

UNF

"Look here chaps- I know the last few days have been hard, but command's promised us a battalion of tanks tomorrow. So check your weapons, and follow me! Let's show those bastards what it means to defy the UNF!"

-Commander Willis, 17th Aurelian regiment

The UNF, or United Nations of Freedom, was formed after a long and bloody civil war in the middle sector. Claiming to be a haven of democracy, protecting its citizens from outside threats, the UNF is actually little more than a dystopia- it is true that citizens can vote for their leaders, but the process is so corrupt that they matter little. Even then, the government and president are powerless- too engaged with their endless wars, they instead hand over the running of the UNF to the General Manufacturing Corporation, or GMC, a giant corporation that controls all business done in the UNF. It manufactures all the machinery used by the UNF, and protects its interests with brutal efficiency.

Less technologically advanced than many other factions, the UNF relies on its space marine shock troops- fearsome drug-fuelled soldiers created from convicts, supplemented by large numbers of troopers and tanks, all armed with GMC equipment. The GMC has its own private, professional army, the GMCC (GMC Corps), which occasionally joins UNF armies in battle.



UNF planets are highly urbanised, industrial complexes. Cities cover most of the planet, and the rest is a wasteland ruined by the industrial processes of the cities. Inside the cities, thousands of big commerce centres, shady alleyways, and dingy streets are filled with soldiers, criminals, businessmen, and aliens. Just about any weapon, drug, or service can be bought for the right price, and there is a constant struggle for power between UNF soldiers, GMCC troopers, and various criminal gangs.

On the border planets of the UNF, regulations and laws are more relaxed, there are often fewer cities, and fewer customs officers. These planets are a safe haven for smugglers and explorers, with secret hideouts, stores of illegal substances, and exotic technology hidden all over these less civilised worlds. Mercenaries, pilots, and navigators are all easy to find in the bars that fill these planets, and there are few permanent inhabitants- most about to go either deeper into the UNF, or out into the wild sector.

The UNF preaches ideals of liberty and personal choice to its citizens, whilst also maintaining an iron grip on their rights

wherever possible. Higher ups in the GMC are basically outside of the law, and GMCC troopers often act as a sort of police in cities, often coming into conflict with real law enforcement, and UNF troopers. Districts, cities, and even planets are divided between UNF and GMC control, with different regulations depending on which zone you are in.

The government of the UNF is made up of a supreme council, made up of elected representatives of the different districts of UNF space, as well as advisors and experts. There is also a president who is elected by the council. They are sometimes a powerful player in politics, but at other times little more than a figurehead for the people, and a scapegoat when necessary.

The UNF military is massive, split into three distinct branches: the aerospace force, the intelligence arm, and the ground army. The aerospace force consists of planes, and spacecraft, as well as their pilots. The UNF does not have very advanced spacecraft compared to other factions, but they are effective for short range travel and transport, allowing the UNF to make use of orbital gates as well as surface ones. Fighter jets and bombers often accompany UNF armies into battle, and the aerospace force also controls the UNF's supply of atomic weapons- the most powerful weapons they have.

The intelligence arm of the military is a highly secretive and influential organisation that is tasked with developing new and more efficient methods of fighting the enemies of the UNF, as well as directing military operations. This includes spying, stealing and adapting more advanced weaponry, as well as other, more esoteric research.

The ground army are the tanks, transport, and most of all infantry, of the UNF. There are huge numbers of soldiers in the army, since military service is necessary to access higher education for most citizens of the UNF, and few have the skills necessary to apply for the other two branches. Life in the army is brutal and dangerous. When fighting barbarians, or pirates, UNF armies have the upper hand, with their reliable equipment, and excellent supply chains, but when up against significantly more advanced armies, the army often has to resort to simply overwhelming the enemy with soldiers, or destroying the environment with chemical weapons and massed artillery.

Units:

- Force Commander
- Space Marines
- UNF Army troopers
- GMCC troopers
- Freedom pattern support walker
- Liberty-pattern transport
- Independence pattern Attack Helicopter

The United Nations of Freedom

Force Commander	5 power
-----------------	---------

MS	RS	D	H	N	Special		
4+	4+	5+	3	3+	Hero, UNF troopers within 6" gain +1 to attack rolls		
Weapon:				R	A	AP	Special
Pistol				6	1	-	-
Sword				-	3	-	-

Space Marines (5 models)	20 power						
MS	RS	D	H	N	Special		
3+	3+	3+	2	2+			
Weapon:				R	A	AP	Special
Shotgun				12	2	1	
OR							
Chainsaw				-	2	2	
Pistol				6	1	-	

Can pick one drug:

- Berserker- +1 attack in melee
- Stimm- roll a die every time this model dies. On a 6+, it is instead on 1 health.
- Hyper- +1 to ranged attack rolls

One model can have the bio meltdown upgrade for +5 power: when activated, this model is slain, and every unit within 6" takes D6 hits with ap(3), deadly(D3)

All models may be upgraded with jetpacks for +5 power, giving them ambush.

One model can replace their weapon with:

Weapon:	R	A	AP	Special
Chaingun	30	6	-	
OR				
Missile launcher	36	1	3	Deadly(3)
OR				
Flamethrower	18	D6	-	Hits automatically

UNF troopers (10 models)	15 power						
MS	RS	D	H	N	Special		
5+	5+	5+	1	4+			
Weapon:				R	A	AP	Special

Assault Rifle	24	1	-	
---------------	----	---	---	--

2 models may replace their rifles with:

Weapon:	R	A	AP	Special
Chaingun	30	6	-	Wielder gains slow
OR				
Missile launcher	36	1	3	Deadly(3), wielder gains slow
OR				
Flamethrower	18	D6	-	Hits automatically

GMCC Troopers (5 models)					10 power
MS	RS	D	H	N	Special
5+	4+	5+	1	4+	
Weapon:	R	A	AP	Special	
Shock Baton	-	1	1		
Blaster	12	2	1		

Freedom pattern support walker (1 model)					25 power
MS	RS	D	H	N	Special
4+	4+	2+	6	2+	Vehicle, protection field
Weapon:	R	A	AP	Special	
Shell launcher	20	2	3	deadly(3)	
OR					
Gatling cannon	20	6	1		
OR					
Experimental plasma cannon	12	D3	4	Deadly(D3), this model takes D6 damage for every 1 rolled for an attack with this weapon.	

Protection field- this model, and all units within 3" gain energy shield(5+)

Liberty-pattern transport (1 model)					20 power
MS	RS	D	H	N	Special
4+	4+	2+	9	2+	Fast, transport(11), vehicle
Weapon:	R	A	AP	Special	
Machine gun	24	3	1		

Attack helicopter						20 power	
MS	RS	D	H	N	Special		
4+	4+	2+	6	2+	Fast, vehicle, fly		
Weapon:				R	A	AP	Special
Suppression blaster				12	6	1	
Rocket battery				36	D3	3	deadly(3)