



UNION SPACE FORCE

The Allied Union of Worlds (the Union), an alliance of a dozen or so planets and colonies, maintains a naval and exploration fleet known as the Union Space Force (USF). The remit of this fleet is to push the frontier of exploration, keep the peace, and expand the Union. Every member of the Union contributes towards the USF.

USF headquarters is on Earth's moon. This is some time after Earth's unification - the entire planet falls under the governance of the United Earth Parliament, which was formed in the early 2100s after the Great Solar War - the war to *truly* end all wars - finally put a permanent end to Earth's warring tribes. The war initially started over a conflict between Russia and China as they fought over the Jovian moons, but it soon escalated to include every spacefaring nation on Earth. The Jovian Treaty finally formed the UEA, originally a body similar to the old United Nations, but which eventually became the official world government of a united Earth.

There are about a dozen Union Worlds. Boria is a member, as are the Felans, while the Venetians remain associate members, having declined to fully join. Both the Borians and Venetians knew of

Earth long before Earth knew of them, and stayed clear of Sol for many decades, viewing the warring humans as a race of barbaric and violent animals.

USF space is not a single contiguous area. The Union members are spread out over many parsecs, and within that area are unexplored regions, hostile worlds, and unaligned worlds.

The USF has recently expanded into the Nereid Sector, with the establishment of Orchid Station. See *The Nereid Trilogy* for more information on this sector.

ORGANIZATION

The USF is organised into several different branches.

Academy. The Union Space Force Academy (USFA) trains Navy (USFN) and Marine (USFMC) candidates. USFIO and Psi-Corps will also recruit officers directly from the Academy.

Colonial Operations (USFCO) is engaged in the expansion of Union space and the colonization of new worlds.

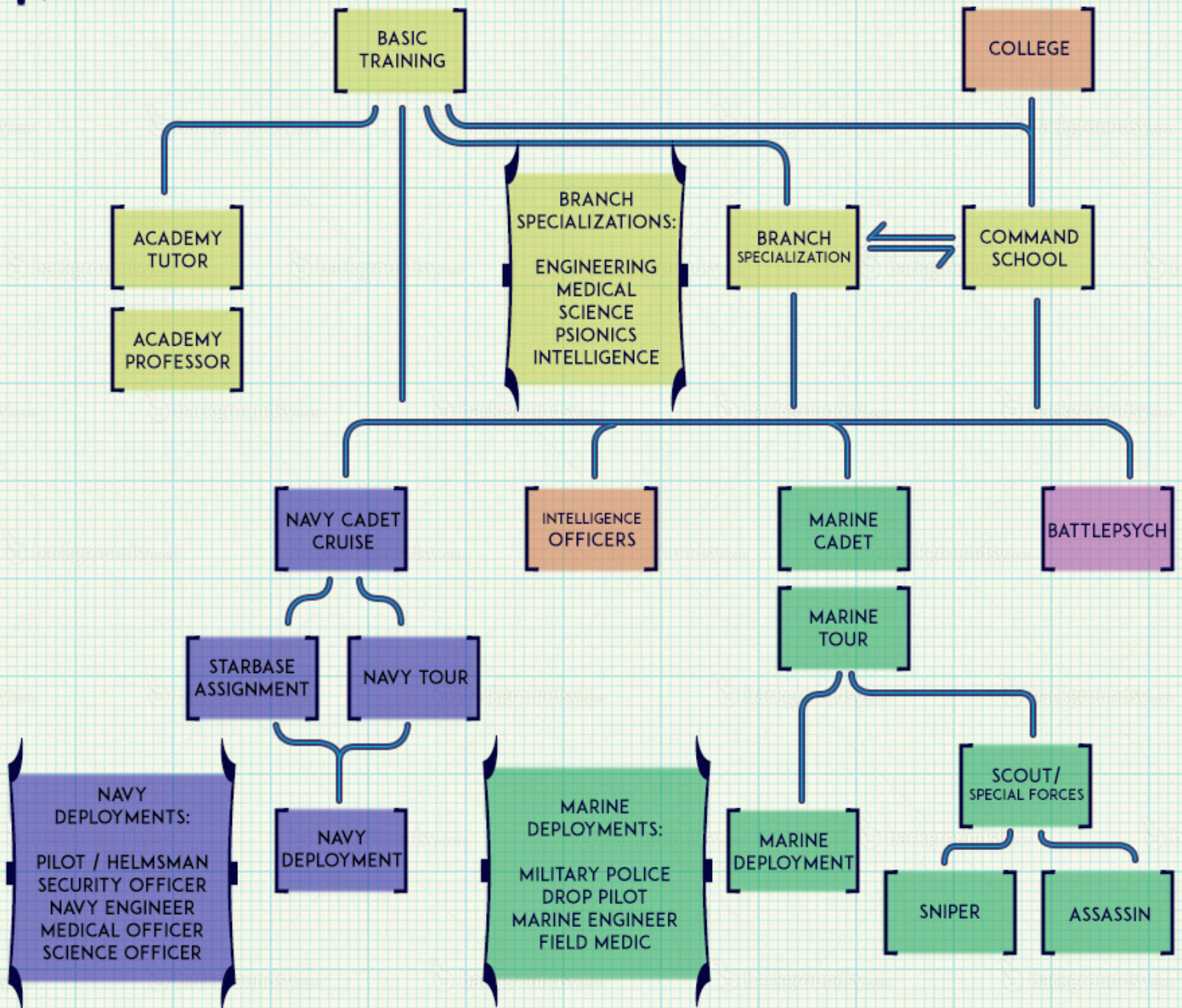
Naval Operations is the military branch of the USF. Naval Operations (USFN) is part peacekeeping force, part Navy. This branch of the USF maintains destroyers, battleships, and carriers tasked with defending Union Worlds.

USF Marine Corp. The USFMC is technically part of Naval Operations. Marines perform ship-boarding actions and ground assaults.

Frontier Operations (UFO) is the exploration branch. This branch is often considered a highly desirable assignment; it is this branch which sends out starships to explore strange new worlds and seek out new civilizations. Ships include long-range scout ships and enormous cruisers

capable of multi-year missions far away from Union space. Frontier Operations' iconic vessel is the *Endeavour* class cruiser.

Intelligence Operations. The USF maintains a clandestine military intelligence branch. Most every starship has a USFIO officer stationed aboard, and even the captain of the vessel won't know who that is.



Psi-Corp. The psionic branch of the USF trains battlepsyches and telepaths who are assigned to the other branches on a mission basis.

ENEMIES

While the Union officially maintains that it is at peace with all other known civilizations, this is not strictly true.

Ogron IV, the homeworld of the Ogron race, is a permanent thorn in the side of the Union Worlds. Ogrons ignore the Union, doing exactly as they wish - plundering, slaving, and worse. While Ogron is not a particularly organised world, and does not have a notable Navy of its own, individual Ogron pirate and slaver ships can be formidable. As yet, the Union does not have a formal policy regarding Ogron activity outside the Union Worlds.

The Spartans - their homeworld may be colloquially called Sparta by earthlings, but its name is actually **Azatbar** - has a small empire of a handful of colonized and conquered planets. Spartan space is located within the non-contiguous area which contains the various Union worlds. The situation between the Spartans and the Union is best compared to a cold war.

Trappist VII, otherwise known as Trappist-1h, or **Pagos**, under the dictatorship of Chan Chan Mankor, is under permanent blockade by USF forces, led by the *USF Barracuda* which remains permanently stationed at Trappist. There are two Union worlds within the Trappist system.

USF CAREERS

This document provides vital information for those joining the Union Space Force, the naval arm of the Allied Union Worlds. It outlines the career structure of the USF and details career progression from the Academy to becoming a fully-fledged naval officer.

The career structure in the *N.E.W.* core rulebook is very freeform. However, individual organisations may require their own structures and requirements on top of these careers. USF recruits must follow the career tree shown in the organisational chart. All trainees begin with either the Academy or College before progressing through branch specializations, command school, navy and marine deployments, and more.

The USF is an elite service. Because recruits typically enter the Academy at age 18, those who attend Command School will usually begin play at age 25, while those who have a Navy Tour under their belt will begin play at age 25-30, depending on the length of their initial tour.

All USF officers are trained at the Union Space Force Academy (USFA). The Academy is an excellent institution, and it bestows a fine education on its students.

On occasion, an officer - especially those in the science or medical branches - will be educated at a university before joining the Space Force. These characters are permitted to skip the Academy. However, many choose to train in their chosen fields at Space Force Academy, whose academic programs are equal to all but the finest private institutions.