Roughnecks: Starship Troopers Chronicles



By Mega-corp

Welcome to the Mobile Infantry Soldiers! You have decided to join the join the prestiges fighting arm of the United Citizens Federation. The UFC is a perfect model of an ordered society, and now both it and mankind are under attack. Once Humanity was poised to pan the stars, now we have discovered a hostile alien species called the Arachnids. This race of bug like aliens is made up of a collection of sub-species that are as alien as they are deadly.

Having already struck first at the sovereign territory of Pluto. The death toll was high, but we have the tools and the talent to take this war to their caves and burrows and make them pay. With the greatest weapons and armor mankind has ever made, we will prevail. We will not leave one bugt alive; we can kill them all. We must kill them all.

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

...What do you mean you don't remember getting here? Well you are here now! Now get in

line!

Welcome to the Mobile Infantry Jumpers, here is a 1000 cp to help you in your fight for what is right!

Military Campaigns

This is the location and time period you decided to join the fight. Roll a 1d8 or pay 100 cp to choose your campaign.

1.Pluto: Shortly after Operation Pesthouse, which was mankind's first battle with the Bugs. At this point SICON believes the Bugs to be a native species to Pluto and the reemergence is seen as merely an opportunity to showcase their authority over the stars. Moral is high and no one expects the Bugs to be a significant threat. It would only be later in this campaign that the Transport Bug and realize that the Arachnids had FTL capabilities.

2.Hydora: After the discovery of the Transport Bug, SICON will send a small fleet of nine ships to track it down and follow it. Shortly after they will discover the Transport Bug landing on a planet they will name Hydoria a 91% water covered world with an atmosphere sphere composed mainly of saturated hydrogen. The air is so think in condensation it will drown you in three minutes. The land such as it is is often full of jagged cliffs and spear like stone formations, often jutting out of the water all over the planet. The campaign started off as merely surveillance, but quickly escalated as SICON decided to fight the Bugs and there new sub-species, the flying kamikaze rippler. The Mobile Infantry will also have its first encounter with the telepathic Brain Bug here as well.

3.Tophet: A world who's fluctuating magnetic forces in its atmosphere helped hide a nasty surprised for the Mobile Infantry. This was the first world colonized by the tall gangly alien race that would later be known as the Skinnies that the Mobile Infantry touched down on. This was the second alien life they had discovered and were original thought to be allies of the Arachnids. It later would be discovered that the planets Skinny population was being controlled by a new type of Arachnid called the control bug. The planet itself is a combination of alien cityscape and mountainous regions.

4.Tesca: A moon as large as the earth orbiting a gas giant called Tesca 4. This is a lush jungle covered planetoid that is a bread basket for the entire Arachnid Empire. This planet was also the first time the newly freed Skinnies allies of the Federation saw integration into marine squadrons. Although this move was a major moral victory and did bring new tactical advantages to the mobile infantry. The integration of former adversaries was not without its problems. This campaign also saw large numbers of the Archanid's jungle adapted sub-species, the Spider Bug.

5.Zephyr: A rather abrupt departure from the other destinations here, the Zephyr is in a fact a

trooper transport sent to rendezvous with a science vessel that was trying to discover an asteroid that contained a new chemical that seemed to be a bioweapon against the Bugs. The starship will crash on a ice covered asteroid that is in fact a giant interstellar bug with the capability to devastate worlds. A bug heading towards Earth. The environment of the Ice Bug is dangerous, not only with digestive acids and organic passageways, but symbiotic firefies bugs brought by a infected pilot.

6.Klendathu: The homeworld of the Arachnid race. The mobile infantry is unintentional lead here by a mutated human/Bug hybrid named Zander. Klendathu is a harsh environment dominated by the Bugs. Nevertheless the Mobile Infantry is determined to finally end the war by assassinating the Queen they suspect to be here. The war takes a disturbing turn as Zander bolsters the Bugs ranks with a new type of arachnid that can fit into mobile infantry power armor and fool casual inspection.

7.Homefront: After the invasion of Klendathu the Arachnid Queen manages to escape to Earth with a large force. This is a planet under siege with an even larger fleet of Carrier Bugs on the way.

8.Free Pick: Lucky you! You can pick any campaign as your arrival point.

Background and Military training

Enter the this world as the gender you were previously and roll 1d8+18 for your age. You may spend 50cp each to change your gender or your age.

Military Training

Whether you were born to this world or simply dropped in outside of the bus is of no consequence. You are in the Federations Military forces and that is all that matters. However the scope and direction of your military training is far more important to you here.

Trooper (Free): You are a ground pounder plain and simple. Although hardly less skilled than the other courses of training. You are trained to be a fighting machine, able to keep your calm fighting the hordes of bugs and accurately put a bullet where it hurts. The upper levels of skill can get you elevated to Sniper status.

Field Medic (50 cp): Trained to keep your squad alive you do it well. The Field Medic is trained in the latest medical techniques designed to operate in the worst of conditions, where fast work under fire might be the difference between life and death for your fellows...and yourself.

Engineer (100 cp): The Mobile Infanty couldn't fight thoughout the galaxy without its almost numberless assortment of gear and equipment. The technology of the future requires highly trained individuals to maintain and repair them in the worst conditions the universe can offer.

Make no mistakes, to a Trooper warped in self-sufficient armor that is the only barrier between them an a inhospital atmosphere, your skills are as vital as any field medic.

Officer (100 cp): Leaders are forged in the heat of battle and further honed though training to handle the responsibility and sacrifice of command. You are well on your way to being a command officer and leader of your own squad, perhaps with even further aspirations of leadership.

Skills and Abilities

(Discounts apply for Military training)

Basic Training (free): No matter where you specialization takes you, you are a soldier of the Federation, and every Federation soldier has been though boot camp and taught how to fight and survive in today's battlefield. This perk represents that. As such you have gone though the rigors of boot camp, and have many skills needed to be a soldier. Such as how to clean and maintain your equipment, some rudimentary melee training and are a fairly good aim with your weapon. You also know some neat party tricks with a knife.

Troopers Perks

Battle Hardened (100cp): A battle hardened Mobile Infantry trooper has seen real combat and come away from the experience changed. They have seen fellow soldiers die and taken lives, two things no one walks away from unscarred. It is nearly impossible for you to lose your calm in the midst of battle.

Mass Shooting (200cp): Most troopers have moved on to specialties but those that stick with the standard training of the Mobile Infantry this long learn how to maximize firepower when shooting in tandem with other squad mates a trick that can quickly scythe through even the thickest enemy line. This perk also seems to apply to your squad in some way, allowing your Squad to apply maximuim fire to the charging Bug Hordes.

Angel of Death (400cp): Snipers are equipped with the finest scopes and optics for their weapons ever produced in the factories of Mars. With these lenses and the electronic sight enhancements they provide, a sniper can draw a targeting line on anything within true line of sight. Of course making such a shot is considerably harder, but this is what snipers train day in and day out to do. There is no target too distant, no shot to difficult. If the bullet can reach it, it is as good as dead.

Precision Shooting (600cp): Snipers are specially trained to hit their targets and only their targets, practicing for hours on courses that interfere with their concentration by springing

innocents and obstructions between their weapon and the recipient of their deadly skills. This instills a certain, careful aim that only allows the sniper to fire when he is absolutely sure where his bullet will go this and exactly where a bullet needs to go to take a victim down.

Field Medic Perks

Saw Bones (100cp Free with discount): You have a indepth knowledge of Federation medical techniques, practices, and technology. Your training focused on battlefield medicine, but you would be just as comfortable working in a full time hospital just as well.

Medical Determination (200cp): Being a medic on the battlefield is a terrible, brutal, profession. When your squadmates have been torn by Arachnid claws, burned by acid or crushed by debris. A field medic has to deal with the most gruesome of injuries. With this perk you are always able to calmly asses the situation and perform your duties no matter how dire the situation is, able to keep your mind on saving lives and what needs to be done, although latter you may feel the after effects of such situations.

Gilligan's Island Medical (400cp): A battlefield medic may find themselves in terrible situations without supplies or backup. With this perk you can perform medical procedures and surgeries with the most basic tools as if in full stocked hospital.

Xenosurgery (600cp): Your knowledge of medical sciences has become an intuitive understanding of how living bodies function. With some examination and study you are able to understand alien biology no matter how bizarre. You can use this knowledge to perform medical operations, or in grim situations discover weaknesses to exploit. If a new life form has some innate weakness, you can discover it. Your overall mastery of surgery and medical procedures has grown tremendously as well and can perform cybernetic implantation.

Engineer Perks

Mechanical Knowledge (100cp): You have a indepth knowledge of how Federation technology works, with a focus on engineering and repair but still rather varied. The knowledge is mostly focused on equipment, vehicles, and robotics employed by the Mobile Infantry although it would serve as a solid base for expanded study into many other field.

Mechanical Magic (200cp): Nothing is broken for good unless an engineer says it is. With their advanced training and personal knack for machines of all kinds, an engineer can often get a device functioning again after anyone else would have junked it. Engineers are also taught hundreds of tricks for getting every last ounce of power and performance out of their squad's

equipment.

Explosive Demolition (400cp): In the hands of a gifted engineer with extensive training in demolitions, anything can be made into an explosive. As long as an engineer is not in a true void, he can always find simple compounds to combine into some form of explosive mixture. Mobile Infantry engineers can also deal with explosives in ways that other experts are at a loss to explain.

They seem to have an affinity for things that blow up – one that allows them to disarm them, improve them or get them to act in ways no simple chemical reaction should be able to perform.

Marauder Training (600cp): Marauders reside in the curious grey area between vehicle and powered suits, nevertheless they are the last thing many enemies of the Federation ever see in battle. With the ability to carry firepower ranging from pintle-mounted machine guns to tactical nuclear missiles, Marauders can easily take on platoons of tanks and win without suffering anything more than superficial damage. In a universe at war, the Marauder suit is a vital weapon and a valued ally.Marauder drivers are experts at using their weapons, sensors and communications equipment to its fullest in battle. Any member of the Mobile Infantry can use a Marauder suit, but Marauder drivers can forge a special bond with their equipment and really get the maximum performance these hulking collections of steel and firepower are capable of granting. In a Marauder suit, there is very little in the galaxy a trained specialist cannot take on. The Fleet can glass a planet from orbit, but only Marauders can accomplish a planet-side mission requiring something less than total destruction. This skill also applies to other vehicles and power armor of the Federation, along with indepth technical knowledge of how they operate.

Officer Perks

Officer Training (100cp free with discount): You have started training to being a full officer, you have been trained in squad level tactics and command and control information. How to make decisions in the heat of battle and have a suitable basis for being a experienced tactician on a even larger scale.

Vigilance (200cp): A veteran is always alert, always aware. As long as a veteran is awake and free to move, you cannot be caught flat-footed and can never be flanked. You even have a sense of where opponents are, even if they are under complete cover, but this is not accurate enough to use for targeting purposes.

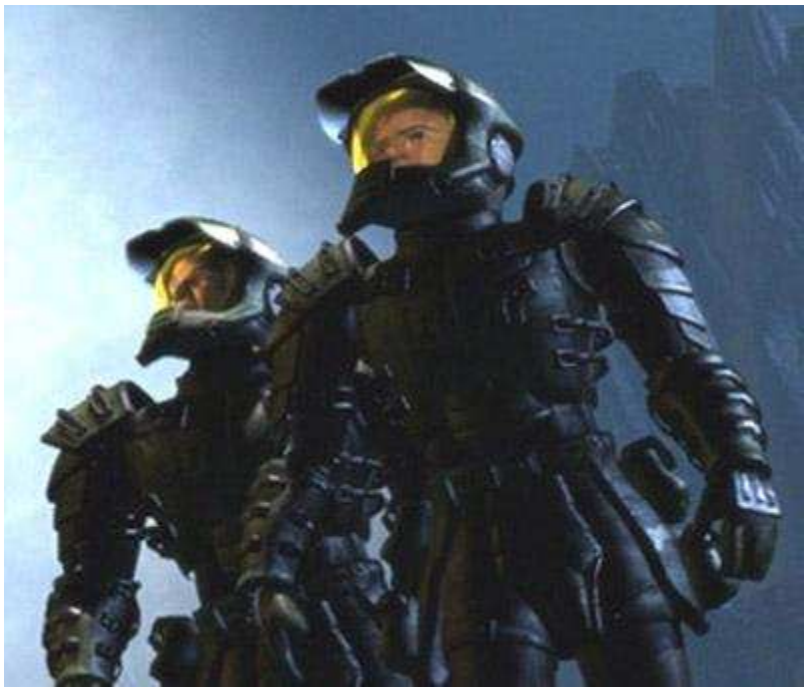
Effort of the Hero (400cp): There is very little a true experienced solider cannot do when he puts his mind to it. You can take yourself to the very limit of your abilities for a cause you

believe in. Performing an act of heroic proportions. Be warned this incredible act of heroism can briefly leave you helpless afterward.

Command (600cp): Officers can be commanding figures whose legendary prowess can inspire in much the same way as a true officer. While many veterans deny vehemently any desire to be officers or lead men into battle, there is no getting around their inherent ability to do so. A squad lives or dies by the force of personality shown by their commanding officer. With a word or an action, you can inspire men to drive into the very fires of Hell or doom them to an early grave through indecision.

Gear

M-1A4 Power Suit (Free):



The standard issue M-1A4 suit issued to members of the Mobile Infantry, power armor is the greatest ally and closest friend a trooper can have. With a suite of servos, electronics and augmentation equipment as advanced as human science can create, a power suit turns its wearer into something inhuman. Tireless, protected from the elements and shielded against all but the most serious forms of harm(e.x:weather,up to 75 cal. bullets,lasers), it is easy for a Mobile Infantry trooper to feel like a god among men when wearing this suit. It is only the sudden swipe of a bug mandible or the disorienting blast of a skinnie beamer that brings him crashing down to reality again. The Power Suit protects its wearer from inhospital environments

such as poisonous atmospheres, underwater environments, and even the void of space. It comes with targeting sensors and also grants infared, ultravoilet, and even vision in complete darkness. A host of other features and even jump jets that are situated in both a troopers boots and his\her armor as a collapsing backpack unit. Using jump jets, troopers can fly over limited area and reach elevations of up to 200 feet. Jump jets use fuel and can only carry a trooper for 1,000 feet before needing to be recharged.

TW-203-A Morita Assualt Rifle (Free):



The Standard issue for all Mobile Infantry Troopers. The Morita is the result of a centuries long search for the perfect assault rifle. Effective against any Arachnid Sub-species of warrior but size or smaller, the morita is a truly versatile weapon that enables the mobile infantry to combat any alien threat that looms over the Federation. Most Moritas come equipped with the XW-11 0-G1 Auxiliary grenade launcher. The Morita has a three round burst setting.

Career Kit (50cp): A general purchase for a kit for your chosen career. If you are an engineer this would be technical kit for repairs, for medics a first aid kit and medical supplies, Troopers would be extra ammo or field rations, and Officers would get more communication equipment.

Field Rations (50cp): Described by most troopers as one step better than starving to death, these packs contain all the vital calories, nutrients and minerals needed by an athletic man or woman to sustain them for a single day. Virtually flavourless and completely self-contained in the form of white, chalky bars, they are usually a trooper's last option for food if there is any other choice available. Each ration pack provides a trooper with enough basic nutrients to keep him alive for one day. Will recieve one every 24 hours on there person or in there warehouse.

Lizard Line (50cp): A cable dispenser with a built in launcher that allows troopers to extend the line anywhere within its maximum length (150 feet), these items are used for climbing,

rappelling and many other uses that only occur to troopers in the heat of battle. The grapple tip on the end of a lizard line does not deal appreciable damage and the line dispenser cannot be used as an effective weapon, but it will go effectively where a trooper wishes it to and its automatic rewind is strong enough to pull him up a sheer surface with his full gear at a rate of 20 feet per round. Lizard lines cannot anchor in surfaces harder than stone.

Communications Set (100cp discount for Officer): Also called a comms set for short, this is a backpack device with all the electronics and aerials needed to perform communication work over a land range of 500 miles and an full orbital range. Often assigned to another trained trooper by the Officer.

Demolition Kit (100cp discount for engineer): A kit for those explosive loving maniacs. Comes with explosives, detonators, and even disarming equipment.

TW-201-L Morita Long Sniper Rifle (100cp discount for Trooper): An advanced development that builds on the base model's obvious strengths. An extended barrel and sniper scope is added that enables attacks to be made at great range.

TW-99-S Belcher Shotgun (100cp discount for Trooper): Rarely seen in frontline squads these is a reliable auxiliary weapon for missions expecting close quarters fire-fights.

SW-226-F HEL Infantry Flamer (100cp): A stnadard support weapon for Mobile Infantry Squads, the Hel Flamer creates a 30ft cone of fire. Alternatively, it can create a wall of flame directly in front of the user, 10 ft thick and 30ft wide.

Grenade Satchel (100cp) a satchel of various grenade types. Ranging from but not limited too: Fog Grenades for cover, chem grenades, fragmentation grenades, or even the rare plasma devices.

SW-402 Triple Thud Grenade Launcher (300cp discount for Troopers): Though officially termed a grenade launcher, the triple thud actually fires mini-rockets that have a far greater armor penetration capabilities than most grenades. May fire a single round or a three-round burst.

SW-408 Shredder Squad Support Cannon (300cp discount for Troopers): Water cooled barrel machine gun, great for firing on swarms of bugs, but is a sever drain on ammunition reserves.

Tactical Oxygen Nuke (600cp discount for Trooper): Unlike fission or fission-fusion nuclear weapons, this nuclear weapon is an ultra-low yield pure fusion weapon. Pure fusion releases energy like conventional nuclear weapons but doesn't require fissile materials such as Plutonium or Uranium and therefore produce no fallout. Can carry two.

SW-404 Javelin Missile Launcher (400cp discount for Trooper): A versatile weapon that can be adapted to tactical situations simply by switching the warheads. Two different warheads can be

placed in the same magazine and the launcher can load either with a command. Can use many warheads such as the holepunch HEAP missile, Firecracker, or the Pee-Wee atomic missile, among others.

Piranha Combat Jet Ski (200cp): While few Mobile Infantry troopers are comfortable passengers, most appreciate the freedom, speed, maneuverability and response time of a Piranha jet skis. These vehicles are swift and well-armed – two things the Mobile Infantry appreciate above all other virtues. These vehicles are commonly mounted in pairs to the forward ailerons of a Pegasus combat skimmer.

Sprite Reconnaissance Skimmer (200cp): While few Mobile Infantry troopers enjoy driving a Gecko into combat, most appreciate the speed and maneuverability of a Sprite skimmer. A ground-effect vehicle with a set of three thrusters that maintain a height of two feet over the terrain below at all times. While many officers dream of mounting their entire squad on these incredibly swift and well-armed vehicles, their per-unit cost make this unfeasible for all but the most decorated or deserving.

M-8 Marauder Assault Armour (600cp discount for Engineer):



The Marauder M-8, also called the Ape suit, is a tactical suit of extremely powerful armor, mechanically assisted and equipped with weapons, computer systems and sensors that place it in the effective realm of an entire squad of Mobile Infantry troopers all by itself. Its name comes from its large arms and relatively short, wide legs which give it a very simian profile both when standing at parade rest and when lumbering towards a target to deliver a much needed order of

pain and destruction

All Marauder suits have the same serious design flaws. They take 26 hours to take from ‘cold’ storage to ‘warm’ active service. Once ready to take the field, they can only operate for eight hours on their power cells before all their systems go dead and they are rendered immobile. Field engineers assigned to Marauder suits always bring replacement cells when they can, but this can still leave a Marauder driver helpless and immobile in enemy territory.

The Marauder is armed with a shoulder-mounted Gatling gun, two machine guns and two flamethrowers in each hand, and a missile launcher on the back that can fire various forms of ordinance.

M-9 Marauder Assault Armour (600cp discount for Engineer): The Marauder M-9, also called the Chickenhawk, is a tactical suit of extremely powerful armor, mechanically assisted and equipped with weapons, computer systems and sensors that place it in the effective realm of an entire squad of Mobile Infantry troopers all by itself. Its awkward gait, the reason for its nickname among troopers, is very quick and it can cover a lot of ground in a short amount of time. The Mobile Infantry drivers selected to operate the M-9 soon stop deriding when they discover just how much destructive power the suit puts at their finger tips.

It has a similar power weakness just like the M-8, and if it falls on its back can be rendered immobile. It has four hardpoints for heavy weaponry.

Cyberlab (600cp discount for field medic) a fully functional lab for cybernetic surgery and limb placement. With this fancy lab a Medic can add cybernetic implants and replace limbs as need be. During the jump itself this lab can be found on-board the main starship you are assigned to and it has very limited access to it outside of yourself. After the jump this becomes permanently attached to your warehouse and will have a monthly resupply of Federation cybernetic systems, medical supplies, and limbs.

This lab also has everything needed for more common medical surgeries and procedures, and could even be used to make Neoanimals in small numbers.

Poseidon Armoured Water Cruiser (600cp discount for Officers): A vehicle with limited deployment potential because of its design, the Poseidon is nonetheless a vital craft when the Mobile Infantry has to tackle an objective on a water world or in aqueous environments. Lightly armored and only usable to a depth of 500 feet without additional modifications, this amphibious military vehicle can operate as both a boat and a submarine, taking a full squad of armored troopers and a pair of Marauder suits into environments they could not otherwise reach. The Poseidon is not a common vehicle in the Mobile Infantry’s arsenal but every platoon

typically has one available for emergency use.

The Poseidon comes with two skilled pilots that will follow your orders, although not trained for ground combat and have minimally protective equipment.

F90-2 Pegasus Combat Skimmer (600cp discount for Officers): SICON recognizes the need for both high-speed response and air support for the Mobile Infantry, with this in mind, the F90-2 Pegasus combat skimmer has been developed. Capable as serving as a mobile command centre in much the same way as the GK-12 Gecko APC, the Pegasus is considerably faster, more maneuverable and is smaller than many Fleet fighter craft. While the Pegasus does not have any mounted weapons systems it does have the capacity to carry two Piranha jet skis or two Sprite reconnaissance skimmers, as well as a Bullfrog combat dingy. The F90-2 Pegasus combat skimmer is becoming the workhorse of many a Mobile Infantry squad.

The Pegasus comes with two skilled pilots that will follow your orders, although not trained for ground combat and have minimally protective equipment.

Companions

Jumper's Roughnecks (50cp each or 300cp total for eight squad members)

This options allows you to bring in companions or make new companions in boot camp and make a Squad. Each member of the Squad gets 600cp for perks and equipment. If you take only a couple you will all be considered members of the Roughnecks, if you have a full compliment of eight you will be in your own Squad and either you or a companion with officer training will be in charge.

Neoanimal (200cp)

There are times, even for the technological might of the Federation, when the finest machine is no match for the abilities found in nature. Even with snoopers and auto-ears, a Mobile Infantry trooper cannot sense his surroundings as well as a common dog. This principle has been adopted into SICON with the commission and deployment of neodogs, but these creatures are not common dogs by any definition of the term. Neodogs are genetically engineered, cybernetically enhanced canine breeds with sharper hearing, smell, eyesight and special awareness than any dog, wolf or human could every hope to possess. These artificially mutated symbiotes also possess the ability to talk and though they cannot pronounce b,m,p or v sounds, a well-trained handler can understand them perfectly. Neodogs and their handlers are used as forward scouts, mobile sensory operatives and early warning systems when no other

instrument could possibly detect enemy activity in time to do anything about it. Trackers without equals, neodogs are brought into the Mobile Infantry by specially trained handlers bonded for life to their very special animal friend through a symbiotic link that connects their minds and bodies in a way that defies description.

If you take this option you have a bound with a neodog or if you a wish a similarly argumented animal of some common variety. In the case of something other than a dog the assumption is that it was a prototype of using the neodog process on another animal and was eventually abandoned as a project. You can only take this option once, as SICON will not allow a frontline Squad to have too many animals without handlers.

XM-550 CHAS Unit (300cp)



The XM-550 Cybernetic Humanoid Assault System, or C.H.A.S., is a robotic machine used by SICON. These machines consisted of a titanium reinforced superstructure and contained the firepower of an entire Mobile Infantry squad. The primary processor of the CHAS ran on a bio-

enhanced logic matrix which meant that the units were completely autonomous. Its CPU is essentially a learning computer with cognitive skills that were human-like. The units are capable of moving at far faster speeds compared to a trooper and have thrusters by the base of its feet allowing it limited flight capabilities.

C.H.A.S is armed with two miniguns on each hand along with a rocket launcher. A machine gun on the shoulder and grenade launcher inside its chest. Originally employed during the Tophet Campaign these units were very effective if mistrusted by the squads they were assigned to. Eventually however SICON deems them too expensive for front line duty, and so restricted to guard details and special operations. In this case you now have one assigned to your squad and it is loyal to you first and foremost. the CHAS is a learning computer and, as mentioned above, is essentially a blank slate when first activated. The CHAS tends to 'imprint' upon the troopers to whom it is assigned, picking up everything from their habits to their turns of phrase to their very values and incorporating them all into its core programming. Eventually, the CHAS will learn and grow to the point that it is truly its own individual.

Drawbacks

Not enough CP for you Jumper? You may take an additional maximum of 600cp with these drawbacks, but choose wisely.

Entomophobia (+100cp): You have a fear of insects for the remainder of your time here. You can keep your calm with enough willpower but Bugs will always creep you out and you will always have to fight your fear of the creepy crawlies.

Vanglorious (+100cp): Did you just never realized how simply amazing you were? What were you thinking? You're the best (and most handsome) thing that every happen to this universe and you are going to let everyone around you know that. Unfortunately your newfound appreciation for yourself tends to make you fumble at things you would normally handle competently, so expect a lot of people to not agree with you.

Love Triangle Woes (+200cp): The universe seems to love drama, especially the drama of three special members of the Federation armed forces, Dizzy Flores, John D. Rico, and Carmen Ibanez. The universe seems to love watching these three pine for each other and just when things seem to be getting stale or progressing, something invariable shakes up to a new status quo of drama and unrequited love. Now thanks to your appearance, the universe has decided to turn that love triangle into a love trapezoid, with you in it. If you take this drawback you will find yourself drawn to one of the three cast members and one of the others will have feelings for you as well. No matter what however this quandary will not be resolved however you try to act, dating someone else will just lead to stronger desire for your target, any attempts to ask them out will

be inconveniently interrupted, and even if they grow to love you will be convinced that anyone they admit to loving will die, and so on. If the situation does change in some way it will only lead to a new and equally frustrating status quo. After ten years the drama ends and you can resolve the issue. Possible even bringing a new companion with you on further adventures.

Enemy Within (+200cp): The Federation has become aware of some alien force operating within the Federation itself, and to be fair they are not wrong about that.... With this drawback Federation Intelligence is looking for signs of you and information on what potential threat you pose. Black clad psychic agents stalk all levels of the Federation, and Federation propaganda takes a dark suspicious turn, warning people of hidden alien menaces and reporting on strange behavior. Its uncertain if they would consider you a threat, but then are these agents looking for you simply Federation agents looking for a potential danger or themselves a shadowy conspiracy looking to undermine traditional Federation values? Regardless of the answer expect cloak and dagger to impend your progress on every level for the next ten years.

Psychophobia (+300cp): Sometime during this Jump, a control bug will find its way to take over the mind of either a companion or even yourself. This control bug will find itself growing far more intelligent controlling you or them and will be a thorn in your side for sometime to come. He will have access to your abilities but crudely and not at full power, only accessing a few abilities at a time. But his control will grow. Even if he loses control of his subject this control bug will survive by plot point and will posses some remnant of your powers and be able to grant it to future hosts. The bright side of this is the control bug will also start to exhibit any mental drawbacks you or your companion has. Perhaps you will create an enemy that even the other Bugs will come to fear.

Arachnophobia (+300cp): The idea of humaniod life in the galaxy is a joke with what appears to be a short and brutal punchline. It seems as if most of the entire galaxy is crawling with insectile aliens, and the Federation, Skinnies, and other humanoids species that may exist out there are small islands of humanoid life amidst a writhing sea of insect life. The Bugs themselves are far more numerous and varied swarming over most of the known galaxy, and any real rivals the Arachnids have are just as insectile, alien, and hostile as they are.

Jumperphobia (+300cp): The Bugs know what a Jumper is and want to destroy this threat to their existence. They don't know who you are but they are searching for you within the Mobile Infantry. Using specialized seeker bugs among their front lines with the ability to track Jumpers and use of your powers or technology from another universe. They also have made anti-jumper super bugs, unique individual bugs with different powers and abilities keyed to fighting your current build and will evolve even stranger and more powerful bugs to combat any new tricks you may pull out of your proverbial hat. These super bugs are just as capable of adding the front lines in other campaigns, so take care with this drawback.

After the war

Go home: You may decide you had enough, so you may go home ending your journey but keeping the rewards.

Full Citizenship: Have you truly done your part Trooper? The war could still being waging, is it right to leave? Instead you choose to stay and enjoy being a full citizen of the Federation.

Need to know more: It's time to move on to the next adventure.

Notes:

-Regardless of equipment choices SICON will issue equipment and vechiles as it sees fit. However bought equipment will be considered yours and military command will not suddenly get pissed if they see you modify it like they would government property. Also if you lose or destroy CP equipment it or an replacement will show up in your warehouse within 24 hours.