The Long-Lived are just as cunning and intelligent as any Human — in some cases moreso — and may involve themselves in assassination plots and other Byzantine political machinations. A vertical slash between the eyes distinguishes the Long-Lived Genotype.

LONG-LIVED XENOVORE PACKAGE DEAL

Ability	Cost
+5 STR	5
+3 DEX	9
+5 CON	10
+4 BODY	8
+3 EGO	6
+5 INT	5
+5 PRE	5
<i>Xenovore Claws:</i> HKA ½d6 (up to 1d6+1 with STR)	10
<i>Xenovore Sting:</i> HKA 1d6, Armor Piercing (+½); No STR Bonus (-½)	15
<i>Tail:</i> Extra Limb (1), Inherent (+¼); Limited Manipulation (-¼)	5
<i>Xenovore Skin:</i> Armor (3 PD/1 ED)	6
<i>Xenovore Digestion:</i> Life Support (Diminished Eating: can digest any type of protein)	1
<i>Longer Life Span:</i> Life Support (Longevity: ages at one fourth normal rate)	2
Deduction +1	5
High Society +1	5
AK: Xenovore Space (INT +5)	8
KS: Xenovore History (INT +5)	8
20 points worth of Knowledge Skills pertinent to responsibilities	20
Language: Common Xenovorish (literacy)	1
Language: High Xenovorish (idiomatic; literacy)	5
Language: Tech Xenovorish (idiomatic; literacy)	5
Oratory +1	5
Tactics +2	7
<i>Fringe Benefit:</i> Long-Lived Genotype	8

Disadvantages	Value
None	

Total Cost Of Package: 164

XENOVORE TECHNOLOGY



The Xenovores can produce technology similar to that of Humans at the beginning of the century — although it looks dramatically different — and the Breeders and Long-Lived have access to any equipment they could possibly need. The common Xenovore, however, owns little. In waging war, Humans rely on technology, especially vehicles and the like, far more than Xenovores. Xenovore commanders prefer to throw infantry at the problem until the enemy crumbles beneath the onslaught. The items below represent what most Xenovores carry into battle.

Most Xenovore technology is, at best, *Barely Compatible* with Human tech (see *Star Hero*, page 144). Xenovore computers are *Incompatible* with Human tech until discoveries made during Operation Future Peace.

PERSONAL MILITARY TECHNOLOGY

GAUSS ASSAULT RIFLE (“KIN’KALA”)

Effect: RKA 2d6, Autofire (3 shots), Armor Piercing (x2)

Shots: 18

Combat Modifiers: +2 versus Range Modifier

STR Minimum: 13

Range: 1000”

Description: The standard firearm used by Xenovore ground troops (who carry three to five clips for it), this Gauss assault rifle is slightly more powerful and effective than similar Human weapons, but is heavy and less accurate. Though no two look the same, they all follow a similar design. The middle part is saucer shaped, with a large-bore barrel extending from the front and a stock extending from the back. A cylindrical magazine holding eighteen long flechettes with molecularly-hardened tips in a helix pattern attaches to the bottom, forward the grip and trigger.

Game Information: RKA 2d6, Autofire (3 shots; +¼), Armor Piercing (x2; +1), Increased Maximum Range (1000”; +¼), 18 Charges (+¼) (82 Active Points); OAF (-1), STR Minimum (13); STR Minimum Doesn’t Add Damage; -1), Two-Handed (-½), Beam (-¼), Real Weapon (-¼) (total cost: 20 points) **plus** +2 versus Range Modifier (6 Active Points); OAF (-1), Two-Handed (-½), Real Weapon (-¼) (total cost: 2 points). Total cost: 22 points.

LASER RIFLE (“THRAN’KALA”)

Effect: RKA 2d6, Autofire (3 shots), Armor Piercing Shots: 30

Combat Modifiers: +2 RMod

STR Minimum: 13

Range: 300”

Description: Xenovore laser weapons are more primitive than their Human counterparts; but are much easier to produce. Xenovores issue them for a similar reason — they don’t require ammunition. Like the Gauss Assault Rifle, each Laser Rifle appears different in appearance but has the same basic design. The rifle has an overall conical shape in three section — each section is bulbous and smaller than the one behind it. The rifle lacks a grip; instead, the Xenovore’s claw fits inside the back of the rifle.

Game Information: RKA 2d6, Armor Piercing (+½), Autofire (3 shots; +¼), 30 Charges (+¼) (60 Active Points); OAF (-1), STR Minimum



(13; STR Minimum Doesn't Add To Damage; -1), Two-Handed (-½), Beam (-¼), Blocked By Smoke Or Steam (-¼), Real Weapon (-¼) (total cost: 14) plus +2 versus Range Modifier (6 Active Points); OAF (-1), Two-Handed (-½), Real Weapon (-¼) (total cost: 2 points). Total cost: 16 points.

EXOSKELETON BODY ARMOR (“QWULE”)

Xenovores go into battle wearing an exoskeleton. Comprised of thick ceramic plates that look like a stylized carapace, the exoskeleton is extremely heavy; small servos at the joints assist the wearer with movement. Without these servos only the strongest Xenovores can wear the armor and still move normally. The Limitation *Normal Mass* represents the armor with functioning servos; if they malfunction, treat the Armor as *Double Mass*. By Human standards, the body armor is primitive and provides only limited coverage.

Armor (14 PD/14 ED) (42 Active Points); OIF (-½), Normal Mass (-1), Activation Roll 13 (-¾), Real Armor (-¼). Total cost: 12 points.

LIFE SUPPORT MASK (“REW!TR”)

The standard issue Xenovore life support mask, this piece of equipment is grown aboard dreadnoughts and issued to troops before assaults on planets with oxygen-deficient atmospheres. It's a thin membrane with claws that clings to the Xenov-

ore's face, covering his mouth. Four holes in the membrane allow the Xenovore's mandibles to slip through and close over the mask, helping to hold it in place. A tube extends into the Xenovore's mouth and partially down his throat. A second fleshy tube runs from the bottom of the mask to a pulsing box worn at the waist that contains oxygen.

Life Support (Self-Contained Breathing) (10 Active Points); OIF (-½), 1 Fuel Charge lasting 6 Hours (-0). Total cost: 7 points.

WAR BEASTS

When raiding cities and other population centers, Xenovores make extensive use of bio-engineered *war beasts*. These creatures excel at various military endeavors — particularly hunting in urban areas. They're trained to cripple rather than kill so the Xenovores can take the prey alive and eat it. The Xenovores are also perfectly willing to use them directly against soldiers, finding that they sometimes inspire terror among their enemies. The war beasts remain fetuses aboard dreadnoughts in transit, and undergo rapid aging before making planetfall.

In addition to the battlebird (*The HERO System Bestiary*, page 212), the warhound (*The HERO System Bestiary*, page 213), and the slug tank described below, other common war beasts include:

- the *rhinernaut*, a rhinoceros-like creature used to breach walls and smash down buildings
- the *slug bomb*, a single-celled acid-secreting organism that can eat through starship hulls and other barriers (see page 170)
- the *taloneer*, a monkey-like hunting creature often used against soldiers in forested areas
- the *xenocuda*, a piranha-like fish



SLUG TANK				
Val	Char	Cost	Notes	
9	Size	45	8" x 4"; -9 KB; -6 DCV	
70	STR	15	Lift 400 tons; 14d6 HTH [0]	
8	DEX	-6	OCV: 3/DCV: 3	
30	BODY	11		
15	DEF	39		
3	SPD	12	Phases: 4, 8, 12	
Total Characteristics Cost:				116

Movement: Ground: 15"/30"
Swimming: 0"/0"

Abilities & Equipment

Cost	Power	END
Engine Systems		
14	<i>Mucus Glands:</i> Ground Movement +9" (15" total); Limited Maneuverability (-¼)	0
-2	<i>Ground Vehicle:</i> Swimming -2" (0" total)	
Tactical Systems		
45	<i>Heavy Gauss Cannon (Front):</i> RKA 3d6, Armor Piercing (+½), Autofire (3 shots; +¼), 90 Charges (+¾); OIF Bulky (-1), Limited Arc Of Fire (180 degrees; -¼), Real Weapon (-¼)	[90]
5	<i>Heavy Gauss Cannon (Back):</i> 1 more HGCs (total of two)	
90	<i>Rocket Rack:</i> RKA 3d6, Area Of Effect (One Hex Accurate; +½), Armor Piercing (x2; +1), Autofire (3 shots; +1¼), Indirect (attack originates from vehicle every time, but can strike target from any angle; +½), No Range Modifier (+½), 30 Charges (+¼); OIF Bulky (-1), Extra Time (travels at the rate of 120" per Segment, taking a minimum of one Extra Segment to reach its target; -½)	[30]
25	<i>Howdah:</i> +10 DEF, Hardened (+¼); Limited Coverage (passenger compartment; -½)	0
Operations Systems		
8	<i>Scrambled Radio:</i> Radio Perception/Transmission, Concealed (-6 to Radio Group PER Rolls); OIF Bulky (-1)	0
15	<i>Sensor Systems:</i> Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+6 versus Range Modifier); OIF Bulky (-1)	0
10	<i>Shielded Systems:</i> Radio Group Flash Defense (10 points)	0
10	<i>Shielded Systems:</i> Power Defense (20 points); Only For Operations Systems (-1)	0
Personnel Systems		
18	<i>Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum)	0

Total Abilities & Equipment: 328
Total Vehicle Cost: 444

Value Disadvantages

25	Distinctive Features: Xenovore Vehicle (Not Concealable; Causes Extreme Reaction [abject fear])
20	Physical Limitation: Needs To Eat To Remain Alive And Continue Operating (Frequently; Fully Impairing)

Total Disadvantage Points: 45

Total Cost: 399/5 = 80

Description: Xenovores rely on dreadnoughts to provide artillery support for infantry; the Slug Tank is the only vehicle they deploy similar to Human armor. It functions as both an armored personnel carrier and a tank. To Humans, its appearance is grotesque. The Breeders "grow" a gigantic slug, 4 meters wide by 8 meters long. It has no eyes, antennae, or other sensory apparati — its nervous system connects directly to the driver's controls. Atop the slug is a fully-armored "howdah" large enough to hold twenty Xenovores. The howdah emerges from the slug's flesh — essentially the slug grows around it. At the front and back of the howdah are Gauss cannons on swivel turrets. Atop the howdah is a missile rack.

A Slug Tank moves swiftly on a thin layer of mucus exuded by glands located at either end. It can travel up a steep slope, and few environmental conditions slow it down (though it does suffer from limited maneuverability). The slug itself produces oxygen as a waste product, providing the passengers with a self-replenishing atmosphere. However, the Slug Tank requires a steady supply of sugars to continue operating — any sort of vegetable matter provides adequate food.



XENOVORE STARSHIPS



Unlike Humans, with their nearly infinite variety of starships, the classes of Xenovore ships are severely limited. Although each is unique in appearance, its functions — from its Hyperdrive, to its weaponry, to its starship fighter complement — are the same. The nuclear missiles used by the fleet are equivalent to those used by Human forces; refer to page 125 for a description of their effects.

XENOVORE DROPSHIP

Val	Char	Cost	Notes
8	Size	40	6.4 x 3.2; 25 tons; -8 KB; -5 DCV
50	STR	0	Lift 25 tons; 10d6 HTH [0]
8	DEX	-6	OCV: 3/DCV: 3
25	BODY	7	
10	DEF	24	
2	SPD	2	Phases: 6, 12
Total Characteristic Cost: 67			

Movement: Ground: 0"/0"
Flight: 10"/80"

Abilities & Equipment

Cost	Power	END
35	<i>Chemical Rockets:</i> Flight 30", x8 Noncombat; Limited Maneuverability (along vertical axis; -1)	0
-12	<i>Only Flies:</i> Ground Movement -6" (0" total)	
-2	<i>Only Flies:</i> Swimming -2" (0" total)	
7	<i>Armor Plating:</i> Hardened (+¼) for 10 DEF	0

Total Abilities & Equipment Cost: 28

Total Vehicle Cost: 95

Value Disadvantages

25	Distinctive Features: Xenovore vessel (Not Concealable; Causes Extreme Reaction [abject fear])
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Total Disadvantage Points: 25

Total Cost: 70/5 = 14

Description: Xenovores use Dropships as transports to and from the surface. An irregular spheroid, the Dropship carries up to twenty Xenovores or other cargo in tight-fitting compartments placed equidistant around its diameter. The engines are located at the middle of the ship, and its main rockets emerge from the bottom — the dropship can only travel straight up and down. When it lands, the Xenovores push through the Dropship's surface and emerge in full readiness. Dropships are vulnerable to ground fire; the Xenovores rely on numbers to ensure the success of landing assaults.

XENOVORE DREADNOUGHT ("XAERAN TRO'GAH")

Val	Char	Cost	Notes
26	Size	130	400" x 200"; -26 KB; -17 DCV
140	STR	0	Lift 6.4 mtons; 28d6 HTH [0]
15	DEX	15	OCV: 5/DCV: 5
250	BODY	214	
20	DEF	54	See Tactical Systems
3	SPD	5	Phases: 4, 8, 12
Total Characteristic Cost: 418			

Movement: Ground: 0"/0"
Flight: 30"/60"
Teleportation: 400 LY Hyperdrive

Abilities & Equipment

Cost	Power	END
Power Systems		
96	<i>Large Fusion Plant:</i> Endurance Reserve (240 END, 240 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
40	<i>Auxiliary Power:</i> Endurance Reserve (100 END, 100 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0

Propulsion Systems

4	<i>Hyperdrive:</i> Teleportation 4", MegaScale (1" = 100 light-years, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 3 LY per hour; -4½), Costs Endurance (-½), Increased Endurance Cost (x8 END; -3½), Requires Gravitational Distortion-Free Zone To Activate (see text; -½)	32
60	<i>Chemical Rockets:</i> Flight 30"; 1 Continuing Fuel Charge (easy to obtain; 1 Month; -0)	[1cc]
-12	<i>Flight Only:</i> Ground Movement -6" (0" total)	
-2	<i>Flight Only:</i> Swimming -2" (0" total)	

Tactical Systems

130	<i>Rail Gun:</i> RKA 6d6, Armor Piercing (x2; +1), Increased Maximum Range (140,000", or approximately 174 miles; +¾), 64 Charges (+½); OIF Bulky (-1), Real Weapon (-¼)	[60]
10	<i>Rail Gun:</i> 3 more Rail Guns (total of 4)	[60]
55	<i>Starship Laser:</i> Multipower, 124-point reserve; all OIF Bulky (-1), Real Weapon (-¼)	
3u	1) <i>Near-Targeting Beam Mode:</i> RKA 4d6, Increased Maximum Range (1,500"; +¼); OIF Bulky (-1), Real Weapon (-¼)	7
5u	2) <i>Far-Targeting Beam Mode:</i> RKA 4d6, MegaRange (1" = 100 km, can scale	

	down to 1" = 1 km; +1); OIF Bulky (-1), Real Weapon (-¼)	12	
4u	3) <i>Near-Targeting Pulse Mode</i> : RKA 3½d6, Autofire (3 shots; +¼), Increased Maximum Range (1,725"; +¼); OIF Bulky (-1), Real Weapon (-¼)	8	
5u	4) <i>Far-Targeting Pulse Mode</i> : RKA 3½d6, Autofire (3 shots; +¼), Mega-Range (1" = 100 km, can scale down to 1" = 1 km; +1); OIF Bulky (-1), Real Weapon (-¼)	12	
4u	5) <i>Sustained Beam Mode</i> : RKA 3d6, Continuous (+1), Increased Maximum Range (2,250"; +¼); OIF Bulky (-1), Real Weapon (-¼)	10	
15	<i>Starship Laser</i> : 7 more Starship Lasers (total of 8)		
24	<i>Hull Armor</i> : +8 DEF, Hardened (+¼); Limited Coverage (hull only; -¼)	0	
27	<i>Bio-Nanite Gel Layer Repair System</i> : Healing BODY 4d6 (Regeneration; 4 BODY per Minute), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (4 BODY/Minute; -1½), 1 Continuing Fuel Charge lasting 1 Hour (-0)	[1cc]	
14	<i>Point Defense System</i> : Multipower, 34-point reserve; all OIF Bulky (-1), Costs Endurance (-½)		
1u	1) <i>Close-In Defense</i> : Missile Deflection (all physical projectiles), Range (+1); OIF Bulky (-1), Costs Endurance (-½)	3	
1u	2) <i>Distant Defense</i> : Missile Deflection (all physical projectiles), Range (+1), MegaRange (1" = 1 km; +¼); OIF Bulky (-1), Costs Endurance (-½)	3	
12	<i>Missile Tracking System</i> : +6 with Missile Deflection	0	
605	<i>Self-Destruct System</i> : RKA 167d6 (standard effect: 501 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4)	[1nr]	

Operations Systems

80	<i>Sensor Package</i> : Variable Power Pool, 70 base + 35 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½)	var
70	<i>Long-Range Sensors</i> : MegaScale (1 light-year per Active Point, can scale down to 1 km per Active Point; +3½) for any Sensor Pool Sense of up to 40 Active Points; OIF Bulky (-1)	var
12	<i>Long-Range Sensors</i> : +16 versus Range for Radio Group; OIF Bulky (-1)	0
70	<i>Electronic Warfare Systems</i> : Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1)	var
20	<i>Electronic Warfare Defense</i> : Radio Group	

	Flash Defense (20 points)	0
4	<i>Sensor Enhancements</i> : +4 to Systems Operation; OIF Bulky (-1)	0
10	<i>Shielded Systems</i> : Power Defense (20 points); Only For Operations Systems (-1)	0
4	<i>Navigation Computer</i> : +4 to Navigation roll; OIF Bulky (-1)	0

Personnel Systems

12	<i>Life Support</i> : Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½)	2
16	<i>Cold Sleep Vault</i> : Life Support (Longevity: age at one-eighth normal rate; Diminished Eating: no need to eat; Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Cost Endurance (-½), Only Within Affected Area (large area at center of ship; -0)	2
3	<i>Food Supplies</i> : Life Support (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0)	[1cc]
15	<i>Antigravity Generators</i> : Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1)	3

Skills/Laboratories

13	<i>Tactical Systems</i> : +4 with Ranged Combat; Costs Endurance (-½)	2
13	Computer Programming 14-	
13	Cryptography 14-	
13	Demolitions 14-	
13	Electronics 14-	
13	Mechanics 14-	
15	Weaponsmith (Firearms, Missiles & Rockets, Incendiary Weapons, Energy Weapons) 14-	
100	Other laboratories (defined by GM or player)	

Total Abilities & Equipment Cost: 1,610

Total Vehicle Cost: 2,028

Value Disadvantages

25	Distinctive Features: Xenovore vessel (Not Concealable; Causes Extreme Reaction [abject fear])
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Total Disadvantage Points: 25

Total Cost: 2,003/5 = 401

Cost Additional Vehicles

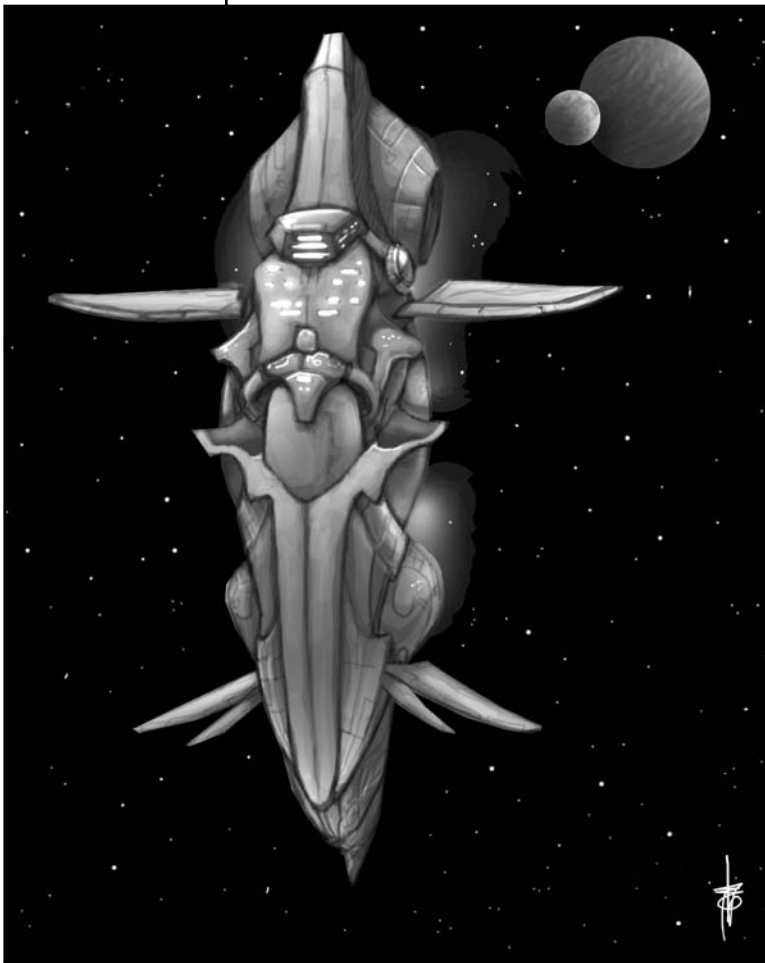
88	Wasp Starship Fighter
25	24 more Wasps (total of 25)
95	Bomber Fly Starship Fighter
25	24 more Bomber Flies (total of 25)
14	Dropship
35	99 more Dropships (total of 100)
70	Space Nuke

35 123 more Space Nukes (total of 124)

Description: The Xenovore dreadnought is the main ship of the line in an invasion fleet. Immense, and oriented vertically rather than horizontally, the ship looks similar to a Terran wasp's nest with a bulbous, organic hull. Encysted underneath folds in the hull are starship fighters (the ship above has 25 of each type, but each dreadnought has a different number). The dropships used to land Xenovores planetside are located along the bottom of the ship. They fall from five different orifices, launching at a rate of five per minute.

A dreadnought has a crew of over 200 Xenovores plus 65 pilots. At its center is a long chamber where shelf upon shelf of Xenovores lie in cold sleep waiting for planetfall. Two of the ship's Rail Guns are located atop the dreadnought, and can swivel 360 degrees. The other two are located underneath, near the orifices for launching dropships, and can fire on planetside targets. The Laser Cannons are distributed around the rest of the hull in a different pattern for each ship.

Below a dreadnought's outer hull is a layer of gel and bio-nanites. When the ship takes damage, the bio-nanites swarm to repair the damage (they can repair a maximum of 240 BODY before depleting the gel). The inside of the dreadnought is a warren of cramped tunnels, and only crewmembers can find their way easily without getting lost.



“WASP” STARSHIP FIGHTER (“G!SARK”)

Val	Char	Cost	Notes
5	Size	25	3.2" x 1.6"; -5 KB; -3 DCV
35	STR	0	Lift 3.2 tons; 7d6 HTH [0]
21	DEX	33	OCV: 7/DCV: 7
25	BODY	10	
12	DEF	30	See Tactical Systems
4	SPD	9	Phases: 3, 6, 9, 12
			Total Characteristic Cost: 107

Movement: Ground: 0"/0"
Flight: 45"/90"

Abilities & Equipment

Cost	Power	END
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Power Systems

60	<i>Small Fusion Plant:</i> Endurance Reserve (150 END, 150 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
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Propulsion Systems

90	<i>Chemical Rockets:</i> Flight 45"; 1 Continuing Fuel Charge (easy to obtain; 6 Hours; -0)	[1cc]
-12	<i>Spaceflight Only:</i> Ground Movement -6" (0" total)	
-2	<i>Spaceflight Only:</i> Swimming -2" (0" total)	

Tactical Systems

60	<i>Gauss Cannon:</i> RKA 3d6, Armor Piercing (x2; +1), Autofire (3 shots; +¼), Increased Maximum Range (1,000"; +¼), 64 Charges (+½); OIF Bulky (-1), Real Weapon (-¼)	[64]
10	<i>Hull Armor:</i> +4 DEF; Limited Coverage (hull only; -¼)	0

Operations Systems

34	<i>Sensor Package:</i> Variable Power Pool, 30 base + 15 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½)	var
39	<i>Long-Range Sensors:</i> MegaScale (1 million km per Active Point, can scale down to 1 km per Active Point; +1¾) for any Sensor Pool Sense of up to 30 Active Points; OIF Bulky (-1)	var
3	<i>Long-Range Sensors:</i> +4 versus Range for Radio Group; OIF Bulky (-1)	0
15	<i>Electronic Warfare Defense:</i> Radio Group Flash Defense (15 points)	0
55	<i>Electronic Counter-Measures:</i> Suppress Electronic Warfare 8d6, any Power one at a time (+¼), Increased Maximum Range (10,000" or 20 km; +½), No Range Modifier (+½), Reduced Endurance (0 END; +½); OIF Bulky (-1)	0

Personnel Systems

6	<i>Cockpit:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (1" x 1" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Week; -0)	[1cc]
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Skills/Laboratories

- 4 *Targeting System*: +2 OCV with Gauss Cannon
- 4 *Maneuverable*: +2 with Flight

Total Abilities & Equipment Cost: 366

Total Vehicle Cost: 473

Value Disadvantages

- 25 *Distinctive Features*: Xenovore starship (Not Concealable; Causes Extreme Reaction [abject fear])
- 10 *Physical Limitation*: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 35

Total Cost: 438/5 = 88

Cost Additional Vehicles

- 60 Tactical Nuke
- 10 3 more Tactical Nukes (total of 4)

Description: Slower and less maneuverable than the UES F-13, this Xenovore fighter (nicknamed a "Wasp" by Humans) packs a bigger punch and its hull has slightly more armor than its Human equivalent. Piloted by a single Xenovore of the Flyer Genotype, it normally serves to clear the path for Bomber Flies (see below), giving them a clean shot at the target.

A Wasp consists of two ovoid sections. The larger forward one holds the cockpit. The second attaches to the first by a narrow, slanted hull (which Human pilots learn is a distinct weak spot on the fighter). Attached to the underside of this second section, near the back, is a Gauss cannon set on a universal mount. Because of the position of the Gauss cannon, Wasp fighter pilots tend to fight at right angles to their opponents, a tactic that confuses some Human pilots early in the war. Four flat elongated ovoids, which appear as wings, extend from the first section. The aft pair of these ovoid "wings" carries thrusters; on the other two are missile launchers each with two tactical nukes.

"BOMBER FLY" STARSHIP FIGHTER ("TREZ'SARK")

Val	Char	Cost	Notes
6	Size	30	4" x 2"; -6 KB; -4 DCV
40	STR	0	Lift 6.4 tons; 8d6 HTH [0]
19	DEX	27	OCV: 6/DCV: 6
26	BODY	10	
14	DEF	36	See Tactical Systems
4	SPD	11	Phases: 3, 6, 9, 12
			Total Characteristic Cost: 114

Movement: Ground: 0"/0"
Flight: 45"/90"

Abilities & Equipment

Cost Power END

Power Systems
60 *Small Fusion Plant*: Endurance Reserve (150 END, 150 REC); OIF Immobility (-1½), Only Powers Electrical Devices (-¼) 0

Propulsion Systems
90 *Chemical Rockets*: Flight 45"; 1 Continuing Fuel Charge (easy to obtain; 6 Hours; -0) [1cc]
-12 *Spaceflight Only*: Ground Movement -6" (0" total)
-2 *Spaceflight Only*: Swimming -2" (0" total)

Tactical Systems
37 *Dual Gauss Cannon*: RKA 2½d6, Armor Piercing (x2; +1), Autofire (2 shots; +¼), Increased Maximum Range (1,000"; +¼), 64 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (0 degrees forward, same horizontal level; -1) [64]
35 *Slug Bombs*: Drain BODY 6d6, Ranged (+½), 32 Charges (+¼); OIF Bulky (-1), Dropped (-½), Only Works Against Starship Hull Materials (-¼), Real Weapon (-¼) [32]
10 *Hull Armor*: +4 DEF; Limited Coverage (hull only; -¼) 0

Operations Systems
34 *Sensor Package*: Variable Power Pool, 30 base + 15 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½) var
39 *Long-Range Sensors*: MegaScale (1 million km per Active Point, can scale down to 1 km per Active Point; +1¾) for any Sensor Pool Sense of up to 30 Active Points; OIF Bulky (-1) var
3 *Long-Range Sensors*: +4 versus Range for Radio Group; OIF Bulky (-1) 0
15 *Electronic Warfare Defense*: Radio Group Flash Defense (15 points) 0
55 *Electronic Counter-Measures*: Suppress Electronic Warfare 8d6, any Power one at a time (+¼), Increased Maximum Range (10,000" or 20 km; +½), No Range Modifier (+½), Reduced Endurance (0 END; +½); OIF Bulky (-1) 0

XENOVORE ORBITAL DEFENSE SATELLITE

Orbital defense satellites protect Xenovore Throneworlds. In essence they're platforms equipped with various weapons, placed and programmed to prevent orbital bombardment, planetary assault, and the like.

In game terms, orbital defense satellites are Automotons with DEX 15, BODY 30, INT 18, PD and ED 14, and SPD 4. Possible weapons include Gauss Cannons (RKA 7d6, Armor Piercing x2, range 200 miles, 250 Charges), lasers (RKA 5d6, 0 END, range 300 miles), and nuclear missiles. They have +4 OCV with their weaponry.

Personnel Systems

- 6 *Cockpit*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (1" x 1" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Week; -0) [1cc]

Skills/Laboratories

- 4 *Targeting System*: +2 OCV with Slug Bombs
4 *Maneuverable*: +2 with Flight

Total Abilities & Equipment Cost: 378

Total Vehicle Cost: 492

Value Disadvantages

- 25 Distinctive Features: Xenovore starship (Not Concealable; Causes Extreme Reaction [abject fear])
10 Physical Limitation: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 35

Total Cost: 457/5 = 91

Description: The second type of Xenovore starship fighter encountered by Human forces, the "Bomber Fly" performs fly-overs on enemy starships. Underneath the ship is a squarish section from which drop Slug Bombs. Each bomb has a small rocket that propels it directly downward from the fighter.

Although naval commanders use the term "fly-over" to describe Bomber Fly tactics, the ship can attack from any direction, since downward is relative in a zero-G environment — a fact that Human commanders, unfamiliar with bombing in starship battles, fail to account for in initial engagements with Xenovores.

When it strikes a target, a Slug Bomb bursts open, spraying a multitude of large, single-cell organisms that exude an acidic substance. The organisms are anaerobic, somehow resistant to vacuum, and adhere to any surface. Before expiring, they quickly eat through most materials known to Humans. Although it would require many Slug Bombs to jeopardize overall hull integrity, the weapon's purpose is to expose the interior of a starship to vacuum — even a tiny puncture in a hull could cause significant problems for any starship. In game terms, once a ship suffers one-third of its BODY in damage from Slug Bombd, pinprick holes are opened in the hull, and the ship begins to vent oxygen. The more Slug Bomb damage the ship sustains, the larger the holes; at about two-thirds of the ship's BODY, explosive decompression starts occurring in the effected areas; see *Star Hero*, page 285.

Two ovoid sections comprise a Bomber Fly. At the back of the rear ovoid are two thrusters. Two flat elongated ovoids, similar in appearance to wings, protrude from the first section and hold fixed-direction Gauss cannons. The Bomber Fly requires one pilot.

chapter eleven:



STORIES OF BATTLE Alien Wars Campaigns

GAMEMASTERING ADVICE



SYSTEM DEFENSE FLEETS AND FORCES

System defense fleets and planetary defense forces are described in brief in *Alien Wars*, with most of the detail focusing on the UE military. If you prefer to structure your military differently, feel free to do so. Individual system forces play an integral role in the war, especially during the Xenovore Offensive, and their structure varies from system to system. Some are more like police forces, with officers, investigators, and the like; others are more akin to the UE military but with different titles and divisions. Surely somewhere there's a system force to suit your needs!

Running a campaign in the subgenre of military science fiction presents some challenges compared to other types of science fiction campaigns. This section discusses some of these challenges and offers advice about how to deal with them and turn them to your advantage. It also points out some setting details unique to the *Alien Wars* setting and how these details apply to you and your players.

THE PLACE OF REALISM

To some extent, realism is important in any campaign, especially military science fiction campaigns. But it's just as important to keep a game interesting and flowing well from scene to scene, encounter to encounter. When you run games in the *Alien Wars* setting, find a balance between realism and flow.

For instance, suppose the PCs are enlisted men and need to speak with the company captain. *Realistically* they should take the matter to their lieutenant, who then takes the matter to the captain... if he deems it worthy of the captain's attention. And in most circumstances, none of this happens immediately — after all, company commanders are busy people with upwards of five hundred men under their command. While the PCs cool their heels waiting for word back from the captain, game play bogs down. A better option: allow the PCs to talk to the captain, and during the conversation have the captain mention that they should've taken the matter up with their C.O. before coming to him, but he'll let it slide... this time. This second option alludes to the way things should work in a realistic military, but at the same time keeps the game moving at an exciting pace. If the PCs need repeated regular access to the captain, establish an in-game procedure for it so they're not constantly flouting regulations.

Ultimately, the goal for most GMs should be *verisimilitude*, not necessarily pure "realism." Don't let strict adherence to realism hurt game play or impair everyone's enjoyment of the game — find a balance between the two.

THE CHAIN OF COMMAND

The chain of command, a hard and rarely-yielding fact of real-world military life, can become cumbersome in a game. Many players don't appreciate being given orders or chided for disobeying them. Rather than allowing it to become a detriment to your campaign, you should make the chain of command an advantage.

One obvious GMing advantage to military life is that the PCs always have a reason for doing

something — officers send them on missions.

In fact, you'll probably begin many scenarios by having an NPC commander give the PCs a mission briefing. But try not to be overbearing. Rather than have the officer tell the PCs what they must do to accomplish the mission, have him give them intel on the enemy and the mission objectives, then let the PCs decide how to accomplish their mission.

Upbraiding PCs for disobeying orders is a stickier point. If a higher-ranking officer gives a character a dressing-down, the PC has to stand there and take it — needless to say, talking back to a superior is frowned upon in most militaries. Players often have different ideas though. Now ideally the PCs will never make a mistake and you'll never have to deal with the situation... but Clausewitz's "fog and friction of war" applies equally well to GMing! If you feel the PCs should receive a dressing-down, don't roleplay the situation — just narrate what happens. That way you avoid taking an antagonistic role but still get the message across. For example, you might say: "Between gaming sessions you meet with the captain. He talks with you a long time about why your last mission went awry, and expresses his displeasure with the situation. It's obvious you're in the doghouse now." And then start the adventure from there. That maintains verisimilitude without causing any problems.

Who's In Charge Of This Squad?

Similar problems can arise if some PCs have a higher rank than others. This isn't a problem among many gaming groups — in fact, it can lead to some good roleplaying opportunities. But among others it's the kiss of death, as the bickering between characters over some order or another spills over to the players.

If you suspect some players won't appreciate other players' PCs having a higher rank, or that a PC with higher rank might abuse his privileges, you have two options. One, not necessarily realistic, is to make sure all your PCs have the same rank. Second, focus the campaign around a Joint Task Force or other group that mixes PCs from different branches of the armed forces. While a Navy commander ranks higher than a Army major, no Army officer is going to let a Navy man decide who takes the point in planetside operations (and few Navy officers would be foolish enough to try). Similarly, no Navy commander would let an Army colonel tell him how to run his starship. This way each character takes precedence in his given field, regardless of rank.



FUTURE UNCERTAIN

Alien Wars describes events in the Xenovore Wars from their very beginning in 2303 to their end in 2396. This might seem to detract from a campaign set during the period, because the PCs know the outcome of the war. But you should keep some important facts in mind.

First, just because Humans win the war doesn't mean the PCs survive the war! Knowledge of Humanity's fate tells the PCs nothing about what happens to them specifically.

Second, the Xenovore Wars covers a huge amount of territory and involves billions of people — no history book could give an exhaustive account of the numerous military actions taking place over the course of the century. Nor could one book chronicle in full the dozens or hundreds of times the fate of millions, or even all Humanity, hung in the balance. If you feel player knowledge of the future detracts from the game, focus your campaign on aspects of the war and battles for worlds not described here. In other words, rather than dealing with the “big picture,” bring the campaign into tighter focus and concentrate on one part of the war — perhaps the battle for Beldana V or the invasion of Fexao during Operation Future Peace.

Third, the information about who specifically did what in the Xenovore Wars has been deliberately kept vague as much as reasonably possible. That way you can put the PCs in the crucial battles and events and make *them* the heroes of the day, rather than some NPC. And remember, historians don't always get everything right or describe every aspect of a battle. So while starship maneuvers and the like might receive all the credit for victory in

the history books, perhaps without the PCs doing something “meaningless” on the edge of the battle everything would have gone wrong.

Finally, there's no reason why you can't change history — in fact, it's your prerogative as GM to do things like that just to keep the players on their toes!

“GET THE CAPTAIN ON THE HORN...”

“... and find out what we're supposed to do next.” Players might be tempted, when presented with a dilemma, to consult an NPC about the situation rather than solve it themselves. This diminishes the challenge of a game, since in essence the players are asking you, the GM, what to do next.

There are two ways you can deal with this situation. First, Xenovores can detect radio transmissions as easily as Humans can. If the PCs are in enemy-occupied territory, they'd be unwise to reveal their position. Second, an officer expects the men assigned to a mission to accomplish that mission. He has likely given them all the intel he has about the target or objective, doesn't really have anything new to add, and doesn't want them to keep pestering him to make every decision for them. Remember, this is a fight for Humanity's future, not some early twenty-first century espionage scenario in which the brass deliberately keep information hidden from their underlings for inscrutable or conspiratorial reasons. It's in *everyone's* best interest for the PCs to have all the intel available, and the best equipment they can get their hands on (not necessarily the best in existence, mind you).

On the other hand you can use communications to your benefit. If the players are stuck, allow

them to contact an officer to help keep the game moving. And remember a radio is a two-way street: if the PCs wander off in a direction not pertinent to the scenario, have an officer call them and get them back on track.

KEEPING THE XENOVORES INTERESTING

Over the course of an *Alien Wars* campaign, it's highly probable the PCs fight Xenovores repeatedly. After the first few encounters, your players may have pretty well pegged the Xenovores' strengths and weaknesses. So it's up to you to keep encounters with the enemy fresh and surprising — and most importantly not to let the players become too confident in their knowledge of the enemy. In other words, keep them guessing!

Varying The Scenery

First, vary the situations and location of encounters. A squad's mission often involves more than just "kill Xenovores." Maybe they have to penetrate enemy lines and scout the terrain. Or they have to escort a group of refugees to safety. Or they have to get orders from one commander to another, and between the two commanders are a thousand Xenovores, all hungry for fresh meat to supplement their rations. In each of these scenario ideas, the needs and priorities differ, making the means of accomplishing the mission different. Similarly, vary the environment. The theater of operations for the Xenovore Wars spans thousands of light-years and hundreds of planets, each with a unique climate, atmosphere, and topography. From alien jungles to radioactive wastelands, from groundside to space stations, from Human ships to Xenovore ships, from heavy gravity worlds to light gravity worlds, each presents its own set of challenges in addition to the omnipresent threat of the Xenovores.

Fun With Genetics

Second, the Xenovore genome is your friend. Because of it, there's no such thing as "a typical Xenovore." If you want, each and every Xenovore can be a unique specimen of the species. Of course, the types of Xenovores you create should be in keeping with the campaign tone. In a gritty and realistic campaign, it's advisable to not go too over the top and try to keep the genetic traits within the realm of believability, or else your players might fall too much out of the mood. But outside of that caveat, use your imagination. For example, if the scenario takes place on a low-gravity world in the Xenovore Empire, maybe the Breeders evolved a Genotype with wings that allow them to glide and take advantage of environmental conditions.

For campaigns spanning long periods of time, perhaps the Breeders refine and improve Genotypes, even going so far as to create new ones in hopes of stopping the Human advance. For instance, will the PCs realize the Xenovore pilots they face in dogfights get faster and more accurate with each passing decade? Will they notice that Xenovore tactics seem to improve after initial skirmishes — not to mention the three horizontal slashes that now mark the carapaces of pack Alphas, indicating that a new Genotype has arisen

from the gene pool to challenge the Humans on the fields of battle?

CHARACTERS FROM DIFFERENT ARMED FORCES

One issue that sometimes comes up in military science fiction games is that not all the players want to be members of one branch of the armed forces. Maybe one wants to be a Marine, while another wants to be a pilot, and a third wants to be an intelligence officer. In this case, two campaign management possibilities exist.

First, during the early to mid-part of the war, before Admiral Zhukov restructures the UE military, many different forces take part in the defense of Human space. Additionally, communications are bad, casualties high, and events generally chaotic. Frequently, forces evacuate in a mad dash to escape the enemy. During times like these no one much cares who belongs to what service, and it's easy to believe that troops from different branches of the UE military and even civilians become commingled. The fighter pilot who was on planetside leave when the Xenovores attacked, the marine who got separated from his unit while guarding the retreat, and the intelligence officer who was delivering vital information to a commander might find themselves aboard the same shuttle, and from there, they are pressed into duty as a single unit because of a lack of fighting men to fill out the ranks.

Second, joint task forces are common during the Xenovore Wars. They require experts in all fields, from physicists to combat specialists, so military commanders draw upon all available resources to obtain the necessary personnel. The university professor who's an expert in alien languages might find himself fighting side-by-side with an Army Ranger and a TIC agent in an attempt to penetrate a Xenovore hive-colony and escape with valuable data about the enemy.

WHICH TIME PERIOD?

Before beginning a new campaign, you should decide what time period you wish to start in. As described in Chapter Five, the war can be divided into four distinct periods: the Militarized Zone; the Civil War; the Xenovore Offensive; and Operation Future Peace. Each of these has its own mood and tone, and you should choose a period based on this, as well as which you think would be most fun.

The Militarized Zone

This is the most grim of the four periods. The Human military is inept and fails to understand the situation. Commanders commit one blunder after another, each one costing thousands of lives. In this sort of campaign, the PCs are likely among the few competent personnel in the military, and it falls on their shoulders to lead other men to safety and deal with the incompetence of officers and other military personnel. The PCs can't hope to stop the Xenovores — the best they can hope for is saving as many lives as possible. Even when the Treaty Fleet forms and stops the enemy advance, there's no hope of defeating the enemy, only holding him back.

The Civil War

This period is less about open war and battle, and more about espionage and covert operations. The enemy isn't an alien aggressor; it's other Humans — and not necessarily “evil” ones, either. A campaign set in this period should have shades of grey and frequent moral quandaries. Either the PCs work for the UE and Magistrate Krutch (a man set on toppling the republic and installing himself as dictator) or the Spinward Union (men and women taking advantage of a war to increase their own power). Both sides employ criminals as well as military personnel and intelligence operatives to accomplish their missions. As the Civil War wears on, it should become increasingly obvious that whoever employs the PCs is less than respectable, and maybe eventually, as their actions result in the death of civilians and other innocents, the PCs turn against their commanders and choose a third, brighter, path.

The Xenovore Offensive

This is a time of heroes... in such bleak circumstances, how can men and women be anything less? This period is almost as grim as the Militarized Zone, but the incompetents who led the UE military have gone to their graves. The survivors of the early wars are capable individuals who, after years of fighting, have learned how to wage interstellar war. Morale is no long poor — the defenders of Human space are determined to fight until the last man. If Humanity is going down, the Xenovores are going to pay for each and every life they take. Finally, unlike the Militarized Zone, there's a light at the end of the tunnel. If the PCs can survive the early part of the period, they can take part in the victories when Admiral Zhukov and his Combined Fleet arrive to turn to the tide of war. Or perhaps they're part of Admiral Zhukov's force, coming to the rescue of their fellows.

Operation Future Peace

This period is perhaps the most versatile of the four. Humans control a large area of the Xenovore Empire. At the front, the battles are just as desperate as those of earlier periods, with Humanity fighting tooth and nail for every light-year of territory. In the occupied territories things are far from quiet, with surviving Xenovores moving in small groups and striking from ambush. The military overextends itself attempting to keep control of all the planets, and the PCs might find themselves the only squad in a region or even on an entire continent, hunting Xenovores, coping with slave populations, and encountering all kinds of unknown weirdness. If you prefer straight-up military action-adventure scenarios, maybe the PCs are Special Forces or Marines, the best of the best in orbit-to-surface assaults.



CAMPAIGN IDEAS



Most *Alien Wars* campaigns will be fairly stereotypical military science fiction ones — the PCs are a squad of soldiers (often an elite unit of some sort) who conduct overt and covert missions against the enemy during one stage of the Xenovore Wars. But the events of the 2300s are of large enough scope to allow for lots of other types of military-oriented campaigns. Here are a few ideas, including plot seeds, to use in the *Alien Wars* setting. Each of them can work in any period with a few tweaks.

DAS BOOT

In this campaign, the PCs are the crew of a submarine (maybe a twenty-fourth century version of the *Los Angeles*-class submarine described on page 68 of *The Ultimate Vehicle*) stationed on an alien world. Because the Xenovores tend to ignore aquatic regions, the PCs survive the initial attack on the planet and now must come to the aid of the survivors. Eventually the Xenovores notice the characters' activities... and when they do, what kind of aquatic horrors might they unleash?

The *Das Boot* campaign works best during the Xenovore Offensive when planets are being overrun by the enemy, and is especially fun on planets inhabited by Selkies or with underwater habitats. Possible NPCs include the personnel at an underwater base or contacts with land-based resistance organizations. Players should build Standard Heroic characters with 75 Base Points plus up to 75 points' worth of Disadvantages. Each PC in the group takes the role of one of the crew, with Skills appropriate to his job, and they need a vehicle (possibly multiple vehicles) you provide them.

Plot Seeds

Supply Run: The PCs are in desperate need of supplies... but the only source is several kilometers inland and under the shadow of a Xenovore dreadnought. Along the way, the PCs might run into Human resistance elements or have to help refugees escape the invaders.

Sharks Patrol These Waters: The PCs' free reign of the coastal areas comes to an end when the Xenovores unleash their latest bio-engineered monstrosity, an aquatic predator larger than a sperm whale and meaner than a shark. No matter how many the crew kills, more seem to come. When the "sharkmoths" begin to threaten undersea colonies, the PCs must stop them at their source.

Evacuation: Word comes down: the UE Navy is evacuating the planet. This will be the PCs' last chance to get off-world. But what about those land-based members of the resistance? Can the PCs get

them to the evac site in time to meet the shuttle?

FROM START TO FINISH

This is the big one — a campaign encompassing the entire Xenovore Wars starting in the Militarized Zone in 2326 and ending in Xenovore space in 2396. The PCs begin as young recruits fresh out of basic training and just assigned to their first duty post. They find themselves fighting Xenovores for the next seventy years. You can string together any of the campaign ideas in this section to make up the whole campaign.

As the campaign progresses, the PCs climb through the ranks, win medals, suffer set-backs, watch worlds fall to the invaders, suffer injuries, and finally help turn the tide of war. This sort of campaign requires a commitment from both the GM and players. Even with five or ten years occasionally passing between sessions, the game takes quite awhile to unfold. Furthermore, the nature of the adventures probably changes considerably over the course of the campaign — the campaign may begin with small unit action against the Xenovores and end with the PCs in command of divisions or even fleets and armies. To reflect the PCs' inexperience at the beginning of the campaign, players should build Competent Normal characters with 50 Base Points plus up to 50 points' worth of Disadvantages... but the GM can give them large "lump sums" of extra points from time to time in addition to their Experience Points, if necessary.

FOR A FEW CREDITS MORE

In this campaign, the PCs aren't Humans at all — instead they're a motley crew of mercenaries gathered from all types of species from worlds outside of the United Earth. Learning that there's good money to be made in Human space, they hire themselves out to the highest bidder. They could work for the Spinward Union or Terran Intelligence Command during the Civil War, or the Antispinward Treaty Organization during the Xenovore Offensive, and eventually join with the Combined Fleet. Experienced with interstellar tactics and strategies, these mercenaries might have to show the Humans a thing or two about how to fight a space war, and maybe possess advanced technology or have previous experience fighting the Xenovores. Players should build Standard Heroic characters with 75 Base Points plus up to 75 points' worth of Disadvantages, and if necessary must have the *Advanced Technology* Perk. For more examples of possible species and alien equipment, check out the *Terran Empire* setting book.

Plot Seeds

Courier: It started out as a simple mission: carry a TIC commander's orders from point A to point B. But when the mercenaries find themselves caught in gravity well and surrounded by hostile gunships, will they attempt to change sides? Or will they claim they're merely passing through? And what are the orders anyway?

Emissaries? Us?: The mercenary PCs have read the writing on the wall and hired on with the Combined Fleet, and now Admiral Zhukov has a special mission for them: return to your home system and attempt to forge an alliance. The pay is excellent, but does Zhukov realize the PCs don't necessarily have the best of reputations in their home system?

IN COMMAND

Rather than playing grunts, the PCs hold command rank — maybe they even sit on the Joint Commanders Council. In this sort of campaign, scenarios explore not just military offensives against the enemy, but also the politics related to those offensives. Not everyone shares the same ideas about how to effectively wage war, and it's up to the PCs to make sure their way is the one implemented by Admiral Zhukov. Furthermore, not all of the Joint Commanders have forgotten their personal ambitions, and some might have agendas that have little to do with the Xenovore Wars and much more to do with personal gain.

This sort of campaign works best during Operation Future Peace. Players should build Standard Heroic characters with 75 Base Points plus up to 75 points' worth of Disadvantages. Many of the points should be spent on Fringe Benefits like *Rank* or *Contacts*.

Plot Seeds

DeValiere's Dirty Secret: Claude DeValiere always seems to come out on top. The PCs become worried about his influence with Zhukov and decide they need some leverage on the man. What skeletons will they discover in DeValiere's closet... and how will he respond when he learns about their snooping around?

The Intelligence Command: Admiral Zhukov has stated again and again that the TIC only acts against outside aggressors... but why are those agents following the PCs everywhere? Could Director-General Price be less incorruptible than she seems, or Zhukov less honest?

Production Problems: The Planetside Establishment reports that a large corporation in the spinward region of Human space is being less than helpful. At Zhukov's order, the PCs must travel to the company's headquarters and convince the owner to be more enthusiastic in his support of the war effort. When they arrive, it's obvious something secret is going on in a large area off-limits to the PCs. But what could it be?



LIFE WILL NEVER BE THE SAME...

The PCs begin as civilians when the Xenovores invade their worlds. Uprooted from their homes, they find themselves pressed into service against the alien species as members of a resistance organization, or maybe even the resistance's founders. The PCs must learn about tactics and strategy as they go, and likely lack the support structure — especially access to equipment — military characters have. Possible scenarios range from escaping the Xenovores (probably the first scenario you run), to helping other refugees get to safety, to guerilla raids against the enemy.

This campaign works best during the Xenovore Offensive. Players should build Competent Normal characters with 50 Base Points plus up to 50 points' worth of Disadvantages. Characters can have backgrounds in planetary law enforcement or defense forces to represent some quasi-military experience, but more likely begin as simple colonists and must learn the ropes of military life during play.

Plot Seeds

Run For It! The PCs have to get to safety. Along the way, they need to find weapons (and learn how to use them!) and decide whether they'll slow down to help other refugees — not to mention find someplace safe from the invading Xenovores!

Alliance: On Colony Worlds with native populations, the Human refugees decide their only chance for survival is an alliance with those natives. Chosen to be ambassadors, the PCs must create an arrangement with the natives, who may not have the highest opinion of Humanity after a period of occupation and exploitation.

Sabotage: A single member of Army Special Forces stumbles into camp. Badly wounded, he details a sabotage mission against a Xenovore installation that

needs to be completed before the Navy can arrange for the evacuation of the planet. Will the PCs pick up the baton and accomplish the mission — and will their hard-won skills earned after numerous skirmishes with the Xenovores match those of a Special Forces squad?

THE MEN WHO WOULD BE KINGS

Set on an off-the-beaten-path planet during Operation Future Peace, this campaign is less heroic than other *Alien Wars* campaigns. After fighting for years in a seemingly endless war, the PCs have decided it's time to make some profit for themselves. The only Humans on a former Xenovore Slave World, they set themselves up as rulers — benevolent ones, hopefully! — over a primitive species. But that's just the beginning. What happens when the Army comes looking for them? Who's to say *all* the Xenovores are gone from the planet? Surely members of the slave population want to manipulate the Humans for their own ends. And who knows what other dangers lurk on the unexplored world?

Players should build Standard Heroic characters with 75 Base Points plus up to 75 points' worth of Disadvantages, and Package Deals appropriate to a military background. This campaign also makes an excellent multi-session scenario with the PCs assigned to track down the deserters who've set themselves up as rulers — see the movie *Apocalypse Now* for ideas.

Plot Seeds

Fulfilling The Prophecy: The leaders of the native population begin acting suspiciously. Soon the PCs discover a prophecy of saviors coming from the heavens... and sacrificing themselves to liberate the species. The PCs have achieved the first part, but what about the second? If native leaders have anything to say about it, they'll fulfill that part soon!

Return Of The Xenovores: Uh-oh... reports come in that several people have sighted a Xenovore dreadnought. What are the PCs going to do? They can't ask for help from the UE military for obvious reasons. Will they lead their subjects to safety, and if so, where will they go? Or will they choose to stand and fight the Xenovores?

Rival Kings: It seems the PCs aren't the only deserters with the idea of setting themselves up as kings. A squad sent to find them is trying to horn in on the kingship business. Will the PCs declare open war on these pretenders to the throne, or will they try to reach some kind of understanding? And how will the native population react to two sets of kings?

ON THE TRAIL OF THE CASSANDRA

The year is 2374 and the PCs are the handpicked crew of an exploration vessel tasked with blazing a path for the imminent invasion of Xenovore space. As a joint task force under the command of the Terran Exploration Service, they must locate planets to serve as supply depots and fueling stations, identify astronomical dangers, make first contact with alien species, and explore a long stretch of uncharted space. And somewhere out there at the end of their journey is the Xenovore Empire....

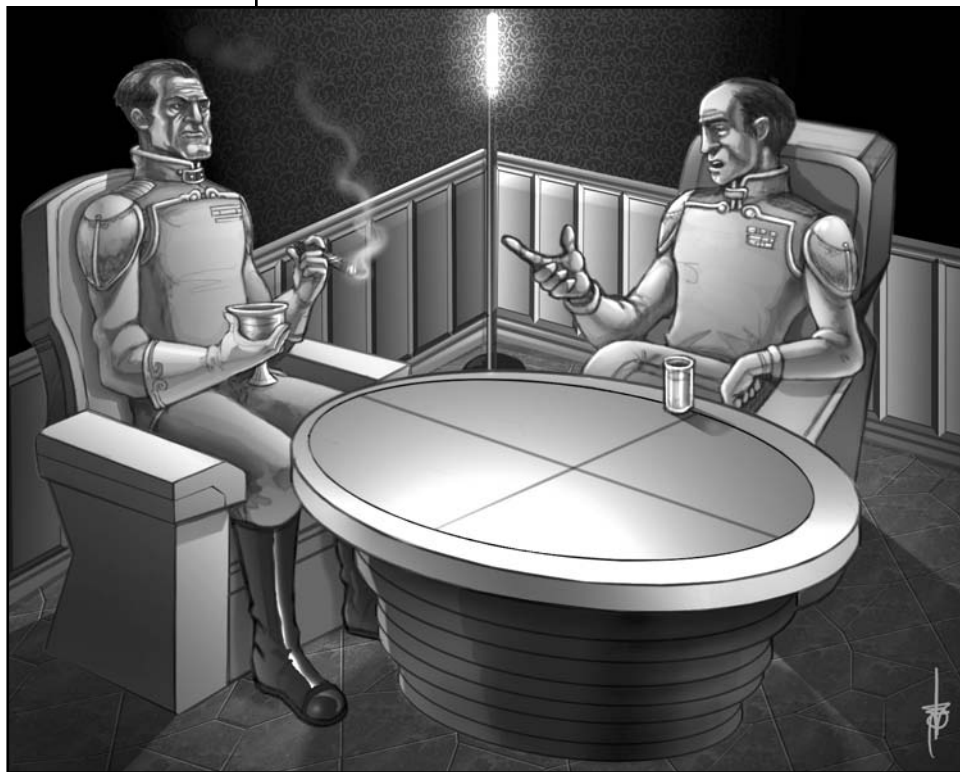
Players should build Standard Heroic characters with 75 Base Points plus up to 75 points' worth of Disadvantages, and Package Deals reflective of wide variety of backgrounds from scientists to intelligence operatives to military personnel. And, of course, they have a small starship provided by you.

Plot Seeds

The Fate Of The Calchas: The *Cassandra* wasn't the only deep space explorer sent antispinward of Human space. As they travel, the PCs receive an automated distress call from the *Calchas*. They track the ship to an unexplored planet and find its wreckage, including a recorded message. At least some of the crew survived, but what happened to them? And what are those strange noises coming from just over that hill?

The Thorgons: The PCs make first contact with the Thorgons, a martial and bellicose species described in *Terran Empire*. Something less than diplomatic, the Thorgons take the PCs prisoner. Are these the guiding intelligence of the Xenovores that some Humans believe exists? And if not, can the PCs convince the Thorgons to ally with Humans? But most importantly: can the PCs escape to continue their mission?

Uh-Oh.... The end of their mission is in sight — the PCs have finally arrived in Xenovore space. How do they know? A planet surrounded by Xenovore dreadnoughts is a good clue! Now the PCs just have to escape detection and make it back home alive....



THE PRICE REPORT

In 2363 Admiral Zhukov re-forms the Terran Intelligence Command and transforms it from a secret police agency into a branch of the military tasked with discovering information about the enemy. In this campaign, the PCs are one of the teams assembled by Director-General Sylvia Price to gather data on the Xenovores. But they don't just sit around laboratories and offices analyzing vids and compiling facts and figures. They're out in the middle of things performing special missions at the direction of their handler — missions ranging from infiltration of a Xenovore hive-colony to attempts to take control of a Xenovore dreadnought.

Players should build Standard Heroic characters with 75 Base Points plus up to 75 points' worth of Disadvantages. They can come from a wide variety of backgrounds — not just military ones, but also scientists like xenologists, bio-tech engineers, and xeno-sociologists.

Plot Seeds

Ship-To-Ship Attack: Director-General Price wants an intact Xenovore dreadnought, and the PCs are just the team to accomplish the mission. They must travel with ships of the UE Navy, and then execute one of the most deadly operations in the military: a ship-to-ship boarding. Once they get past the dreadnought's defenses, they have to subdue hundreds of Xenovore in an environment that's not easy to navigate and may hold all sorts of unpleasant surprises.

Take Him Alive! The PCs have to capture a Xenovore Polemarch alive. They must work their way through enemy lines, use Army units to arrange diversions, and finally penetrate a Xenovore hive-colony to accomplish their mission. Once they have the Polemarch, can they keep him alive long enough to reach friendly territory?

Chasing A Myth: The TIC keeps hearing rumors of a soldier with an uncanny knack for fixing machinery. Some believe he possesses a unique psionic ability that might help them understand the workings of Xenovore computers. But, of course, the Army can't find any record of his current whereabouts. Starting with his last known duty post, the PCs must track him through the Militarized Zone... and when they find him, will his supposed psionic powers be for real?

SLAVE UPRISINGS

During the latter part of Operation Future Peace, the military sends task forces to infiltrate Xenovore-controlled worlds and engineer slave uprisings. In this campaign, the PCs are one of these highly-skilled squads. Their ranks include experts in covert operations, alien psychology, alien languages, and related subjects. Each world they infiltrate is unique, since each slave species has its own customs, culture, and character. Some, like the Fex, want to throw off their shackles and fight the oppressive Xenovores, but the PCs must prevent them from becoming over-eager. Others have been slaves for so long they have forgotten how to fight, and the PCs must inspire them to

rise up against the Xenovores. And of course, they have to do all of this while they avoid being captured by the enemy.

Players should build Standard Heroic characters with 75 Base Points plus up to 75 points' worth of Disadvantages. Most of the PCs are likely to come from Army Special Forces, the Marines, and the TIC, but characters from the Terran Exploration Service and those with backgrounds in xenology and linguistics are also invaluable to the mission.

Plot Seeds

Pawns Of Prophecy: The PCs try to engineer a revolt on a world where ancient religious prophecies depict their coming. In the midst of trying to accomplish their mission, they have to deal with political rulers who see them as a threat to their personal power, fanatic religious leaders who regard them as supporting heretical interpretations of scripture and want to get rid of them, and so forth.

Look What I Found: While exploring a Slave World, the PCs discover the ruins of an ancient civilization, once highly sophisticated but now long extinct. Included among the ruins are some unusual technological artifacts that might significantly enhance Humanity's ability to fight the war. But there's a Xenovore task force approaching to retake the world; how can the PCs get the tech back to the UE forces?

The Great Escape: The PCs are tricked by loyalist slaves and turned over to the Xenovores. Now they have to escape from a prison located on a desolate island in an inland sea before they become tomorrow's entree....

THE TRADER'S LIFE FOR ME

In this campaign, the PCs aren't members of the military at all. Instead they're independent merchants plying the spacelanes and trying to make a profit. The law of supply and demand dictates that the greater the demand, the higher the price... and the demand doesn't get much higher than on worlds cut off by the war. Between dangerous journeys to planets under siege, sketchy black marketeers, and military commanders more interested in winning the war than a merchant's livelihood, you have the makings for a great campaign.

Players should build Standard Heroic characters with 75 Base Points plus up to 75 points' worth of Disadvantages. Characters can run the gamut from profiteering smugglers, to disillusioned deserters, to experts in alien antiquities and fine arts.

Plot Seeds

Why Are These So Heavy?: Every trader has a black market contact, and every trader knows dealing with weapons is a dangerous business practice. So when ammunition spills out of some black market crates of rations, what will the PCs do? Will the temptation to turn a tidy profit overcome their common sense?

But I Own This Ship!: The PCs make the mistake of responding to a communication from a nearby military vessel. Now the Navy captain has commandeered



their vessel for an important military mission. He promises the PCs can go their own way once the mission is accomplished, but can they believe him? Of course fighting back is punishable by death, so maybe they don't have a choice!

Where Is That Again?: The latest fad in Human space is little clay statuettes sculpted by some alien artist. The reason the price is so high: the artist belongs to a slave species in the Xenovore Empire. Rumor says a canny trader can get the statuettes for mere credits apiece and make a huge profit back in Human space... but he has to travel into a war zone to get the statuettes. Is it worth the risk?

WORLDS BEYOND

The Xenovores have expanded in all directions, not just toward Human space. During that expansion they encounter other alien species, specifically during the twenty-fourth century the Mondabi and the Thorgons. In this campaign, the PCs aren't Humans at all — instead they're a different species fighting against the same enemy in a different war antispinward of Xenovore Empire. And who knows? Maybe some Humans have strayed far from the front and find themselves the first ambassadors to a previously unknown interstellar society. Players should build Standard Heroic characters with 75 Base Points plus up to 75 points' worth of Disadvantages, and you should consult *Terran Empire* for more details about possible species for characters.

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