

Federation of the Stars. Game/ story setting - **Planet Busters**

SPACE in GENERAL

Habitable planets are fairly far apart and are more precious than realised at the moment. As the planet hunters of the 21st century started to realise that the universe was going to be sparsely populated...

Now they are reaching out into the stars.

WEAPONS

Coilguns/ Gauss guns

Railguns

Helical Railgun

Mass Drivers

Particle Accelerator

EMP weapons, High Power Microwave bomb

Lasers

slug throwers

micro rockets

TECH.

Fold Drive:

Folds space around itself, effectively allowing the spaceship to travel across the fold and into a new area of space many many parsecs away...

The **Navigation computers** on board a spaceship are made from slices of brain, integrated with the electronics.

Based on Graviton particle technology... Or Dark Energy (negative to gravity)

Null-g then reactionless drive plates, then Fold Drive based on similar technology. Need to be big with lots of power so are only fitted in starships

Diametric Drive

Dark Matter drive... Could have negative mass or Dark Energy drive, pushes against gravity.

Fusion power:-

Large super reactors

Small disposable "cold" fusion packs

Space ship power systems. Sealed systems that can be ejected in a disaster situation. Have so many years of fuel inside. Hooked up into a standard power port.

"Tacing the path"

Small particles released in front of a starship to ablate debris and dust.

Solar sailing vessels./ Differential Sails

Cheaper alternatives. Can have maser style on board, back up pushers

fly on Beams created by a planetary based maser. Reflecting mass backwards

Beam riders

The beams heat up propellant in the ship

OR deliver electrical energy for the null-g plates

Mass Drivers (Ion Drives)
Mag-lev launch systems , Star Tram.

Particle Accelerator propulsion

HUMANS

Parts can be replaced ad-infinitum. Only the brain can not be replicated.... Not entirely true, the memories can as can the “intellect” but not the “soul” or the consciousness if you like.

But there are rumours...

Also the wide spread use of anagathic drugs in the core planets.

This means effectively humans live forever except for the impact of violence. Well hundreds/ thousands of years. What impacts would this have on society...

(Also, humans on new planets starting to evolve apart from other humanity. This is over thousands of years however.....)

Humans that are bored of existence usually request to don the unique human hybrid warrior called **Blitz Armour**. These fight the various border wars. Interstellar war is a fearsome thing even for a cyborg.

“The last “suit” you'll ever wear”

Dead Human brains are used as computer parts on the thin slivers of brain, called simply “Slices”.

Normal day for federal citizen. Depends on the planet....

Core worlds, near administrative centres are very similar. High degrees of automation. Jobs/ work tends to be strategic/ managerial, professional, scientific/ technical or criminal.

There are a few labouring jobs, mainly on large construction machinery where Humans are needed to “think”.

They are highly scrutinized. Cameras and smart ads, secure zones, ID cards are essential. This is usually not by repressive states, but some can use the level of scrutiny to their advantage

Each Federal Citizen carries an ID card. The ID card can also be linked to a bank account or can be used as charge card (load up with credits).

Usually implanted in the wrist, but back ups are always in the luggage...

Getting a new one can be a bureaucratic nightmare.

It is a two tier society, those that are in and those that are not. Vast under-hives exist

Earth is extremely overcrowded and tarmaced over. It is now an administrative centre, it must import most of its food and relies on the colonies to provide.

The frontier worlds are more like the wild west, technology is expensive and humans are sometimes cheaper.

Life is hard, aliens attack, deathworlds and colonisation of new worlds is never easy, the frontier's people tend to be tough and pragmatic.

Genetic Engineering has created “super” colonists!!! for tough environments.

Robots on the borders are mobile and multifunctional, also expensive and rare.

Replicants are the things of myth...

THE EMPIRE- Federal Space

Is a star spanning group of organised planets.

Based on a loose Federal arrangement, separate system states (usually), with their own laws, then under a federal law of interstellar goings on.

e.g. under Federation directive number 78, no nuclear weapons may be used on the field of battle.

How did it start?

The Federal government formed from the human earlier expansion, the coming together of several governments.

1. The main driving nations were USA, Federal States of Europe and India (Hence federal form of governance).
2. China resisted and thus the first “interstellar” war was born. China was absorbed as several nations into the federation.
3. Neutral nations are Scandinavia and Switzerland, they formed the and now have enclaves on most planets, and act as an independent state, with their own laws and customs.
4. Most minor nations have now joined
5. The African Federal Republic joined the Federation later, made up of most of the states of Africa.
6. The New Commonwealth (UK, Canada, Australia, South Africa, Kenya, Caribbean Free States, Ireland) has it's own small area of space, technically a neutral zone. A war with the federation now means that the original homelands on Earth are no longer in their possession.
7. Russia joins Federation.

Each planet in the fed is a state, but Earth has a special status, where Africa, Asia, Americas, Europa, all exist as “nation” states in the federation

Expand?

War mainly, to start with, but now through offering a place at the table and colonisation of the deathworlds. (Like the Roman empire)

How does it keep together? (like Rome, better off a part than apart) Citizenship brings great benefits to the planet in economic and security terms

Terra forming....

Inject heavy metals into the core??? what problems might occur? More volcanos?

Close to 1g, then set up an atmosphere, transpose plants, then fauna etc.

Federation Exploration Service

Explorers, spies, first contact, colonisation, terra-forming.

One of the tasks of the colonial office is taming important “deathworlds” for colonisation, these

Wide ranging powers make them one of the most powerful federal organisations

Federal Rangers (marshals)

Enforcers of federal laws

Federal Defence Force

Further split into Planetary Operations and Space Operations.

Federal Administrative Office

Civil Service

Federal Diplomatic Service

Offshoot of the Federal Government

Federal Survey Office

Responsible for mapping and travellers well being in Federation space.

Federal Government has many departments. The most famous being:- Ministry of War and Defence, Ministry of Justice, Ministry of the Colonies, Ministry of State,

Other entities in Space.

The New Commonwealth. "Subjects of The Crown"

Scandinavia/ Switzerland, neutral states within each federal colony

Alien empire 1 – Bear like creatures

Alien empire 2 – Saurian

Alien Empire 3 – Other Humanoid

Alien Empire 4 – The gas bags...

Aliens are abundant, virtually each new habitable planet has it's own dominant lifeform. So the federation has many different races absorbed into it.

Intelligent species, however, vary less than we thought...

There are few truly "different" species.

Alternative setting 1

What would an empire of the stars look like with no star/ jump/ warp/ etc drive?

Generation ships

Suspended Animation

Longer life spans of humanity

Beam

Sail (reflect energy/mass from a stationary source)

Differential Sails

Fusion Engine

Diametric Drives

How fast could we go?

Most modern estimates around 10-20% of Light Speed.

How would we get around?

How would we communicate?

Run a government across the stars?

Sticking to extrapolations of today's technology.